



# RULEBOOK

1ST EDITION - 1ST PRINTING



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**2-6**  
PLAYERS



**30-60**  
MINUTES



**13+**  
AGES

## GAME COMPONENTS

- 140 Resource Cards
- 80 Item Cards
- 1 Game Board
- 1 Rulebook
- 1 Madbook



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[www.boardroyale.com](http://www.boardroyale.com)

BOARD ROYALE is a turn-based survival card game for 2 to 6 players. Recommended for 4 or more players. For 2 players, please follow the “Duel Mode” rules in page 13. To survive, you will have to be sneaky and a ruthless backstabber.

**BEWARE: Board Royale can be a friendship breaker!**

The goal of the game is to survive by any means necessary. If a player runs out of resources, they are instantly eliminated from the game! The last man standing on the island or the first to escape by collecting 10 escape points, wins the game. But this is not an easy task!

Each round is one day on the island, during which you must gather resources and spend them to craft items with various abilities in order to attack your opponents and ensure your survival.



# SETUP

Separate the Resource and Item cards into two decks. Shuffle them separately and place them face down on the board or table. Leave some space available for the Discard Piles of both decks. If any deck runs out of cards during the game, shuffle the corresponding Discard Pile and create a new deck.

**Reveal 4 Item cards face up next to the Item Deck to create the Crafting Field.**

**Deal 5 resource cards to each player.** Hold resources in your hand without showing others. All set. You are ready to start playing.



# BEGINNING

## STARTING PLAYER

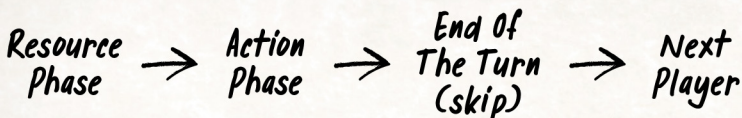
To decide which player starts the game, all players take turns drawing resources until someone draws **Gold**; that player begins the game. Drawn resources are discarded. Any other method you can think of for deciding the first player is also acceptable, such as the player who went to an island most recently begins the game.

## PREPARATION ROUND

After the setup is completed and the starting player has been decided, the Preparation round begins. Starting with the first player, every player draws 2 cards from the Resource Deck and crafts Items if they have the necessary resources in their turns. Player's can't steal, use items, make trades and call for democracy during this round. After the preparation round ends, the game begins.



# PLAYER TURNS



A player's turn consists of 2 consecutive phases: the Resource Phase followed by the Action Phase. When the first player finishes their turn, the game continues to the next player in clockwise order.

When a player decides their turn is over, they must declare it by saying "skip" or "pass," then the next player starts their turn. **When each player completes their turn, the round ends.**

At the start of each round, reset all "Once in a round" items.

## RESOURCE PHASE

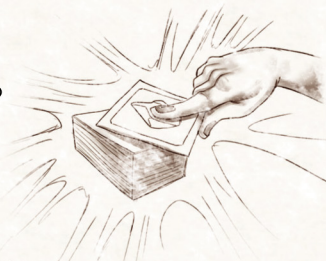


In the Resource Phase, you may choose to collect resources by either:



**A) Drawing 2 resources** from the Resource Deck.

**B) Stealing 1 resource** from a target opponent by randomly picking a card from their hand.



**HAND LIMIT:** The player hand limit is **20 resources**.

Hold resources in your hand without showing others. When a player is going to draw resources that will make them exceed their hand limit they should discard enough resources before drawing to keep their hand total in their hand limit.

There are several items in the game that increase the player hand limit. Ex: If a player crafts "Backpack", their hand limit is increased by +4 and set to 24.

**Hands Up:** If asked, players are obligated to tell how many Resource Cards they have in their hand. Hiding resource card count is not allowed.



# ACTION PHASE

In the action phase, players craft items, use items, and make trades or negotiate. A player can perform any number of actions in any order they wish to.

## CRAFTING ITEMS

Items can be crafted from the Crafting Field by paying the required amount of resources shown on the item card. Example: The player will pay 1 Stone and 3 Iron resources to the Discard Pile to craft the knife and take it.



When a player crafts an item, it is placed in front of them face-up. Items should be visible to all players. Whenever an item is crafted, draw a new Item card from the Item Deck and place it face up in the Crafting Field. Players may continue crafting items during their turn as long as they have the necessary resources.



# CARD ANATOMY

## USING ITEMS

Crafted items can be used immediately as long as the conditions and limits indicated on the cards are followed. Items can be temporary or permanent. Some need extra resources or items to be used.

All crafted items can be used by their owners and also lent to other players as a part of an agreement only on their turns. Think wisely before suggesting or accepting any agreement!



### PERMANENT ITEMS

Items with **"YELLOW"** background are the permanent items. These items are not discarded after use! A player can continue using them as indicated.



### TEMPORARY ITEMS

Items with **"GREEN"** background are the temporary items. These items are discarded after use. Read the descriptions on the cards carefully; they might have other uses as well!



### ESCAPE ITEMS

These **"BLUE"** backgrounded items are also permanent items but they don't have any active ability. If a player collects 10 points worth of escape items they escape from the island and wins the game immediately! Complete an escape set by crafting each set item in the same set and directly get 10 escape points. Item pieces in the sets don't have any crafting priority or order.

*Item Name  
& Type*



*Crafting Cost*



## Quick References



## Deck Name & Card Number



**INSTANT ITEMS:** This type of items can be used at any time, regardless of whose turn it is, unless it is indicated otherwise in the item description.



**REVEAL-USE ITEMS:** When a reveal-use item is drawn, that item's action is applied immediately. Discard it afterwards.



**(X) TIME-USE ITEMS:** Some of the items can only be used limited times in a round. That limit will be displayed in the center of the icon. After using the item to that limit, a player may tap (rotate) the item card as a reminder until the next turn.



**SUPPORT ITEMS:** These items let players draw cards, usually resources but also occasionally items.



**ATTACK ITEMS:** These items let players discard resources from other players' hands.



**STEAL ITEMS:** These items let players take resources from other players to their own hand.



**EXPLOSIVE ITEMS:** These items are explosives with different uses.



**DEFENCE ITEMS:** These items protect players from attacks in various ways.



**INVENTORY ITEMS:** These items increase players' hand limit.



**SKIP:** The player Skips their next turn.

# TERMINOLOGY

## **“DRAW”**

Draw the indicated amount of cards in order from the top of the Item or Resource Decks not from other players.

## **“TAKE”**

Search the decks and take the indicated amount and type of cards described on the used item card's ability. This can also be done from either the Discard Pile or the bottom of the indicated Deck.

## **“DISCARD”**

The attacking player randomly picks and discards resources from the target opponent's hand and puts them in the discard pile. Players may also remove specific resources as described on the item descriptions.

## **“REPLACE”**

Put the indicated card(s) on the Discard Pile and open a new four items.

## **“STEAL”**

Take a random resource from the target opponent.

## **“TARGET OPPONENT”**

Chosen opponent to interact with.

## **“DESTROY”**

Put the targeted item on the Item Discard Pile.

## **“PAY”**

Discard the indicated amount of resource(s) from your hand to use the ability of an item.

## **“SPEND”**

Discard the required item to use the ability (mostly used by firearms).  
Note: Pay and Spend work differently. Pay uses player resources and Spend uses items owned by the player.

## **“CHOOSE”**

When there is more than one use case of an item, select one.

## **“IN PLAY ORDER”**

Actions affect each player in a clockwise rotation, starting with the current player.

## **“GIVE”**

Players choose which resource to give.

## **“SKIP”**

Player's turn is over.

## **“AVOID”**

When an item with avoid ability is used the defender does not take damage from the attacks. But the attacker's resource, ammo or temporary item is consumed.





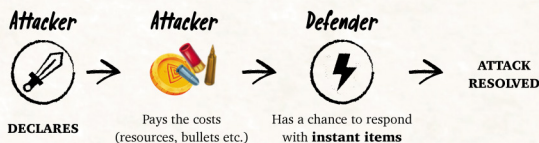
# ATTACKING

Some items allow players to attack each other by discarding their resources. **The attacker randomly picks and discards resources from the target opponent's hand.** The amount of resources to discard is indicated on the used item card.



## ATTACK SEQUENCE

Whenever a player attacks an opponent, the attack sequence becomes turn-based. First, the attacker declares who is going to be attacked and with which item. Second, the attacker pays the cost of the item (or discards the temporary item used). At this point, the defender has a chance to use an instant card to react to this attack. Depending on the ability of the instant card that the defending player used, the damage resolves.



**Important:** If the defender, uses an item that indicates “**avoid**”, doesn’t take the damage and the resource, ammo or temporary items that are used by the attacking player is consumed. If the defender uses a damage-dealing instant card, the attacker’s damage applies first.

**Example:** Defender has 1 resource left and has an instant item “Medkit” allows them to draw 4 resources. When the attacker uses an item that applies 3 damage, the defender reacts by using this instant “medkit” item. Defender draws 4 resources first that sets their resource amount to 5. After this reaction, the attacker’s 3 damage is applied and the defender survives with 2 resources remaining.



## ATTACK CLARIFICATION

If an action requires the target player to discard resources from their Hand, it is considered as an Attack. In addition, using the Steal action (at the start of the turn or by an item ability) is considered as an Attack. E.g. If a player uses a Grenade to destroy an opponent’s item, it is not considered as an Attack, because the opponent is not required to discard any resources from their Hand; therefore, the opponent can’t use the Run Away card to counter this move.

# ATTACK EXAMPLE

## Step One:

Jane has a Knife. The Knife is a permanent item and it has a unique ability:

**Pay 1 🍏** and target opponent  
**Discards** ♣️ 2 resources.



## Step Two:

Jane pays 1 Food to use the Knife on Mike. Jane randomly picks 2 resources from Mike's hand and discards them. She repeats this 3 more times, discarding a total of 8 resources from Mike's hand.

**Jane must resolve every Attack action one by one, giving Mike a chance to respond to each attack.**

## Step Three:

Mike is left with only 4 resources in his hand. Believing that Jane does not have any more Food to continue attacking him, he is relieved. Jane asks the other players if they have any food they can trade with her.



## Step Four:

Frank tells Jane that he will give her 2 Food if she agrees to share the Loot with him.



## Step Five:

Right before they come to an evil agreement, Maria breaks in and uses her instant Grenade on Jane's Knife and destroys it! It was a good call, because if Jane and Frank shared Mike's loot, it would probably become harder for Maria to beat them.

Now Maria is thinking about how to kill Mike and loot all his stuff for herself!



## DEALS & TRADES



Players can make any kind of deal as long as they stay within the rules of the game. Example: A shotgun forces all the opponents to discard resources. This means that players can't decide who will evade the shotgun's ability.

**Players can trade anything in their own turn (items for resources, resources for protection, items for future bargains, etc.).** Players can give resources or lend items to an attacking player during their turn. However, Players cannot give resources to a defending player in order to save them from elimination. In addition, the defending player can't give their items or resources to other players in order to surrender. In this game there is no surrender!

## DEMOCRACY RULES

The item cards in the Crafting Field can be changed once per round only if it is accepted by the majority of the players. Any player can call a vote to replace the cards in the Crafting Field during their turn.

If accepted by the majority, all item cards in the Crafting Field will be removed and placed on the item Discard Pile. Four new items will be placed on the Crafting Field.

**Note:** If only two players remain, then both players must agree to replace the cards in the Crafting Field.



## LOOTING

If a player is eliminated, the attacking player will take all the item cards of the eliminated player. If it was a collaborative act against the target, the attacking players may divide the items and loot between them.



### IMPORTANT!

If a player loots or eliminates an opponent, the attacking player's turn is over instantly.



## NO KILL STEALING

Players cannot eliminate an opponent during another player's turn. If it is a collaborative attack, the final damage must be dealt by the current player to count as a lootable kill. However, defending players can kill the current attacking player with their instant items and loot them. This will not end defending players' next turn.

## END OF THE GAME

As stated at the beginning of this rulebook, the goal of the game is to survive by any means necessary. The last man standing on the island or the first to escape from it becomes the winner.



### DEATH

If a player runs out of resources, they are instantly eliminated from the game!



### ESCAPE

Collect 10 escape points or complete an escape set to leave the island and win the game.



### RAGE QUIT

If a player decides to leave the game, their resources and items may be shared between the remaining players. If the remaining players can't reach an agreement to share, all cards get discarded.





# SUGGESTED GAME MODES



## DUEL MODE

Board Royale can be played by 2 players within Duel Mode rules. Players start as regular with 5 resources. At the beginning of resources phase players draw 3 resources instead of 2. Also when the preparation round ends and stealing action is available, the steal amount is increased by 1. Once in a turn, players can trade with ground by discarding 2 resources from their hands to take one resource of their choice from the discard pile or the resource deck. Final rule of Duel Mode is the reducing the hand limit from 20 to 14. With these simple rule changes you can enjoy Board Royale Duel for 1v1 fast paced game experience with your friends.



## BLOODSHED

Remove all Escape items from the game. There is no room for cowards, only the last remaining survivor wins the game!



## PEACEFUL GAME

When a player is attacked, instead of discarding resources, the attacking player draws resources equal to the number of cards that the target opponent did not discard and places them face down next to their items. When the Resource Deck runs out of cards, the player that has collected the most resources wins the game.

**Note: Players can't use these collected resources.**



## ESCAPE TOGETHER (4/6 Players)

At the beginning of the game, players may team up in pairs to escape together if they collect 15 escape points total.



## QUICK GAME

For a quick game of Board Royale, increase the number of items on the Crafting Field from 4 to 6 and draw 3 resource cards at the resource phase instead of 2, as well as stealing action to 2 cards instead of 1. Whenever a player is eliminated, lower the hand limits of the remaining players by 3.



## PARTY GAME MODE

Party Game Mode: Players can tweak the rules of discarding to a shot drinking game or truth / dare concept for more fun while avoiding discards.

## IT'S GETTING CROWDED HERE (4 and more players)



For more than 6 players, add one more item per additional player to the Crafting Field (5 items for 7 players, 6 for 8 players, etc.). At the beginning of the game, draw an extra 1 resource per additional player (e.g. In a 7 player game, players start with 7 resources). Beware: The Resource and Item Decks included in Board Royale are only set for 6 players, so you may run out of resources or can get a different experience based on your choice of maximum players.



## YOUR ISLAND, YOUR RULES!



### IMPORTANT!

We strongly recommend to start playing only with the base game.

Play the expansions one by one. After you try each one separately, you can combine as you desire and build your own decks. But remember; this rulebook is a basic guideline for a balanced survival experience. You're on a deserted island and no one can predict what will happen! Create your own decks and tweak the rules as you desire. The perfect balance is the imperfect balance!

Also, visit our website for more information regarding our deck building systems. Feel free to comment and send us your own guides to share with other survivors! Be part of our community and join us! [www.boardroyale.com](http://www.boardroyale.com)



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# EXPANSION PACKS



**MILITARY EXPANSION PACK - Age:13+ / 80 New Cards**  
You've found an abandoned secret military facility of K.R.A.K.E.N. It is full of ammo, explosives & guns! Loads of toys to play with! This expansion enhances the standard Board Royale game experience into more action filled adventure. With new weapons and utilities you have many different options to eliminate your opponents. The Board Royale becomes more tactical with this expansion pack. Recommended for all players.



**SKILLS EXPANSION PACK - Age:13+ / 56 New Cards**  
Play one of the seven epic classes. Scavenger, Medic, Engineer, Diplomat, Marine, Survivalist and Thief. All are trained by K.R.A.K.E.N. This expansion pack increases depth and adds complexity to Board Royale base game experience. Now you have to keep your eyes on your opponents more than ever. Design your tactics and eliminate other opponents with your honed skills. The Board Royale becomes more challenging with this expansion pack. Recommended for experienced players.



**NSFW EXPANSION PACK - Age:18+ / 60 New Cards**  
K.R.A.K.E.N. is a serious foundation. The Board Royale becomes more socializing and fun with this expansion pack. Recommended for mature players. This deck contains graphic materials targeted for a mature audience. It is not suited for individuals under the age of 18. We strongly suggest you check the cards before playing with friends, loved ones or random people. You can always add or remove cards to form your deck. NSFW pack increases the fun elements of Board Royale and offers great social play experience.



**DISASTER EXPANSION PACK - Age:13+ / 60 New Cards**  
There is no other force stronger than mother nature herself. You have to survive not only against your opponents but the extreme weather and disastrous conditions that have been simulated by K.R.A.K.E.N on the Island. With the Disaster Pack, the depth and complexity is increased and Board Royale base game experience is expanded by new game elements. The Board Royale becomes much more difficult to survive with this expansion pack. Recommended for experienced players.



## CREDITS

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