



ROYAL BETRAYAL

ATTACK OF WOLLOOFY

GAME MANUAL



4-6
Players



25-40
Minutes



Semi-Coop Survival/
Social Deduction/Faction Betrayal

Find out more at: royalbetrayal.com

1. COMPONENTS

Dice: 8 Total



- 6 12mm-Dice for tracking Bad Overlord HP.
- 2 16mm-Dice for Player Combat.

Destiny Deck



[Royal Crown]
1 Card (The Prince's Identity Token).



[King's Shield]
2 Cards (The Guard's Identity Token).



[Destiny Cards]
10 Cards (Different Objectives/Roles).

Game Deck: 56 Cards Total



- [Weapon]:** 8 Cards.
- [Armor]:** 8 Cards.
- [Heavy Hit]:** 5 Cards.
- [Transfusion]:** 6 Cards.
- [Negate]:** 6 Cards.
- [Search]:** 4 Cards.
- [Acid]:** 6 Cards.
- [Trap]:** 4 Cards.
- [Steal]:** 5 Cards.
- [Wolves]:** 4 Cards.

Overlord & Story Cards



[Overlord Setup]
1 Card



[Story Deck]
18 Cards



[Mutation Deck]
10 Cards

Reference Cards: 6 Cards
(Double-sided, includes flow and phases).



2. STORY BACKGROUND



The **Bad Overlord**, Wolloofy is awake and hungry. Only **The Prince KEEPS** the beast weak. If the Prince falls, the seal breaks and Wolloofy goes **BERSERK**, smashing everyone in a nightmare mode!



But watch out—**Traitors** are hiding among you. They need *both the Prince and Wolloofy dead* to claim the win. Luckily, the secret **Guard** is holding the **King's Shield**, ready to block the hits.

Protect the Prince, or prepare to survive the Chaos!

3. VICTORY CONDITIONS

CORE RULE: HAND = LIFE

- **Hand Size = HP:** Your Hand Size represents your current Health Points.
- **The Damage Equation:** 1 Unblocked Damage = -1 HP = Discard 1 Card
- **Resolving Damage:** When you take Damage, if it is **NOT** blocked (e.g., by Armor) or **negated** (e.g., by a card effect), you must **discard 1 card** from your hand for every point of damage received.

Factions

Your faction is determined by whether you currently hold the **[King's Shield]**:



- **Loyalists:**
 - 1 **Members:** The Prince + Shield Holder (The Guard).
 - 1 **Victory Condition:** Overlord dies, and **The Prince is ALIVE**.



- **Traitors:**
 - 1 **Members:** All players **NOT** holding the Shield (Except The Prince).
 - 1 **Dual Victory (A or B):**
 - ⇒ Condition A (Regicide): Overlord dies, and The Prince is **DEAD**.
 - ⇒ Condition B (Ambition): Game ends, and you have completed your **[Victory Condition]** shown on your **[Destiny Card]** (Regardless of whether The Prince lives or dies).



- **Bad Overlord:** All players eliminated (All players' hands reduced to Zero).

4. SETUP

A. Create "Destiny Deck"

Players	DestinyDeck Composition	Identity Structure
4 Players	1 Crown + 1 Shield + 2 Destiny Cards	1Prince/1Guard/2Traitors
5 Players	1 Crown + 1 Shield + 3 Destiny Cards	1Prince/1Guards/3Traitors
6 Players	1 Crown + 2 Shield + 3 Destiny Cards	1Prince/2Guards/3Traitors

Then, remove unused Shields and Destiny Cards.

B. The Moment of Fate (Draw & Reveal)

Shuffle the Destiny Deck. Each player draws 1 Destiny Card:

- **Draw [Royal Crown]:** Reveal immediately, equip the Crown. You are **The Prince** (Loyalist).
- **Everyone Else:** Considered **Traitors** initially. Check your card, then keep it Secret! Place it **Face-down** in front of you.

C. Create Game Deck (Crucial):

1. Set aside the 4 **[Wolves]** cards.
2. Deal starting hands (Prince: 6 Cards, Others: 5 Cards).
3. Shuffle the 4 **[Wolves]** cards back into the remaining deck to form the Draw Pile.

D. Set up Overlord HP, Create Story Desk and Mutation Desk:

Players	Overlord HP	Story Cards	Mutation Cards
4 Players	24 (4 Dice x 6)	6 Cards	6 Cards
5 Players	25 (5 Dice x 5)	7 Cards	7 Cards
6 Players	30 (5 Dice x 6)	8 Cards	8 Cards

Then, remove unused Story Cards and Mutation Cards.

GAME SET-UP

PLAYER C

DESTINY CARD
(BACK)

PLAYER B

DESTINY CARD
(BACK)

PLAYER A

DESTINY CARD
(BACK)



PLAYER D

DESTINY CARD
(BACK)

PLAYER E

DESTINY CARD
(BACK)

PLAYER F

DESTINY CARD
(BACK)

5. COMBAT SYSTEM

A. vs. Bad Overlord (PvE)

Prince's Power: All damage dealt by the Prince to the Overlord (Unarmed or Weapon) is always 2 HP.

• Unarmed Attack (High Risk):

- Roll 1 Die.
- [4-6]: Hit! (Normal Player deals 1 HP / Prince deals 2 HP).
- [2-3]: Miss. You take 1 Damage.
- [1]: Critical Fail: Attack misses, Overlord counters! You take 2 Damage.
- Weapon Attack (Reliable):
 - ⇒ Tap a Weapon card. Guaranteed Hit!
 - ⇒ Damage: Normal Player deals 1 HP / Prince deals 2 HP.
 - Heavy Hit Card: Deals 2 HP directly (Guaranteed Hit).

Damage Resolution & Spillover



The Overlord's HP is a row of dice (e.g., 6, 6, 6, 1).

- Reduce Value: When damage is dealt, reduce the value of the rightmost die by 1 for each HP of damage.
- Spillover: If a die reaches 0 (is removed), any remaining damage carries over to the next die.
 - (Example: Overlord has [6]-[1]. Prince deals 2 Damage with Heavy Hit. → The [1] takes 2 damage and is removed. The remaining 1 damage hits the [6], reducing it to [5].)

B. vs. Players (PvP)

• Unarmed Brawl:

Targeting another player

- No equipment needed. Both players roll 1 die and compare.
- Attacker > Defender: Attack successful, Defender discards 1 card.
- Attacker < Defender: Attack backfires, Attacker discards 1 card.
- (The revealed Guard cannot Brawl against The Prince).



• Weapon Attack:

- Tap a Weapon card. Deal 1 Damage. (No risk to self)

6. GAME FLOW



Game Start (Prince goes first, then clockwise):

(1) Player Turn Phase

Each player performs the following steps:

- Draw: Draw 1 Card from the deck.
 - (If you draw a [WOLVES], resolve immediately: Discard 1 Card OR Destroy 1 equipped Armor).
- Action (Limit 3 times, subject to restrictions):
 - Basic Attack (Limit 1 per turn): Choose EITHER "Unarmed Attack Overlord" OR "Unarmed Brawl Player".
 - Weapon Attack (Limit 1 per Weapon): Tap an unused Weapon to attack.
 - Play Cards: Use action cards, equip items, etc.
 - Support (Limit 1 per turn): Pass 1 Card from your hand Face-down to another player, then you draw 1 card.
- End: Check Hand Limit (8 Cards, or 10 Cards if holding Shield). Select and discard the excess cards. Life = Hand. If hand is 0, immediate death.

Deck Depletion: When the Draw Pile is empty and a player needs to draw, shuffle the Discard Pile to form a new Draw Pile. (Note: All previously resolved [Wolves] cards are also shuffled back into the deck. The threat of the Wolves never ends.)



(2) Story Phase

When all players have finished their turns, the round ends:

- Overlord Trample:
 - ALL surviving players must roll 1 die to dodge:
 - Roll 4, 5, 6: Safe (0 Damage).
 - Roll 2, 3: Graze, take 1 Damage.
 - Roll 1: Critical Hit, take 2 Damage.
- Story Card: The Prince reveals 1 Story Card and resolves it. (Skipped in Despair Mode).
- Reset: Untap all tapped equipment.



(3) Mutation Phase (Happens instantly once triggered)

When the rightmost die of the Overlord's Health Bar reaches 0 (is removed):

- Loot: All players draw 1 card.
- Mutate: Reveal the top card of the [Mutation Deck] and resolve the effect.

7. DESPAIR MODE (TOTAL DESPAIR)

This mode activates immediately if EITHER of the following occurs:



1. The Prince Dies.



2. The Story Deck runs out.

Global Effects (Applies to BOTH triggers) These effects happen immediately, regardless of how Despair Mode was triggered.

1. Berserk:

- No more Overlord Trample, BUT The Overlord goes Berserk.
- Effect: At the end of every round, the Overlord deals 1 Damage to ALL surviving players. This damage is Unblockable and ignores dodge rolls.

2. Stagnation:

- Effect: Players cannot equip new items. Only currently equipped [Weapons] and [Armor] on the table remain active and can be used normally (Tap to attack or block).

Special Effect: The Prince's Death This applies ONLY if The Prince is dead.

3. Guard Broken (Public Shame):

- Timing: Triggers immediately when The Prince dies.
- Reveal: Any player holding the [King's Shield] must reveal identity immediately.
- Shame: Place the Shield face-up on the table permanently. It loses all effects.
- The Avenger: The Guard is now the "Eternal Failed Loyalist". They cannot win, and they cannot join the Traitors. Their ONLY goal is to kill the remaining Traitors before the Overlord kills everyone.

8. KEY CARD DETAILS



Keywords:

- Flash: Can be played at any time (even during another player's turn). Does NOT count toward your 3 Actions Limit.
- Tap: Turn 90 degrees to use. Untap at the start of the next round.
- Equipment: Place on table to use (Cost: 1 Action).
- Passive: Auto-triggers when specific conditions are met (e.g., when Stolen). Triggering a passive ability does NOT count towards your 3 Actions Limit.
- Ambush: Must reveal immediately when drawn from the Deck. Resolve its effect and discard. You cannot keep this card in hand.

A. Key Equipment

• Royal Crown (1): (Prince Only)

- Effect: Immune to the 1st instance of damage received each round.
- Indestructible: Immune to destruction effects. Cannot be targeted by destruction (e.g., Acid/Steal/Trample).
- King's Shield (1-2): (Guard Relic Token)
 - Flash: Can be revealed (flipped up) from the table at any time.
 - Identity: The holder is considered [The Guard].
 - Indestructible: Immune to destruction effects. Cannot be targeted by destruction (e.g., Negate/Acid/Steal/Trample).
 - Effect: When revealed/equipped, Hand Limit +2. Can be Tapped to take damage on behalf of The Prince unlimitedly.
 - Oath: Once revealed, The Guard cannot deal damage to or brawl against The Prince.

B. General Cards (56 Cards)



- Weapon (8): Tap to deal 1 Damage (Prince deals 2 to Overlord). Resets next round.



- Armor (8): Tap to negate 1 Damage.
 - Broken: Discards if it absorbs 2+ Damage at once, or if used for a 2nd time in one round. Resets next round.



- Heavy Hit (5): Deal 2 Damage to Overlord / Deal 2 Damage to one target player.
- Transfusion (6): (Flash) Target player draws 2 cards.



- Negate (6): (Flash) Cancel the effect of any [Action Card] or [Flash Card]. (Cannot cancel Environmental damage or Story Plot damage).



- Search (4): Reveal top 3 cards of the deck. Choose 1 to hand, put the rest at the bottom.



- Acid (6): Discard 1 piece of a player's equipment, OR draw 1 random card from one target player's hand, reveal it, and discard it.



- Trap (4): Triggered passively when stolen from or hit by Acid. Deals 2 Damage to the source. (You cannot play this card.)



- Steal (5): Steal 1 random card from target player's hand to your hand.



- Wolves (4): Shuffled into the deck. If drawn, MUST resolve one:
 - Discard 1 card; OR
 - Discard 1 Equipped Armor.

9. FAQ

Q1: Why is Hand Size equal to Health? A: In this brutal world, your resources (equipment, stamina, sanity) are your life. Having no cards means you have exhausted everything and died.

Q2: Can the Guard attack The Prince while "Hidden" (Face-down)? A: Yes. To gain the trust of the Traitors, you can attack The Prince. It is a test of your acting skills.

Q3: Can a Traitor pretend to have the Shield? A: Yes. Your hidden Destiny card looks identical to the hidden Shield on the table. You can lie and claim to be The Guard to lower The Prince's guard or beg for healing.

Q4: Can [Royal Crown] or [King's Shield] be destroyed, stolen, negated or affected by [Acid]? A: Absolutely NOT. They are symbols of The Prince and The Guard's identity and possess "Absolute Resistance". They are immune to ALL card effects and never leave The Prince or The Guard.

Q5: What happens to The Guard when The Prince dies? A: They become the "Eternal Failed Loyalist". The Guard must permanently place the Shield on the table and reveal identity. This former Guard cannot join the Traitor faction.

Q6: Can I use [Armor] to block damage from a failed Dice Roll (Unarmed Attack Overlord or Overlord Trample)? A: Yes. [Armor] blocks "Damage". For example, if you roll a 1 and take 2 Damage, you can Tap Armor to block 1, so you only take 1 damage (Discard 1 card) or break the Armor to absorb 2 Damage.

Q7: Can I use [Armor] to prevent the card loss from an Unarmed Brawl? A: No. Brawl represents a close-quarters struggle or wrestling. The result is a "Forced Discard" (Exhaustion), not standard "Damage". Armor can only be tapped to negate "Damage" (from Weapons or Overlord attacks). It cannot prevent the card loss from a lost Brawl.

TACTICAL TIP: This makes Unarmed Brawl a high-risk, high-reward counter against heavily armored players. Even if they have full Armor, a successful Brawl will still force them to lose a card.

Q8: Does being stolen from [Steal] or forced to discard [Acid] count as "Damage"? Can I use Armor to block it? A: No, it does not count as damage, and Armor cannot block it. "Stealing" and "Discarding" are effects, not physical damage. Armor can only block "Deal x Damage" attacks. Therefore, you cannot tap Armor to prevent a card from being stolen.

Q9: When drawing a [Wolves], can I simply "Tap Armor" to block the damage? A: No. Wolves are "Environmental Damage," so standard blocking does not work. You have only two painful choices:

- Take the Hit: Discard 1 card from your hand (Lose 1 HP).
- Sacrifice Armor: Directly Destroy (Discard) one equipped Armor entirely to negate the hit. (Note: The armor is lost, not just tapped).

Q10: Can damage from Story Cards be blocked by Negate or Armor? A: No. Story cards are "Plot Damage," not player cards. They cannot be Negated, and Armor cannot block them. Players must discard cards (take damage).

Q11: Can I use [Transfusion] on myself? A: Yes. When your hand is low and you are near death, you can use it on yourself to replenish cards. This is a vital survival tactic.

Q12: Can I use [Negate] to cancel someone else's [Negate]? A: Yes! This is a common stack mechanic. The last played Negate cancels the previous one.

Q13: What happens if I exceed my hand limit (8 for Players / 10 for Revealed Guard) after I draw a card in another player's turn or at the end of turn? A: You must Force-Discard to the "Discard Pile". You must select the excess cards from your hand and place them face-up into the Discard Pile on the table.

Q14: What happens to my equipped cards (Weapons, Armor) when I die (Hand reaches 0)? A: They are immediately discarded into the Discard Pile. However, you must KEEP your [Destiny Card] SECRET until the very end of the game. We need it to verify if you have fulfilled the Victory Condition or you were the Guard.