

• RULEBOOK •



10+ 2-16 3-40

• Components •

81 cards ♦ 4 player aid cards ♦ 1 rulebook

• Overview •

Each turn in Royal Triad, one player attacks another with a card. The defender may either take the card without a fight or force the attacker take their card by successfully defending with a stronger suit and a higher rank. The first player to run out of cards in hand wins the game!

• Setup •

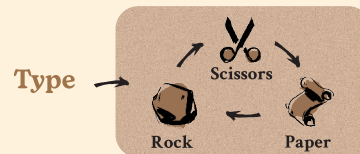
1. Shuffle the cards and place the deck face down on the table.
2. Starting from the player who shuffled the deck, or the one who won the previous game, players take turns drawing one card until each of them has five cards in hand.
3. Return the remaining cards back into the box.

• Cards •

The top left corner of each card in the game shows its type and rank for **attack** and **defense**.



During the game, players will **attack** and **defend** with cards. Rock beats Scissors, Scissors beat Paper, and Paper beats Rock, but **only when the card's rank allows it**. Warriors are the lowest rank and can only beat other Warriors. Knights can beat both Warriors and Knights, and Kings can beat any card: Warriors, Knights, or Kings.



Rank →

Warrior



Knight



King



Note that unlike ranks that can beat the same ranks, types cannot beat the same types. So, if you're attacked with a Warrior of Scissors, you cannot defend with a Knight of Scissors, even though a Knight beats a Warrior.

• Gameplay •

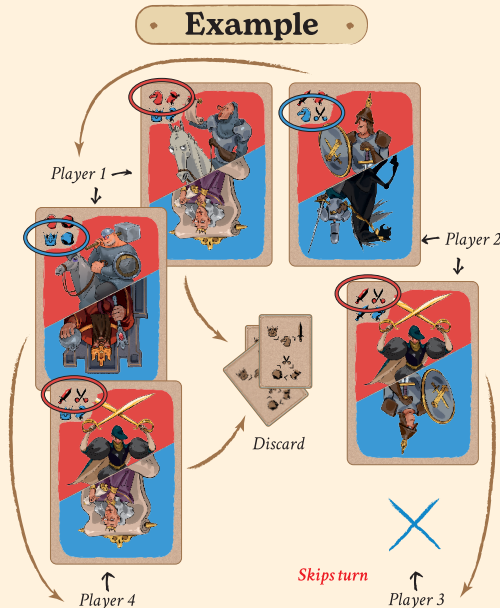
On a turn, a player chooses a card from their hand and **attacks** one of their opponents by playing this card. →



The game can be played in **two modes**: Standard and Aggressive. The only difference between the modes is **how players choose their targets**: in Standard mode, a player always attacks the opponent to their left (clockwise), while in Aggressive mode, a player may attack any opponent.

When a player is attacked, they may either **beat** the attacker's card or **take** it. To beat the attacking card, a player must play a **defense** card with a **type** that beats the attack type and a **rank** higher than the attack rank. If the attack is beaten, the attacking card is discarded, and the attacker adds the defending card to their hand.

After resolving the cards, the turn passes to the next player clockwise, **unless they have just taken a card**. If they were attacked and took the card, the turn passes to the next player instead. If there are only two players left, the turn goes back to the attacker.



Player 1 attacks Player 2 with the Knight of Paper. **Player 2 defends** with the Knight of Scissors. A Knight can beat a Knight, and Scissors rank higher than Paper, so the attacking card is beaten. Player 1 adds Player 2's card to their hand, and discards their attacking card.

Player 2 attacks Player 3 with the Warrior of Scissors. Player 3 doesn't have a suitable **defense** card, so they just add Player 2's card to their hand.

Player 3 has to skip their attack turn because they took the card.

Player 4 attacks Player 1 with the Warrior of Scissors. Player 1 **defends** with the King of Rock. A King beats a Warrior, and Rock ranks higher than Scissors, so the attacking card is beaten. Player 4 adds Player 1's card to their hand, and discards their attacking card.

• Game End •

The first player to run out of cards wins the game!

Credits

Anton Shchukin – Design
Marina Vasiutina – Artist
Julia Shubova – Graphic Designer
Dmitrii Gorbachev – Chief Editor
Alena Ovsianikova – Editor
Ivan Nikich-Krilichevsky – Production Manager



REMARKABLE GAMES