

Royal Crush Rules

Standard Rules

This is a **4** player game.

All players are dealt one card then flip them. The player with the highest value card wins. Players then take turns in a clockwise fashion.

Each player is dealt 7 cards and the rest of the deck is left on the game board for card draws. Players place their game piece on their 0 spot.

Attacking

When it is your turn, you are **attacking**. Choose a **victim** to attack during this round. After the attacker has selected their victim, both the attacker and the victim may ask the other players to be their **allies**. The attacker and victim may also exclude certain players from allying with them.

Allies

As an ally, place **one card** down for the person you are siding with (attacker or victim).

Next, the attacker and victim may place **2 cards**. Once all the cards have been placed down, the attacker and victim countdown to from 3 to 1 and flip all the cards on their sides. Players add up the totals from each side and deduct the winner of the round.

Players on the winning side move up one spot on their ladder. Players on the losing side move down one spot. If you are at 0 and lose, you remain at 0. If there is a tie between totals, the attacker and victim play one round of rock paper scissors to deduct the winner. After each round, all players draw 1 card from the draw deck. Whoever reaches the 5th spot first wins the game. There may be multiple winners.

Attack Power

The number value of a card. Ex: A 4's attack power is a 4. Royal Card Attack Powers are defined below.

Attack Cards

Cards ranging from values 2-10.

Royal Cards

These cards have **special** abilities:

Joker: Switch sides along with your card if you placed one during the round. Attack Power = 0

Jack: Attack Power = # of opponents x 3 during the round.

Queen: Attack Power = an ally's highest attack power card placed during the round.

King: All royal cards during this round have no effect, Kings also **cancel** each other. Attack Power = 7

Ace: Attack Power = an opponent's highest attack power card placed this round. If you won using this card (attacker or victim), steal the next turn to attack.

Note: If you place a Joker without allies, one side of the conquest will have no participants. All players involved during this round win.

Discard cards are placed to the side until the draw card deck is empty. Shuffle all discard to create the new draw card deck.

House Rules

This game has a few modifications to make it more interesting/chaotic for your pleasure:

Combo Mode

If you have multiple cards on your side of the same suit (hearts, clubs, diamonds, spades) during an attack, multiply your attack power by 2. All cards must be of the same suit to activate the x2 combo.

No Draw

Each player is dealt 13 cards instead of 7. Cards are not drawn after every turn. If you run out of cards during the game, you lose and forfeit. The last player to have cards or to reach the 5th spot first wins.

Role Reversal

If you lose a conquest, you actually win! If you won, you actually lose):

