

ROYALTY®

word game

For 2 or more players, or as a solitaire game.

OBJECT OF THE GAME

Score points by forming words, and capturing opponents' words.

GAME COMPONENTS

- ❖ Two decks of 53 cards, each with a letter and a point value.
- ❖ Each deck also includes a Knave, which is a wild card with no point value.
- ❖ 2 Synopsis of Play Reference Cards.
- ❖ Instructions.

SETUP

For three or more players, use both Royalty decks. For two players, a single or double deck of Royalty cards may be used. A double deck allows for a more interesting two-handed game.

Each player draws one card. Player with card closest to Z is the dealer. (These cards are returned to the deck.)

Seven cards are dealt face down, one at a time to each player. The remainder of the deck is placed in the center of the playing area as a draw pile. Players look at the cards in their hands.

GAME PLAY

1. Player to left of dealer goes first. The first player tries to meld by forming a word of three or more letters. If the player is able to meld, he places the cards face up in front of his/her play area so that other players may easily view the word. The turn is completed when the player's score is recorded, and cards are drawn to restore his hand to seven cards. (If player is unable to meld, see Rule 5.)
2. Play passes to the left. Subsequent players in turn try to meld words of three or more letters from their hands. During the same turn, players may also capture another player's word by adding at least one letter to the word and moving the word to his/her play area. The letters may be rearranged to form a different word. The score is recorded and the player draws cards to restore his/her hand to seven cards.

NOTE: The Knave card can be used for any letter of either color and may change to any other desired letter when a word is captured.

RULES FOR CAPTURING:

- ❖ The meaning of the new word must be changed; merely adding plurals, prefixes, suffixes and the like is not permitted.
EXAMPLE: EAR could become AREA or BEARS or ZEBRA, but could not become EARS.
- ❖ Players may not capture their own words.
- ❖ Only one capture and/or one meld may be played during a single turn.
- ❖ Once a word is captured, it is left in play for another round. (An opponent may capture it on his/her turn.)

3. When a player's turn begins, if his word from the previous round has not been captured, the cards are placed face down in his pile.
4. If a word is captured it remains in play for another round and then is placed on the word pile of the player who captured it.
5. If a player cannot create a word, he/she may pass their turn, or exchange all seven cards for new ones. Cards are returned to the bottom of the draw pile. Trading one's cards constitutes an automatic pass. (No word may be created on this turn.)
6. Any player may challenge an opponent's word, before cards are replaced. If challenger proves correct, opponent forfeits his/her turn and all cards are returned to their original position. If the challenger proves incorrect, he forfeits his next turn.

All words in a standard dictionary are permitted except capitalizations, abbreviations, contractions, hyphenations, foreign words, and words designated as offensive or derogatory.

SUMMARY: OPTIONS FOR PLAY ON EACH TURN

- a. Create a word of three or more letters.
- b. Capture one word from an opponent.
- c. Capture one word and meld one word.
- d. Trade all seven cards for fresh ones.
- e. Pass turn.

SCORING

Points are recorded after each player's turn. Score is determined by adding the number values on words that players capture and meld. In addition, players receive a one-point "Royalty" for each card in their word piles at end of game.

ROYALTIES CAN ALSO BE EARNED FOR SPECIAL PLAYS:

- ❖ Melds and/or Captures of all one color (orange or blue) and at least four letters earn **DOUBLE POINT VALUE**. (Junior players may qualify with at least three letters of all one color.)
- ❖ All **SEVEN CARDS** played at a single turn earn **DOUBLE POINTS** for that turn.

END OF THE GAME

When the draw pile is exhausted, the game continues until either a player goes out by playing **ALL** his/her cards, or all players pass.

If players cannot make new words, word captures may still take place. Once a player passes, he is done for the game.

If a player goes out by using all his cards, the other players surrender their unplayed cards to that player. Points on these cards are added to recipient's score and the amount of cards are also added to the Royalty (total number of cards) in his/her word pile.

If **ALL** players pass, points on unplayed cards are deducted from players' scores. The number of unplayed cards remaining is also deducted from players' word piles.

Highest score wins the game.

COALITIONS

Coalitions are partnerships. Partners sit opposite each other and play follows the established rules. Partners may build on each other's words and pool their discards and scores, but may not discuss plays with each other.

MONARCHY

Monarchy is a game of solitaire. Cards are shuffled. The first 25 cards are dealt face-up one at a time, and arranged in rows and columns to form a 5 by 5 square. Remaining cards are put aside, out of play. The object is to form Royalties—a minimum of four-lettered words all in one color, or a seven-lettered word of mixed colors—and remain with no unplayed cards. The player may change the letters around as often as desired but may not add more cards.

Many solitaire games readily lend themselves to variations using the Royalty cards. Be adventurous—try your hand at making up your own Monarchy game.



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