

PANDA ROYALE

Mayhem EXPANSION SET

After you've played Panda Royale and are ready for some new strategies, give these expansions a try. Each one can be added to the base game independently or all together. If you also have the Panda Royale Expansion Set, we recommend only adding up to three expansions to the base game at a time.

Mischief Pandas



Mischief Panda dice are clear 12-sided dice with black flecks and black numbers. **Do not place them in the drafting bag.** Instead, after the first round is scored, give each player a Mischief Panda die and put the remaining Mischief Panda dice back in the box. Roll your Mischief Panda die each round, beginning with round 2 (along with all the other dice in your hand), and add your Mischief Panda die score to the clear column on your score sheet (combined with any other clear dice you rolled).

After the yellow dice are resolved and the panda token is given, but **before** players tally any other columns, the Mischief dice are resolved. Whichever player rolled the highest number with

their Mischief die must choose another player's die, forcing that player to re-roll it. You may force any die of another player to be re-rolled (except yellow dice which should have already been scored). If there are multiple Mischief dice tied for the highest roll, each of them earns an opportunity to cause mischief starting with the player who has the Panda token and moving clockwise until all tied Mischief dice are resolved.

Mischief dice can be stolen by using a normal 6-sided clear die. Even though the Mischief Panda die is clear/white, it **cannot be used to trade with other players.**

If you roll multiple Mischief dice on your turn, they both count. If you roll multiple dice that tie for the highest roll you get to cause mischief that many times.

If playing with the Wild Pandas expansion, the Mischief dice can be mimicked, however, the Wild Panda dice only have values 1-6 and aren't likely to earn you the highest mischief roll.

If playing with the Panda Support Team expansion, resolve the Mischief dice before players begin using re-rolls. **You cannot make a player re-roll their Panda Support dice** (remember, those dice aren't normally rolled anyway).

Hint:

If for any reason a player's decision of how to use a Wild Panda or whether to re-roll a die is based on another player's decision, always resolve choices by starting with the player having the panda token and make each player decide in clockwise order around the table.



Cannon Pandas



The Cannon Panda dice are glittery pink 8-sided dice with gold numbers. Place them all in the drafting bag. Cannon Panda dice score in the pink column and **cannot be stolen** (just like the pink pity dice). Cannon Panda dice are multiplied by 10 when scored, however, each Cannon Panda die can only be counted once. Each round you roll a Cannon Panda die you can choose whether to score it or save it for a future round. Once it's been scored, set it back in the box for the remainder of the game.

Cannon Panda dice cannot be stolen. If playing with the Panda Support Team expansion, you may use a re-roll die on your Cannon Panda die. You may also be forced to re-roll a Cannon Panda die by another player's Mischief Panda die. Cannon Pandas count in the pink column and can therefore contribute to earning a Sage Panda die (if you're playing with that expansion). When combined with the Wild Pandas expansion, Cannon Panda dice may be mimicked. Remember that you must have both a Cannon Panda die and a Wild Panda die in order to mimic. If you choose to do so, your Wild Panda die will multiply by 10 and you will also have to discard it after scoring it.

Note:

You may combine any of these expansions with the Panda Sage expansion. Each of these dice are scored in specific columns on your score sheet and will count toward the Panda Sage requirement of scoring in 6 of the 7 columns.



Mercenary Pandas



The 10 glittery green 6-sided dice are the Mercenary Pandas. One of them has black numbers and is called the Captain. Set the Captain die in the center of the table. Put the other 9 Mercenary Panda dice (with gold numbers) in the main drafting bag. Mercenary Panda dice can score very well for you throughout the game, but each round there's a possibility that you might lose them. Mercenary Panda dice score in the green column with your other green dice. Each Mercenary die is **multiplied** by the **current round number**. For example, if you roll a 6 on round 5 you would score 30 points.

After all players have scored for the round and the pity dice have been assigned, one player rolls the Captain die. The number rolled on the Captain die indicates which matching Mercenary dice must be lost. For example, if a 3 is rolled on the Captain die, all Mercenary dice that rolled a 3 **that round** must be placed back in the bag. You can rack up a very good score with mercenary pandas, but they're not very loyal!

Mercenary Panda dice can be re-rolled if playing with the Panda Support Team expansion. You can mimic a Mercenary Panda die with a Wild Panda die (if you are using that expansion too). In this case, remember the Wild Panda has its own value that will be multiplied by the round number and you will lose your Wild Panda die if the Captain die rolls a matching number (just like the rest of the Mercenary Panda dice).

