

PANDA ROYALE

Thanks for supporting the Panda Royale Kickstarter campaign! After you've played the base game and are ready for some new twists, give these mini-expansions a try. Each one can be added to the base game independently or all together, creating new options and strategies to learn. The rules for each of the mini expansions are detailed below.

Wild Pandas

Add the seven multi-colored dice to the large bag. They will be randomly available to choose along with the rest of the dice. **These dice can mimic any color in your hand except yellow.** For instance, if you roll a Wild die and if you have at least one purple die, you can count your wild die as if it were purple, doubling it like the other purple dice. Wild dice can be doubled just like other blue dice so long as you have a special blue die. Wild dice are very powerful when counted as red dice since they only have positive numbers, however the sum of your red dice (including Wild dice) should only be multiplied by the total number of **true** red dice. For example, if you roll two red dice and one wild you would add the value of all three dice and multiply by two. Wild dice can be counted as green, clear or pink as well though the benefit is not very high. Remember, wild dice cannot be treated as yellow.



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Panda Support Team

Add the seven dark gray dice with dots to the large bag. These Support dice can be chosen in the same way as all the other dice. When you choose to take a Support die, place it on the table in front of you so the side with six dots is facing upward. This die will grant you six opportunities to re-roll any die (except yellow die). Reduce your Support die by one each time you choose to re-roll a die. To do this, simply turn your Support die to show the next lowest number indicating how many re-rolls you have left. When your die reaches zero, place it bag in the main dice bag so it can be drawn again in the future. You may use your Support die to re-roll multiple dice, but each die that is re-rolled counts as one against your total number of remaining re-rolls. You can use the Support die to re-roll ANY die in your hand (including other mini-expansion dice) **except yellow dice**. Support dice may be stolen using a clear die. When this happens, the die does not change its value and the new owner of the support die inherits the remaining number of re-rolls.

Panda Sage

The 10 pink Panda Sage dice are not placed with the rest of the dice in the main dice bag. Instead, place one Sage die for each player in the center of the table with the pity dice and panda token. Whenever a player ends a round having scored in six of the seven columns on their score sheet, they earn a pink Sage die. Once earned, you will keep the Sage die for the remainder of the game and it cannot be stolen/traded. Starting on the next round, roll the Sage die with the rest of the dice in your hand and add its value to the pink column on your score sheet. The Sage die is intentionally very powerful with values from zero to 90. The Sage die may be re-rolled using a Panda Support die.

