

LAST  
NIGHT  
games

# PANDA ROYALE



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8+



20-30



2-10

## GAME OVERVIEW

Each year as the mid-summer festival begins, the seven panda clans gather to celebrate their many years of peace and prosperity. After all the feasts, stories and games the Elders host the annual competition wherein the bravest of all pandas gather together to battle for honor and glory. The panda clans each have their own powers and abilities and the Elders consider those strengths carefully as they assemble their teams from members of each of them.

You will play as one of the panda Elders and will choose pandas to join your team from among the seven clans (represented by seven colors of dice). Each panda clan will offer unique abilities to your team, so choose wisely in order to accumulate the highest score over 10 rounds.

### GAME SETUP VIDEO



### COMPLETE GAME RULES



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- |                             |                               |
|-----------------------------|-------------------------------|
| 10 yellow 6-sided dice      | 1 chip board panda token      |
| 7 yellow 8-sided dice       | 2 cloth bags                  |
| 10 green 20-sided dice      | 100 double-sided score sheets |
| 10 blue 6-sided dice        | 10 pencils                    |
| 9 blue 8-sided dice         |                               |
| 9 blue 12-sided dice        |                               |
| 7 blue glitter 6-sided dice |                               |
| 7 purple 8-sided dice       |                               |
| 7 purple 12-sided dice      |                               |
| 10 red 6-sided dice         |                               |
| 9 red 8-sided dice          |                               |
| 7 clear 6-sided dice        |                               |
| 4 pink 12-sided dice        |                               |



## GAME SETUP

Give each player a score sheet, a pencil and a yellow six-sided die. Place the Panda token in the center of the table along with the appropriate quantity of pink dice according to the number of players.

2-3 players	1 pink die
4-6 players	2 pink dice
7-9 players	3 pink dice
10 players	4 pink dice

Place all remaining pink dice and yellow six-sided dice back in the box. They will not be used in the game. The small bag included in the box is used to store these special starting pieces (yellow six-sided die, pink dice, and Panda token) to prevent them from being mixed into the rest of the game dice.

Place all the remaining dice in the large bag provided and keep it within reach.

## GAME PLAY

The game is played in 10 rounds over which players roll an increasing number of dice (beginning with one and ending with ten). Each round consists of the following steps:

1. Roll dice and calculate scores
  2. Determine which players earn a pity die
  3. Trade dice
  4. Choose a new die to add to your hand
- (Note that in the last round only step 1 is performed)



## 1. ROLL DICE AND CALCULATE SCORES

Simultaneously, all players roll all of their dice. Next, everyone sums the face value of their yellow dice. Whoever has the highest total yellow value earns the Panda token. In the case of a tie for the highest yellow value, all players re-roll all of their yellow dice until the tie is broken. Players then tally their scores for the round counting only their own dice. Each color of dice has its own method of scoring:

**Yellow dice:** Sum the face value of all your yellow dice.

**Purple dice:** Add the face value of all your purple dice and then double it. For example, if you roll a purple 8 and a purple 1, you would have a score of 18 because  $(8 + 1) \times 2 = 18$ .

**Blue dice:** Add the face value of all your blue dice. If at least one of your blue dice is a special die (glittery with gold numbers), then double the total value of your blue dice. If you have multiple special glittery dice, your blue total is still only doubled once.

### Blue Examples

Since there are no glitter dice in this roll, the value is the sum of each die roll. The player scores 11.



Because this roll contains at least one glitter die, all dice are summed and then doubled. The score for this roll is 16 because  $(1 + 3 + 4) \times 2 = 16$ .



Even if the only blue die you have is a glitter die, you should still double the total. In this case the score for blue is 2.





## 2. CLAIM THE PITY DICE

After calculating the total for the round, the pink pity dice are all redistributed. The lowest scoring player for the round takes one pink pity die. Then, the next lowest player takes one and so on until all pink dice are distributed. If at any time during this process there is a tie for the lowest score and not enough pink dice for each of the tied players, start with the player **to the right** of the Panda token and work **counter-clockwise** around the table, giving each of the tied players a pink die until they are all taken. All pink dice are redistributed each round so that no player should ever have more than one pink die at a time.



## 3. TRADE DICE

Beginning with the player **to the left** of the Panda token, each player who has at least one clear (white) die may choose to trade it with any other player. To trade, simply give the clear die to another player and take any one of their dice. Note, that you cannot take a pink die, but all other dice are available for the taking—even dice that were just acquired via trade. You do not have to trade dice if you do not wish to do so, and if you have multiple clear dice, you may trade any number of them. Note, that once a clear die has been traded, it cannot be used to trade again until the next round. Moving **clockwise** around the table, take turns trading dice so that the player with the Panda token has the final opportunity to trade.



#### 4. CHOOSE NEW DICE

Finally, draw random dice out of the bag until you have one more die than the number of players. Place these new dice in the center of the table as the pool of dice from which players will choose. Take turns choosing one die from the pool to add to your hand. Turn order is determined by each player's yellow score for the round that was just completed. Begin with the player who has the highest yellow score and end with the player who has the lowest yellow score. Any tied players should take turns in clockwise order starting from the Panda token. Once all players have chosen a new die to add to their hand, place the remaining die back in the bag and begin the next round.



#### END OF GAME

The game ends after the tenth round and final scores are tallied. There is no need to break ties for yellow rolls, assign pity dice or choose new dice after the final roll. Instead, calculate your total score by summing your scores for each of the ten rounds. The player with the highest total wins Panda Royale. In the case of a tie the win is shared.

#### Need more score sheets?

Print more, order another pad, or keep score on your mobile device.





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