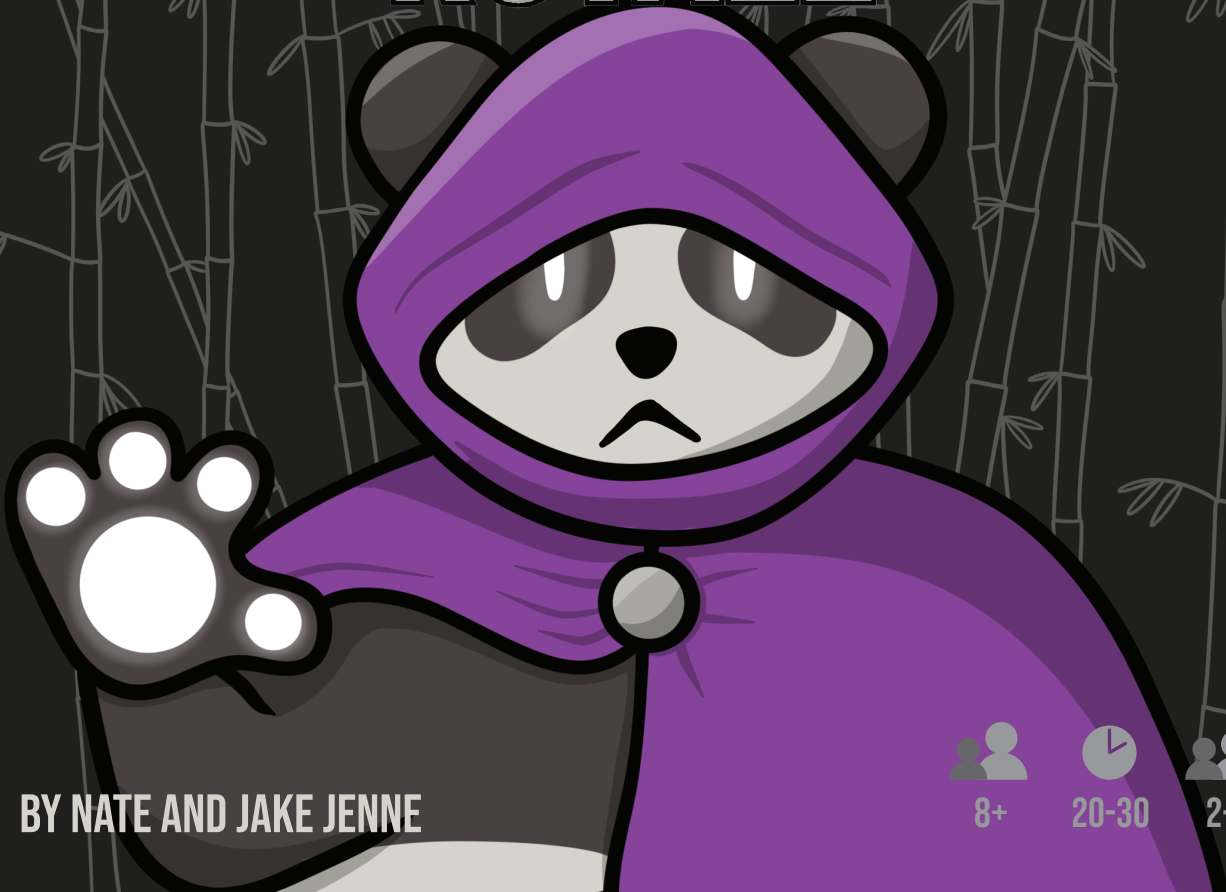


LAST
NIGHT
games

PANDA ROYALE



BY NATE AND JAKE JENNE



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



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 dice, 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. 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

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.

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 $((1 + 3 + 4) \times 2)$.



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.





Red dice: Add the face value of all red dice counting all white numbers as positive and black numbers as negative. Then multiply the sum by the total number of red dice you own. It's possible to score extremely high with red dice, but it is also possible to accumulate a negative score.



Green dice: Add the face value of all green dice. These dice contain the highest numbers in the game.



Clear dice: Add the face value of all clear (white) dice. The special properties of these dice are discussed later.



Pink dice: Record the value of your pink die if you have one. These dice are special and are distributed to the lowest-scoring players each round. More details about pink dice are found in the next section.

Each player should tally their points for the round and write the total in the right-most column on their score sheet.

Example



When rolling red dice, the black numbers are negative values and the white numbers are positive values. The sum of these values is 6 ($6 + 5 - 4 - 1 = 6$). That sum is then multiplied by the number of red dice you rolled (which in this case is 4). The total score for red dice in this example is 24 ($6 \times 4 = 24$).

Example

First, the two yellow dice are added together for a total of 6. Next, the total of all purple dice is 6. That number is doubled, making 12, and is written on the score sheet. Then, the blue dice are added for a value of 5. Since at least one of the blue dice is a glitter die, the total is doubled for a blue score of 10. The red dice have values of positive 5 and negative 3. Added together they make 2 which is multiplied by the total number of red dice rolled (also 2) for a total of 4. The green die total is simply 14, the clear die total is 4, and the pink die value is 12. After each of those numbers are added the row total is 62.



10	6	12	10	4	14	4	12	62
								Total

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 traded 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. Starting with the player who has the Panda token, take turns in **clockwise** order choosing one die from the pool to add to your hand. Once all players have chosen, 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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