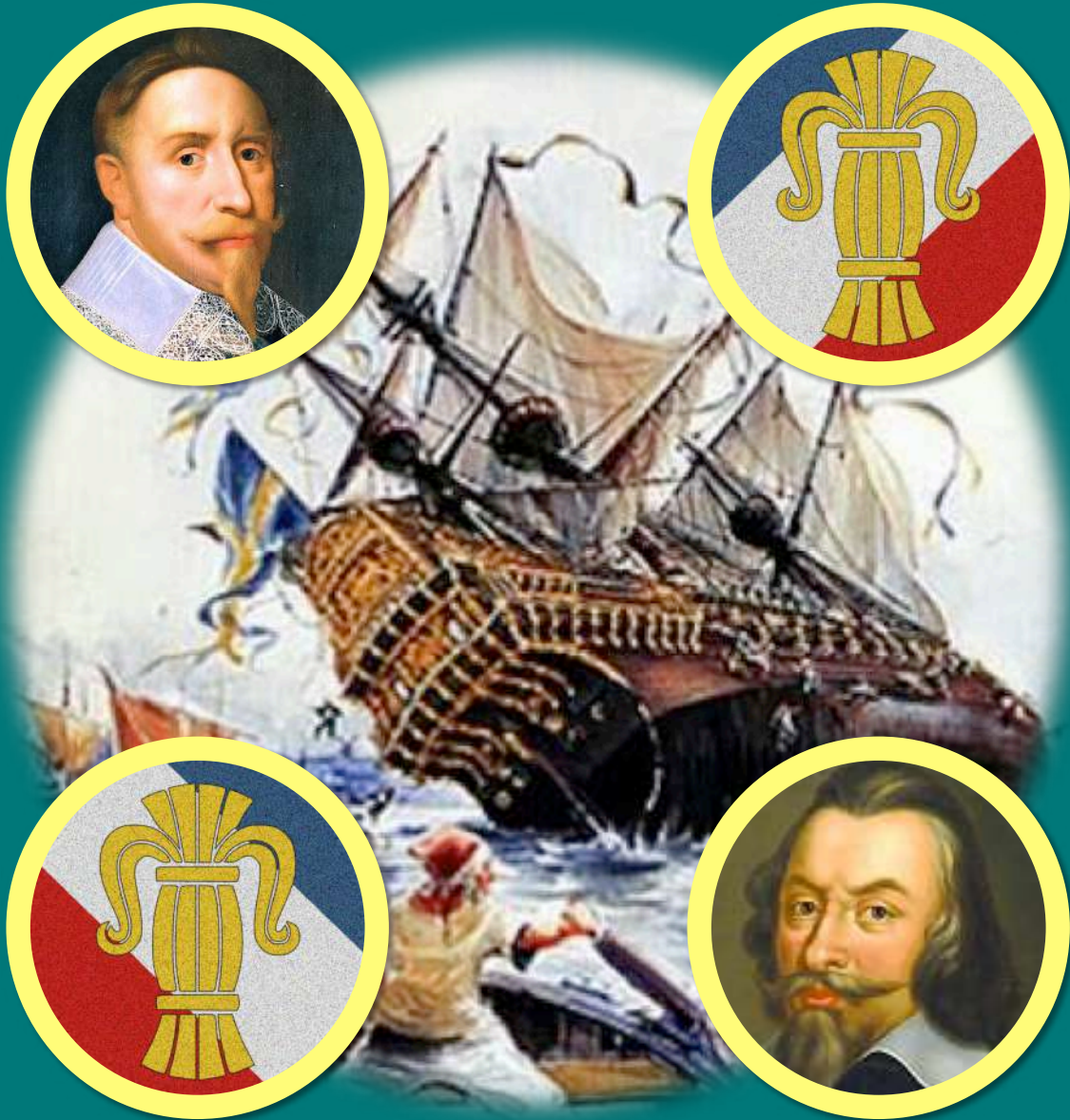


Vasa Regalis *The Card Game*®



A game of the building and launching
of the Vasa ship 1625-1629

for 3-4 players (playing time 15 minutes)

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Version 1.1

Introduction

The King would like to welcome you to the Royal Shipyard. Your task is to build the greatest ship that the world has ever seen. At your disposal, you have the materials of wood (green), sculptures (red), iron (black), and cloth (white) numbered 1 to 4. Spare no costs! (Nevertheless, you want to keep as much material for yourself as possible.)

1. Start of the Game

- ♣ 2 players: Choose 2 colors and take the 8 cards. You win if 1 of your colors wins.
- ♣ 3 players: Choose 1 color and take the 4 cards. Shuffle the 4th color and place the cards in 4 piles face down. The 4th color is a neutral player.
- ♣ 4 players: Choose 1 color and take the 4 cards.

2. Course of the Game

The game is played over 4 rounds with 3 phases. Choose a Captain to start each phase and play it in clockwise order before starting the next phase. Pass the Captain card to the left after the round.

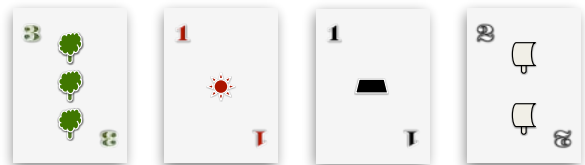
1. **Build:** Start a new pile and place 1 card to it face down. Each pile should end up with 4 cards of different colors and unknown values.
2. **Inspect:** Look at 1 other player's card, either in a pile or in a player's hand. Only you may look.
3. **Fix:** Optionally replace 1 of your cards in a pile, either from your hand or from another pile.

3. End of the Game

After 4 rounds, reveal the cards in 1 pile at the time and add the total value of the 4 cards..

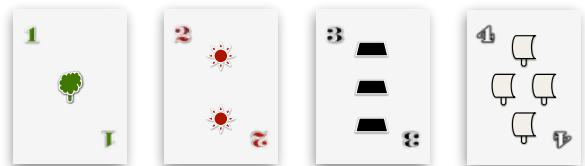
If all piles have the same total value, the game ends in a draw. Otherwise, proceed as follow:

First, the King will inspect the pile or piles with the **lowest total value**. If no other player placed a card of lower value than you, you are blamed and **lose the game**. If all players placed a card of value 1 in those piles, the ship sinks and all **lose the game**.



RED AND BLACK LOSE

Second, you will benefit if you spent the least material on the pile or piles with the **highest total value**. If you did not lose and placed a card of lower value than any other player, you are rewarded and **win the game**. To break a tie, check the pile or piles with the next highest total value.



GREEN WINS

Congratulations, you earned the King's favor and kept most material for yourself!

Credits

Game design:	Nicholas Hjelmberg
Artwork:	Nicholas Hjelmberg
Production:	The Game Crafter
Game testers:	Magnus Anderlund, Samuel Hägg, Kristoffer Johansson, Stefan Malmquist, Henrik Strinning
Special thanks:	My wife Su-San Oh for having to listen to my endless historical and game-technical considerations