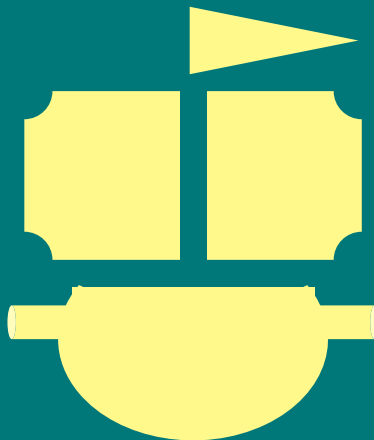


# *Vasa Regalis*® - Print & Play

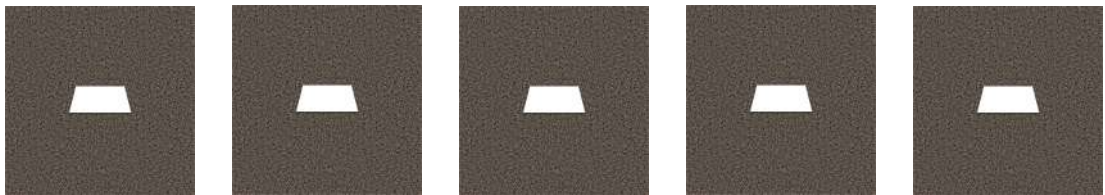
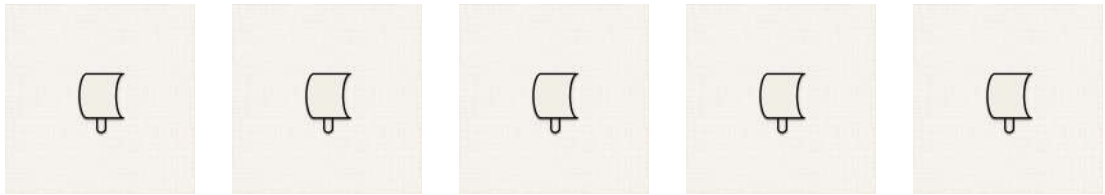
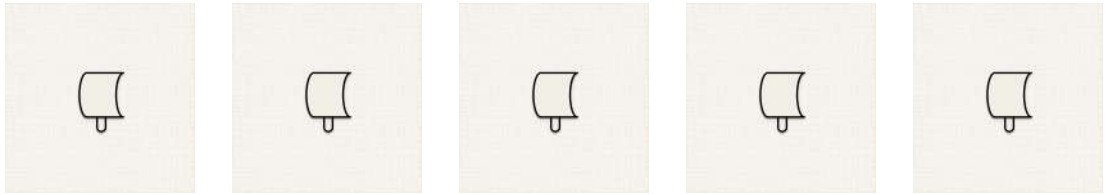


## Instructions

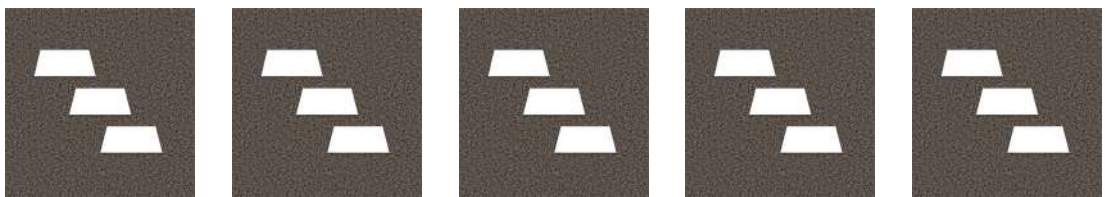
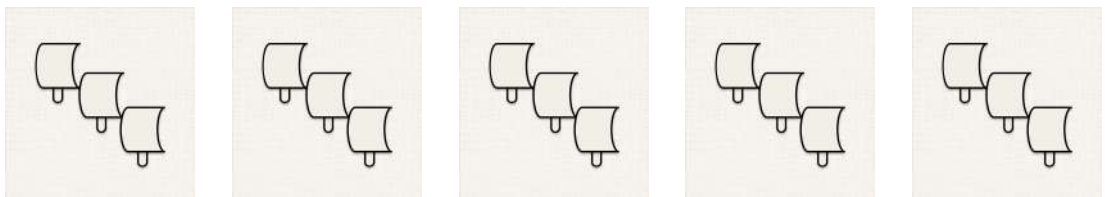
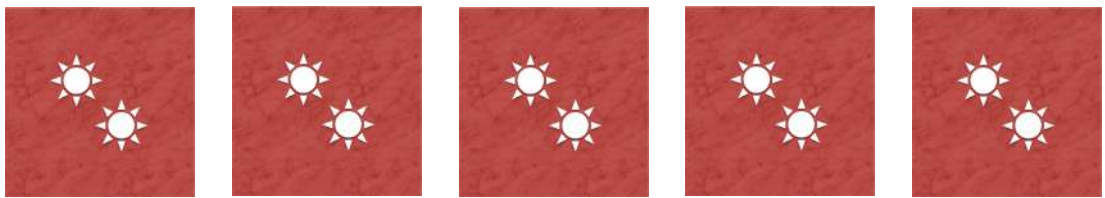
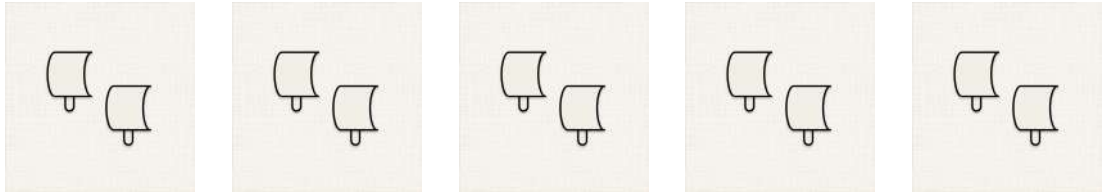
1. Print the following pages 2-9 double-sided on thick paper
  - 2: Goods markers value 1 (10 wood, 10 cloth, 10 iron, 10 sculpture)
  - 4: Goods markers value 2 (5 wood, 5 cloth, 5 iron, 5 sculpture)
  - 4: Goods markers value 3 (5 wood, 5 cloth, 5 iron, 5 sculpture)
  - 6: Rule cards (4), ship cards (5)
  - 8: Leader card (1), role cards (8)
2. Cut out the components with a sharp knife or scissors
3. Download the rules from
4. <http://novasuecia.se/regalis/files/Regalis%20Rules.pdf>
5. Enjoy your game!

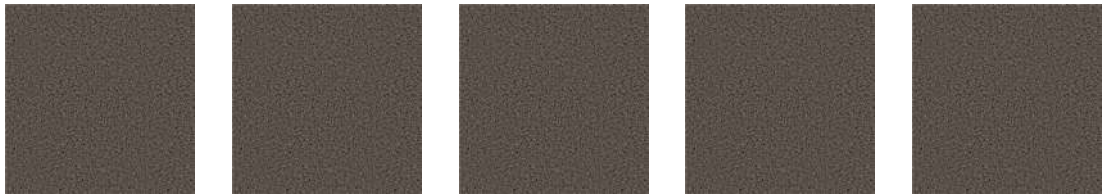
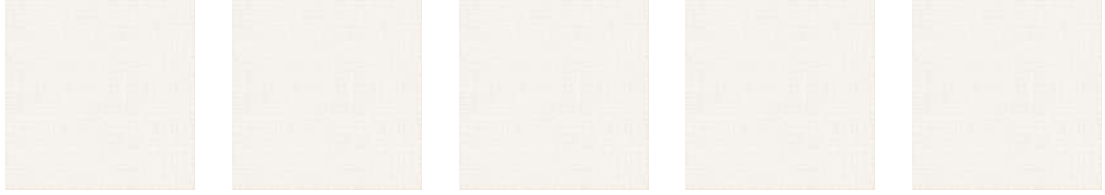
Vasa Regalis - Print & Play is free but we would appreciate feedback (both about what is good and what may be better) to [nicholas.hjelmsberg@gmail.com](mailto:nicholas.hjelmsberg@gmail.com).

A printed version is available at <https://www.thegamecrafter.com/games/vasa-regalis-the-maiden-voyage>.











### 1. GAME COMPONENTS

The game consists of the following components:



• 5 ship cards; 1 per player



• 1 shipyard leader card



• 8 role cards; wood procurer, sculpture procurer, cloth procurer, iron procurer, craftsman, tailor/blacksmith, admiral and king



• 20 wood markers; 10 of value 1, 5 of value 2 and 5 of value 3



• 20 cloth markers; 10 of value 1, 5 of value 2 and 5 of value 3



• 20 sculpture markers; 10 of value 1, 5 of value 2 and 5 of value 3



• 20 sculpture markers; 10 of value 1, 5 of value 2 and 5 of value 3



Each player takes 1 ship card, 1 wood value 1, 1 cloth value 1, 1 sculpture value 1 and 1 iron value 1. Place the role cards face up. Goods are limited so for 3 and 4 players, remove the following:

### 3. COURSE OF THE GAME

The players represent shipyard leaders, responsible for the building of the Vasa ship.



The player who last built something takes the shipyard leader card and starts the first round. A round consists of the following steps:

1. Choose a role card and take the actions of that role. Some roles let other players take actions as well.
  - **Procurer:** Procure 2 goods. (Each other player except the last in turn procures 1 good.)
  - **Craftsman/Tailor/Blacksmith:** Exchange 2 pairs of goods for a higher value. (Each other player except the last in turn exchanges 1 pair of goods.)
  - **Admiral:** Procure 1 good and replace 1 good on your ship.
  - **King:** Procure 1 good and order the replacement of 1 good on another ship.
2. **Inventory (advanced rules):** Exchange goods with each other.
3. **Building:** Choose to place 1 good on your ship.
4. **Inspection:** Look at 1 good on another ship.

### 4. BUILDING



On each player's ship card, there are four good squares, one of each good type.

Each player may only place good on his or her own ship and only 1 good in each good square. The good must be placed face down without being disclosed to the other players. This reflects the ship parts being assembled.

When the building action is played, the shipyard leader **may** choose to place 1 good of any type on her ship. If the shipyard leader passes, the next player in clockwise order is given the choice. If a player chooses to place a good, all players **must** place a good of the same type on their ships.

Only a good type where **at least 1** good of value 3 is in play may be chosen in the building action. If there is no such good type, the building action **may not** take place. If **all** goods of value 3 are in play, the building action **must** take place for that good type. Each good type may only be built once.

### 7. END OF GAME

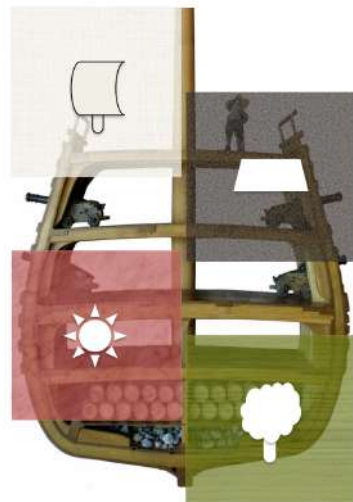
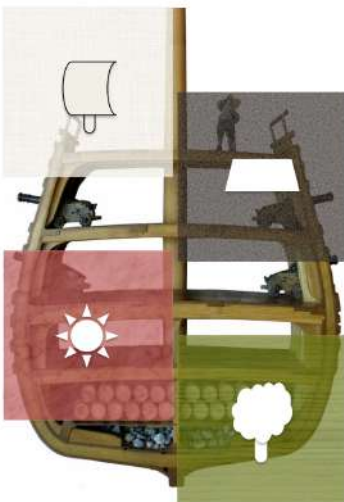
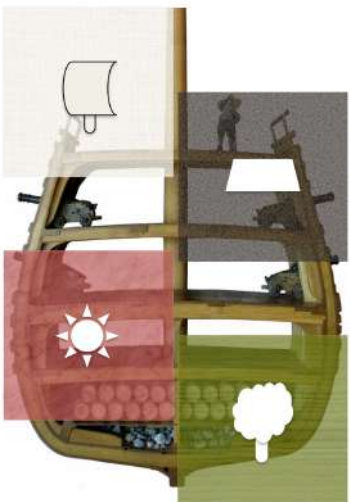
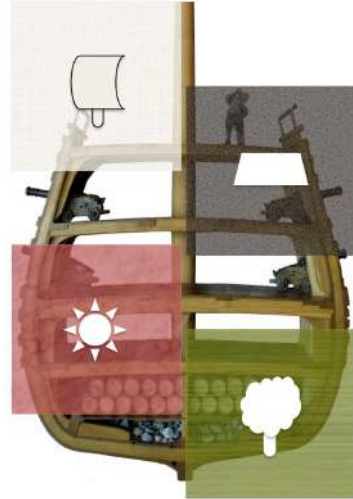
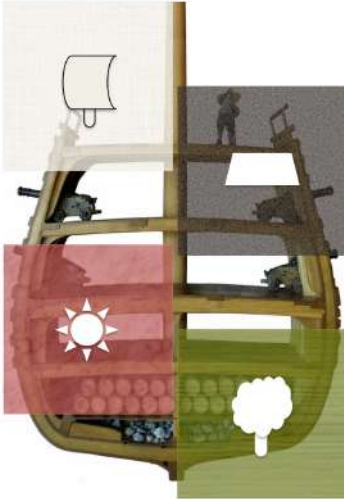
The game ends when each of the four parts of the ship is completed, that is when all the players' ship cards are completed with wood, cloth, iron and sculptures. All players turn their goods face up. This reflects the Vasa Regalis being launched!

For each part of the ship, count the total value of goods placed by all players. To be operational, each part needs goods of the following total value:

- 3 players: Goods of total value 7 or more.
- 4 players: Goods of total value 9 or more.
- 5 players: Goods of total value 11 or more.

Missing wood causes the ship to sink, missing cloth to be lost at sea, missing iron to be lost in battle and missing sculptures to be disgraced.

- If **no part is operational**, no shipyard leader escapes the King's wrath and all players **lose**.
- If **all parts are operational**, the player having the most goods of value 3 **on hand** wins. This reflects the shipyard leader having successfully kept material for himself or herself.



Example: In a 4 player game, there is no wood of value 3 left. In the building action, the players must place wood on the ship.

### 5. INSPECTION

If, and only if, the building action is played, each player may look at 1, and only 1, placed good on another player's ship, starting with the last player to build and continuing in counter-clockwise order. This reflects the ship being inspected.

### 6. INVENTORY (ADVANCED RULES)

Before the building action, there is an inventory action. When the inventory action is played, all players may simultaneously exchange goods with each other. The players are free to agree on exchange conditions and may not hand over other goods than agreed. A player must always keep enough goods to be able to take the Building action, e.g. she cannot exchange her last wood if she has not placed wood on her ship yet. This reflects reallocation of material on the shipyard.

Example: Player 1 has 2 wood of value 3 but only iron of value 1. She agrees to give player 2 1 wood of value 3 in exchange for 2 iron of value 2.

Refer to the role cards for detailed rules.

A player may not pass. After the round, the roles cards are returned and the player to the left of the shipyard leader takes the shipyard leader card and starts the next game round. The game ends immediately when all goods have been placed on all parts of the ships.

**At all times, a players' goods are kept face down and may only be viewed by that player. They are only shown to the other players when exchanged for higher values or in the actions Inventory and Inspection.**

Example: In a 4 player game, player 1 starts and selects wood procurer, player 2 selects cloth procurer, player 3 selects iron procurer and player 4 selects tailor/blacksmith. Adding 1 good of each type they received at start, their actions have the following results for player 4:

- Start: Wood, cloth, iron and sculpture of value 1
- Player 1 action: May not procure
- Player 2 action: Procure 1 cloth of value 1
- Player 3 action: Procure 1 iron of value 1
- Player 4 action: Use 2 cloth and 2 iron of value 1 to craft 1 cloth of value 2 and 1 iron of value 2

- **3 players:** Remove 4 of each good of value 1, 2 of each good of value 2 and 2 of each good of value 3 (thus keeping 6 of each good of value 1, 3 of each good of value 2 and 3 of each good of value 3)
- **4 players:** Remove 2 of each good of value 1, 1 of each good of value 2 and 1 of each good of value 3 (thus keeping 8 of each good of value 1, 4 of each good of value 2 and 4 of each good of value 3)

### 2. OBJECT OF THE GAME

The object of the game is to procure and prepare ship materials for the building of Vasa Regalis. The ship needs **wood** for the boards to manage the sea, **cloth** for the sails to manage the storms, **iron** for the cannons to manage the enemy and **sculptures** to impress on friends.

At the same time, the players want to put away as much as possible in their pockets. If the ships sails, the player with the **most valuable goods saved** is the winner, but if the ship fails, the player with the **most valuable goods spent** is the winner (or, rather, will be spared the King's wrath).



- If **1-3 parts are not operational**, the player having the most goods of value 3 **on those parts** wins. In the event of a tie, the player having the most goods of value 3 **on all parts of the ship** wins. This reflects the shipyard leader being freed at court.

If a tie remains, count first goods of value 2 on hand (if the ship was operational) or on the ship (if the ship was not operational) and then goods of value 1. If a tie still remains, the shipyard leader wins.

Example: A 4 player game ends with the builds below. Each part needs a total value of 9. The game ends with Vasa Regalis sailing.

Player	Wood	Cloth	Iron	Sculp.	Hand
1	3	2	3	2	1/0/2
2	2	3	2	2	1/1/2
3	2	1	2	2	1/2/1
4	2	3	2	3	1/0/2
	9	9	9	9	

Player 1 has built the most overall but the winner is player 3, who has managed to keep most for herself (as many goods of value 3 as the other players but more goods of value 2).



**SHIPYARD**



**LEADER**

**Admiral**



**King**

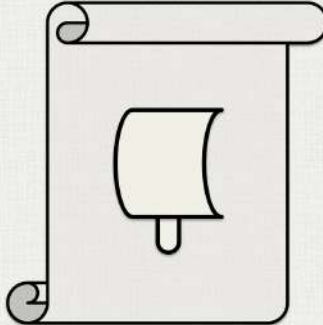


**Wood**



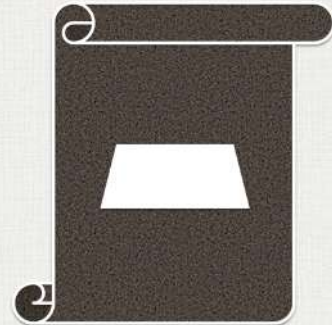
**Procurer**

**Cloth**



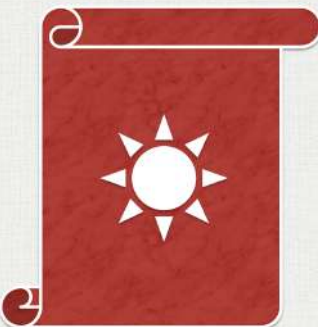
**Procurer**

**Iron**



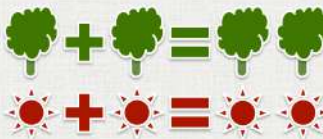
**Procurer**

**Sculpture**

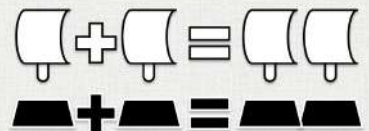
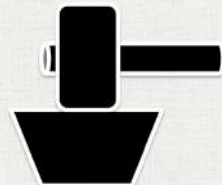


**Procurer**

**Craftsman**



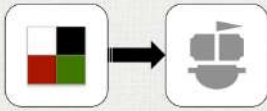
**Tailor/  
Blacksmith**



### KING

When the **king** role is selected, the player selecting it **only** may procure 1 good of any type **and** order another player to replace 1 good that he or she previously placed on the ship (if possible). The player may not return the same good to the ship. This reflects the king ordering changes to the ship.

*Example: Continuing the admiralexample, player 2 remembers that player 1 has only wood of value 2. She chooses the king role and forces player 1 to remove her wood of value 2 from the ship and replace it with a wood of value 1. In addition, she procures 1 sculpture of value 1.*



### ADMIRAL

When the **admiral** role is selected, the player selecting it **only** may procure 1 good of any type **and** replace 1 good that he or she previously placed on the ship. The player may fake a replacement and return the same good to the ship. This reflects the admiral proposing changes to the ship.

*Example: Player 1 has in the previous game turn placed a wood of value 1 on the ship. In the current game turn, she chooses the admiral role. She replaces the wood of value 1 with a wood of value 2. In addition, she procures 1 wood of value 1. The other players have no actions during her role.*

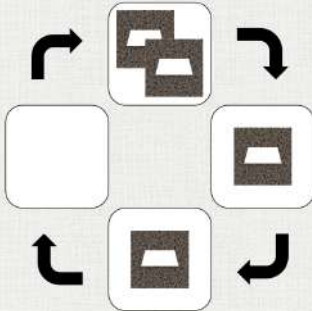


### ROUND SUMMARY

1. Choose a role card and take the actions.
  - a) **Procurer:** Procure 2 goods. (Each other player except the last in turn procures 1 good).
  - b) **Craftsman/Tailor/Blacksmith:** Exchange 2 pairs of goods for a higher value. (Each other player except the last in turn exchanges 1 pair of goods.)
  - c) **Admiral:** Procure 1 good and replace 1 good on your ship.
  - d) **King:** Procure 1 good and order the replacement of 1 good on another ship.
2. **Inventory (advanced rules):** Exchange goods with each other.
3. **Building:** Choose to place 1 good on your ship.
4. **Inspection:** Look at 1 good on another ship.

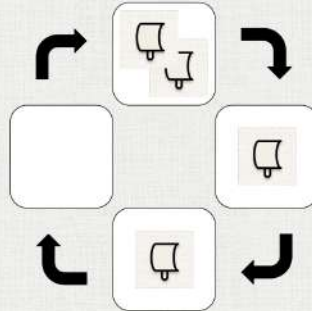
### IRON PROCURER

Take turns to procure 1 **iron** of value 1. The player choosing the role may procure 2 iron of value 1 in his or her turn and the last player in turn none. This reflects suppliers selling iron to the cannons.



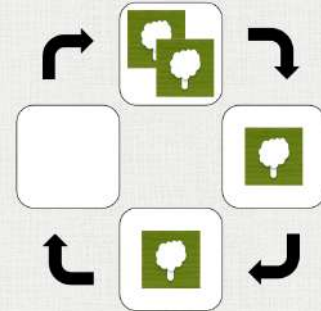
### CLOTH PROCURER

Take turns to procure 1 **cloth** of value 1. The player choosing the role may procure 2 cloth of value 1 in his or her turn and the last player in turn none. This reflects suppliers selling cloth to the sails.



### WOOD PROCURER

Take turns to procure 1 **wood** of value 1. The player choosing the role may procure 2 wood of value 1 in his or her turn and the last player in turn none. This reflects suppliers selling wood to the boards.

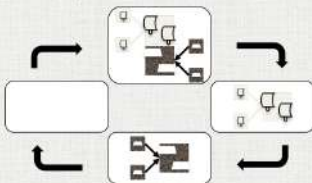


### TAILOR/BLACKSMITH

Take turns to exchange 1 pair of **cloth** or 1 pair of **iron** for 1 equivalent good of higher value:

- 1 good of value 1 + 1 good of value 1 = 1 good of value 2
- 1 good of value 1 + 1 good of value 2 = 1 good of value 3

The player choosing the role may exchange 2 pairs of cloth and/or iron and the last player none. This reflects workers using the raw material to produce sails and cannons.

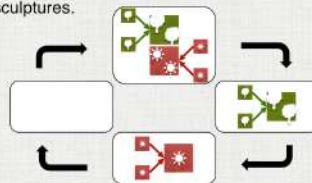


### CRAFTSMAN

Take turns to exchange 1 pair of **wood** or 1 pair of **sculpture** for 1 equivalent good of higher value:

- 1 good of value 1 + 1 good of value 1 = 1 good of value 2
- 1 good of value 1 + 1 good of value 2 = 1 good of value 3

The player choosing the role may exchange 2 pairs of wood and/or sculpture and the last player none. This reflects workers using the raw material to produce boards and sculptures.



### SCULPTURE PROCURER

Take turns to procure 1 **sculpture** of value 1. The player choosing the role may procure 2 sculpture of value 1 in his or her turn and the last player in turn none. This reflects suppliers selling material to the sculptures.

