



SYNOPSIS OF PLAY

Cards are red or black and contain letters with score values. Your objective is to form and build-on words to gain the highest score.

1) You may form one word from your hand. Score is determined by points on cards. However, if word is all one color and at least 4-letters, you get a "ROYALTY," and your score doubles! Example: "ALE"—6. "MACE"—16. "CALM"—32! "CAMP"—40!

2) You may also build-on one word on table by scrambling letters and adding at least one letter to form a new word. Example: "PAR" could become "PARK"—16. "CAPER"—18.

3) You restore your hand to 7-cards. Next player goes. He puts his uncaptured words into his card pile and proceeds to: Build-on one word, Form one word from his hand, Build-on and Form one word, Trade or Pass.

A DETAILED EXPLANATION IS GIVEN INSIDE BOOKLET



ROYALTY®

the **WORD GAME** you play with cards

2 DECKS • PLASTIC COATED CARDS • EASY RULES • SMART CASE

Created and Produced by S. J. Miller Co. Inc. U.S.A.



ROYALTY.

REG. U.S. PAT. OFF

ROYALTY is a word game for kith and kin from nine to ninety. It can be played by 2, 3, 4 or more players also as a solitaire. The object of the game is to form and build-on words that offer the highest scoring values. The player or team who scores the most points wins the game.

PRELIMINARIES

- A single or double pack may be used. A double pack lends for a more interesting two-handed game and is necessary for three or more players.
- All words in a standard dictionary are permitted except capitalizations, abbreviations, contractions, hyphenations, foreign words and words designated as offensive or derogatory.
- The "KNAVE" is the unlettered card. It is used for any letter of either color, and may further change to any desired letter with each succeeding play. It has no score value.



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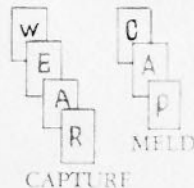
TO BEGIN: Player who draws card nearest to "Z" deals and goes first. Play passes to left. Seven cards are dealt face-down one at a time to each player. Remainder of pack is placed in center of table.

1. THE FIRST PLAYER must form one word of three or more letters. He places his combination or "MELD" in front of him vertically so other players may easily see the word. He completes his turn by announcing his score then drawing enough cards from the pack to restore his hand to seven cards.

2. THEREAFTER EACH PLAYER in turn may MELD one word from his hand of any length. And at the same turn, he may build-on or "CAPTURE" one word (other than his own) on the table. To CAPTURE a word, a player must add one letter or more and arrange *all the letters* to form a different word. Merely adding plurals, prefixes, suffixes and the like is not permitted as all basic meanings must be changed. EXAMPLE: "EAR" could become "AIRED" or "BEARS" or "CARE" . . . or "ZEBRA." But, could not become "EARS" or "EARRING" or even "HEAR" (which means: to comprehend by "EAR").

3. The CAPTURED word is placed in front of the player who last builds-on it. He receives credit for the entire word. The player completes his turn by announcing his score and restoring his hand to seven cards.

NOTE: Only one CAPTURE or one MELD or both may be played at a single turn.



The ENCODER

4. A PLAYER who immediately after his "DOMAINS" when game ends.

5. Any player who has played cards. A player who has then drawn sets.

a) Place up
b) CAPTURE
c) MELD

6. Any player who has CHALLENGED cards are returned. PASS his next turn.

7. WHEN PLAYERS "GO OUT" (PLAYERS who have three letters "goes out", all his score and unplayed card DOMAINS

INCIDENT

4. A PLAYER CANNOT CAPTURE HIS OWN WORDS . . . when he begins his turn, he immediately places his uncaptured words face-down near him. These cards form the base of his "DOMAIN." Player who accumulates most cards in his DOMAIN receives a bonus when game ends.

5. Any player may PASS his turn or TRADE his turn for the privilege of changing his cards. A player who TRADES must return all seven cards to the pack, reshuffle the pack, then draw seven cards. TRADING cards constitutes an automatic PASS.

PROCEDURE OF PLAY

- | | |
|--------------------------------------|--------------------------------|
| a) Place uncaptured words in DOMAIN. | d) CAPTURE then MELD. |
| b) CAPTURE one word on table. | e) TRADE hand for fresh cards. |
| c) MELD one word from hand. | f) PASS turn to next player. |

6. Any player may CHALLENGE any word before replacement of cards is completed. If CHALLENGER proves correct, player is considered to have PASSED his turn and all cards are returned to their original position. If CHALLENGER is incorrect, he must PASS his next turn to play.

7. WHEN PACK IS EXHAUSTED GAME CONTINUES UNTIL A PLAYER "GOES OUT" (PLAYS ALL HIS CARDS) OR ALL PLAYERS PASS. A MELD must now be three letters or more and a player who PASSES remains a PASSED hand. If a player goes out, all others surrender their unplayed cards to him. Points on cards are added to his score and amount of cards are added to his DOMAIN. If all players PASS, points on unplayed cards are deducted from their scores and amount of cards are deducted from their DOMAINS.

THE TALLY

A tally of each player's score is recorded after every turn, and a running total is kept. Score is determined by adding number values on words players MELD and CAPTURE. Highest score wins the game. A 20-point bonus is awarded player or team with highest amount of cards in DOMAIN. If tied, each receives 10-points. A "ROYALTY" is a premium for making a noteworthy play. Its classification and scoring are as follows:

ROYALTIES



MELDS all in one color — red or black — and at least four letters — double value. (Junior players may qualify with at least three letters all one color.)



MELD ON FIRST PLAY OF GAME (only by first player) of at least three letters — double value. If MELD is all in one color and at least five letters — quadruple value.



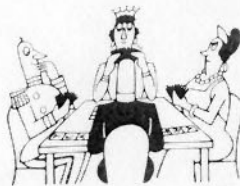
CAPTURES with letters all in one color and at least four in number when added to any word — double value for entire word.



ALL SEVEN CARDS played at a single turn — doubles score for that turn. Any premiums within this play are included before the double.



MELD OF THE WORD: "R-O-Y-A-L-T-Y" automatically doubles player's final score at conclusion of game . . . and tradition dictates that all players stand in tribute!



COALITIONS

Coalitions are partnerships and are chosen by agreement or selection of cards: two high and two low being partners. Partners sit opposite each other and the play follows the established rules. Partners may build-on each other's words and pool their scores and discards. They attempt to form and build-on words to mutual advantage but may not engage in "table talk."

MONARCHY

Monarchy is a solitaire. There are many solitaire games that may be played with ROYALTY. The following version is offered because it is believed to be exceptionally interesting and highly challenging.

Cards are shuffled. The first 25-cards are dealt face-up, one at a time, and arranged to form a 5 by 5 square. Remaining cards are put aside out of play. The object is to form ROYALTIES — a minimum of four lettered words all in one color or a seven lettered word of mixed colors — and remain with no unplayed cards. The player may change the words around as often as desired but may not add more cards.



All questions regarding ROYALTY will gladly be answered. Enclose a self-addressed, stamped envelope when writing . . . S. J. Miller Co, Inc., P.O. Box 130, Coney Station, Brooklyn, New York 11224

JOUST

Joust is a variation for two players. Cards are counted at face value at end of game and player with the most cards in DOMAIN receives a 10-point bonus. Highest score wins.

Single or double pack is used: seven piles—as nearly equal as possible without counting—are placed face-down in a horizontal row. Players choose for first by turning the top card in any pile face-up. Player with letter nearest to "Z" goes first, and turns up remaining top cards until there are seven exposed cards. He attempts to form one word from these cards. He shows the word, then places it directly into his DOMAIN face-down. If word is a "ROYALTY" — a four or more lettered word all in one color or a seven lettered word of mixed colors — he continues his turn. Otherwise, next player goes. He turns up any top cards that are not exposed and repeats the above procedure. If a player PASSES, his opponent is entitled to two consecutive plays. If both players PASS consecutively, game is declared over.

EACH PACK IS COMPOSED OF 53 CARDS

A:	3	2	J:	1	S:	1	
B:		1	K:	1	T:	1	2
C:	1		L:	1	U:	1	1
D:	1	1	M:	1	V:	1	
E:	3	3	N:	2	W:	1	1
F:	1		O:	2	X:	1	
G:	1	1	P:	1	Y:	1	1
H:	1		Q:	1	Z:	1	1
I:	2	2	R:	1	2	KNAVE:	ONE

The light blue emblemed deck contains the above distribution. The darker deck complements the light one, in that it has A: 3 black 2 red, instead of, A: 3 red 2 black, etc.