

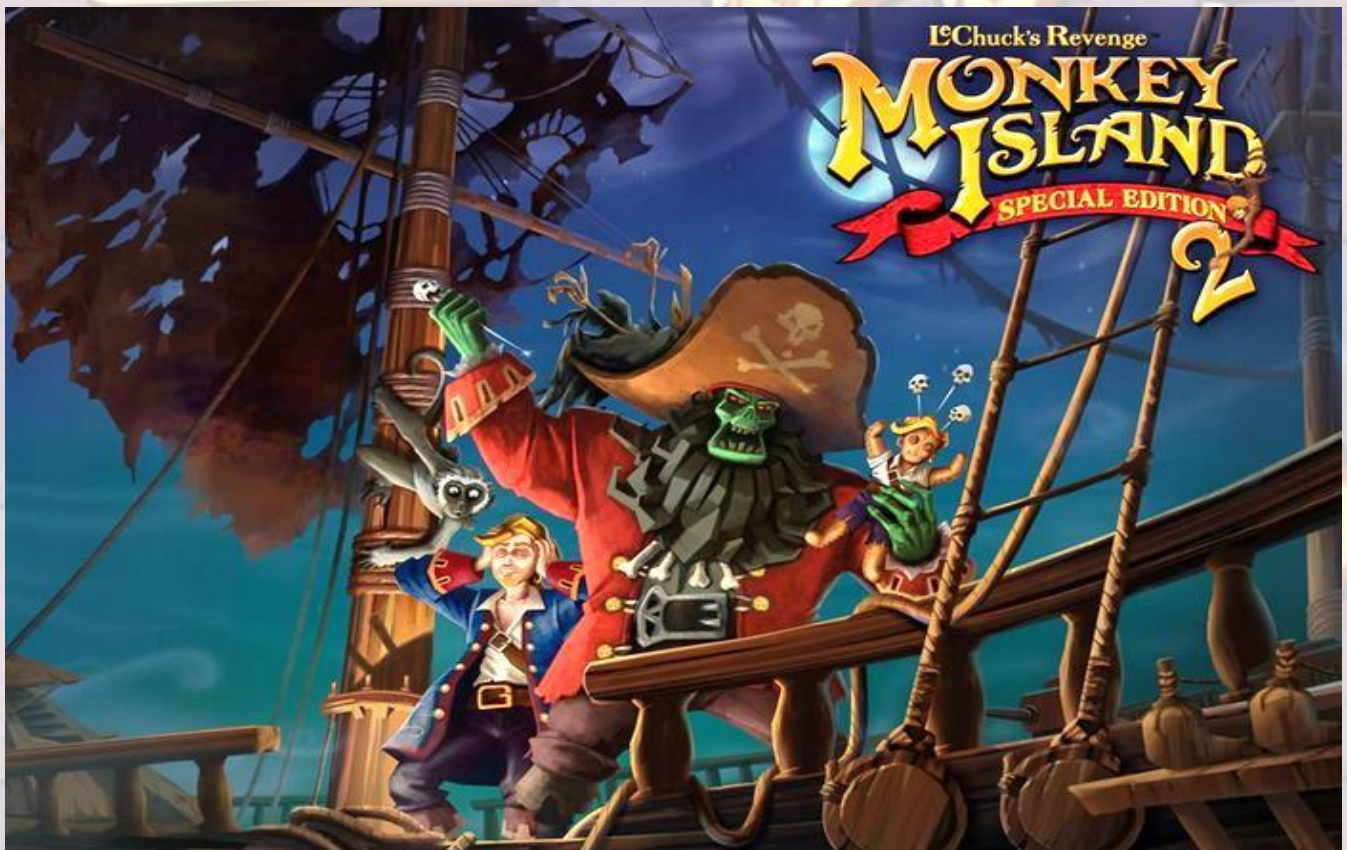
Class Royale Monkey Island Edition



A Grammar Resource adapted for the Monkey Island School Project

Class Royale Monkey Island Edition

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Class Royale Monkey Island Edition

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BASIC RULES

Two crews, **THE JOLLY ROGER** (Red Team) and **THE FLYING DUTCHMAN** (Blue Team), will sail the Tri-island Archipelago area to reach the opponent's Island and steal the Blood Tears to break free from Lechuck's Curse while defending from the attacks of the enemy.

Class Royale is based on the famous videogame for mobile phones Clash Royale. The mechanics and the rules have been adapted to create a board game and re-adapted to the context of Monkey Island videogame background.

Use Coins from your treasure chest each turn to play special cards, enhance character movement or buy special items from **THE INTERNATIONAL HOUSE OF MOJO**. Sail the seas towards the island of your adversary. Fight using your English Knowledge to defeat your opponent. Create your own strategy to reach the Pirate Island and become the winner.

OBJECTIVE

Conquer the Pirate Island to steal the Blood Tears to lift the curse your crew is under.

COMPONENTS

❖ Board	❖ 24 Special Cards	❖ 2 Pirate Island
❖ Verbs Card Deck	❖ 10 Troops Tokens	Token/Area
❖ Spelling Card Deck	❖ 9 Special Abilities Cards	❖ 2 Graveyard Areas
❖ Vocabulary Card Deck	❖ 4 Pirate Ship	❖ 2 Treasure Chest Area
❖ Pronoun Cards	Tokens/Area	❖ 1 International House
❖ Sentence Cards		of Mojo Area

The **Board** is the battlefield where the troops will move to reach the Islands. The squares are hexagons to facilitate the movement of the different Troops. It is not allowed to move two tokens to the same square at the same time

Also you will need 10 coins per player (or something that will do the work of them) and as many Health tokens as needed by your Characters. You can use anything: chickpeas, plastic tokens, a piece of paper and a pencil to keep the record of the wounds, etc.

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TERRAIN AND MOVEMENT

Here is how the board is set to start a new game. There are different types of squares:

❖ **Ocean/Sea Squares** (Blue): regular squares. Moving through this area costs 1 Movement point.

❖ **Swamp Squares** (green/Greenish): Moving through this area costs 2 Movement point.

❖ **Reef Squares** (red/pink): Moving through this area costs 3 Movement point.

❖ **Lighthouses**: you can't cross this square.

❖ **Lighthouse Route** (line with a light-brown color): Moving through this area costs 1 Movement point.



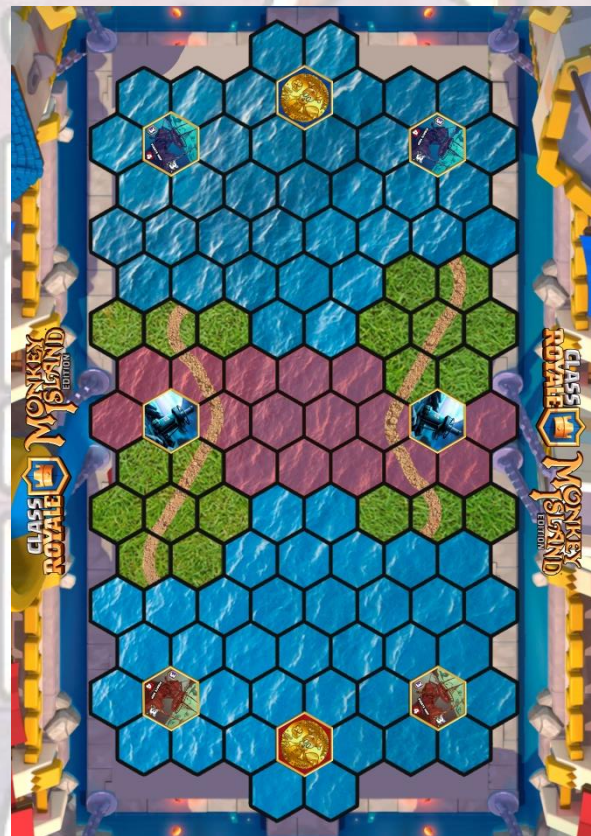
❖ **Pirate Ships Squares**: They mark the place where the ships protecting the island are. Before reaching the Island BOTH SHIPS MUST BE DESTROYED. Pirate Ships are static tokens with no movement.



❖ **Pirate Island**: and where the precious treasure both crews are looking for is hidden: *THE BLOOD TEARS*.



Only with the Blood Tears Lechuck's Curse could be lifted.



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THE CHARACTER TOKEN

Each character has 4 different characteristics and a special skill.



ATTACK: the Value represents the number of Cards you can play to Attack.



DEFENSE: the Value represents the number of cards you play as a counter-attack.

MOVEMENT: the number of Squares you are able to move for free.



HEALTH: the number of Wounds a Character can resist before it's moved to the Graveyard Area.



GETTING READY

1ST Prepare the board (x1), **Graveyard Area** (x2, one for each player), **Treasure Chest Area** (x2, one for each player) **and International House of Mojo Area** (x1, it will be available for both players).

2ND Choose 25 cards to build a deck.

The starting hand is 5 cards, every turn you must have 5 cards. So, after using cards you must take cards from your deck until you have 5 on your hand.

3ND Shuffle the card decks and put them with the back facing up on one side. If 2 players play as a Team they must combine their decks to build a unique deck of 25 cards. **Shuffle the Special Card Deck and put them on the International House of Mojo Area facing down**, take the first 3 cards and put them facing up on the display area.

4TH Each team shuffles its Tokens and picks 4. The rest are placed with the face down waiting for being picked.

Each member of the team chooses one Token (or two, depending on the number of students in the group). When the Token attacks or defends the member who has chosen that Token is the one who must answer the questions.

5TH Prepare 10 coins put them on your **TREASURE CHEST BOARD** and close to your graveyard area

6TH Prepare Health Tokens for each of your characters and put them on his/her Character card.



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GAME TURN

In each turn, the team can do as many actions as they can. Each player has 5 Action Points. Each Action described below costs 1 AP. (Action Point). There are many actions that a team can do:

❖ CHOOSE A CHARACTER TOKEN

We start the turn picking a Token. If we have all the Tokens in the battlefield we omit this step.

❖ PUT A CHARACTER TOKEN INTO PLAY:

To put a Token into play on the battlefield, it must be placed in one of the hexagons which are next to the Pirate Ships. To do this, you must **pay the value of Attack in Coins**: *If the Attack value is 3 you must pay 3 Coins.*



❖ ACTIVATE YOUR CHARACTER SPECIAL ABILITY OR MOVE

Some Characters have Special Abilities that must be used **BEFORE MOVING**. Read Carefully each Character Ability to activate his/her power at the right moment. **In each turn, we must move all the Tokens** that are in the game the squares that mark each Token.

❖ ATTACK

When an attacker's Token touch an enemy's Token, the combat begins. Some token can Attack at different Ranges also some cards will grant different Attack Ranges. In the section "**ATTACK AND DEFENSE**" it is explained this in more detail.

❖ RESURRECTION

Putting back to play a defeated Token from the graveyard. Go to the "**RESURRECTING TOKENS**" section for more details

After doing all the movements and attacks the turn ends.

COINS



Each player has 10 coins in his Treasure Chest. Coins will be used during the game for different purposes.

Every turn, you will have 10 coins to spend. At the beginning of a new turn you will recover all the spent coins, except if a special condition/card dictates the contrary.

The reason you recover your coins each turn is because you are a Pirate!!!

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USING COINS (all spent coins must be placed out of the *TREASURE CHEST AREA*):

❖ Character Deployment:

The cost of deploying a Character is equal to the value of Attack (swords): 3 Swords=3 coins

❖ Increasing Attack or Defense value:

You can spend Coins to add a +1 to any Attack or Defense value. It costs 2 Coins.

PAY the coins **BEFORE ATTACKING**.

The defender **DECLARES USING COINS BEFORE THE ATTACK CARDS ARE USED**.

A CHARACTER TOKEN **CAN'T** INCREASE HIS/HER DEFENSE MORE THAN 1 USING COINS.

❖ Buying and using Special Cards at the International House of Mojo Area:

The cost of buying a Special Card is 2 Coins. You can only buy 1 card per turn from the International House of Mojo area. Special cards also have a price in Coins to use them.

❖ Extra movement: You can only buy Extra-movement **ONCE** per turn. Moving an extra space costs:

SEA: 1 coin

SWAMP: 2 coins

REEF: 3 coins

ATTACK AND DEFENSE: USING THE CARDS

The **Cards and Decks** are used in the battles. Players will have 5 cards as their active cards every turn.

Each token has a different **Attack** (represented by Swords) and **Defense** (represented by Shields). The number of swords is the number of cards that can be played to attack.

After any Attack and defense discard the used cards and put them at the bottom of your deck. Take as many cards as needed to complete your starting hand (5 cards) from the top of your deck faced down.

Cards belonging to VERBS, SENTENCE, VOCABULARY and SPELLING categories have a value of 1 Attack Point. PRONOUN cards must be played in combination with a SENTENCE or a VERB card to be used, the value of this combination is 2 Attack Points.



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A special combination happens when using SENTENCE+VERB+PRONOUN. If played simultaneously the value is only 2 Attack Points regardless of the number of cards played.



E.g.: Attacker uses Captain Smirk token, he has Attack value of 3. He plays the following 4 cards "NEGATIVE+TO WEAR+PAST+3rd Person Singular". The attack value is 2 and he still has a remaining attack spending a new card after this attack is resolved.

If the player answers correctly to the card used to attack reduces the number of wounds the character suffers. **E.g.** If 3 cards are used and the defender answers/resolves 2 cards reduce the number of Wounds from 3 to 1.

After the Attack the Defense Value grants the attacked character the chance to counter-attack with a number of cards equal to the Value of Defense.

RANGE: counter-attacks against an Attacker who is not in Range 0 suffer a -1 per Square of distance making the Defense Value Lower.

E.g: Voodoo Lady has range 2, so she can Attack from 2 Squares from the enemy, the Defender's Defense Value will be reduced by 2 when counter-attacking.

THE INTERNATIONAL HOUSE OF MOJO

MAD MARTY runs the Phatt Island delegation of the **INTERNATIONAL HOUSE OF MOJO** founded by the Voodoo Lady. Here you can find strange potions, summon Voodoo powers, buy strange artifacts and weapons and maybe some long lost treasure...

Each turn Players can buy 1 card faced up of the 3 cards offered there.

Every time a card is bought a new one from the deck (faced down) is placed where the bought card was.



The cost of buying a Special Card is 2 Coins.

You can't buy more than 1 card per turn.


Read the card carefully before buying it, there's no refund!!! Once you buy it you can't ask for your money!!!

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Using Special Cards

All Special cards build a separate deck from other cards and are easy to identify due to its image with a Skull. On the front cards have a text detailing its powers, cost and effects. Once a card is used put it at the bottom of the faced down deck.

HEALTH POINTS & RESURRECTING TOKENS

The Health Points  measure the amount of Wounds a character can take before it's placed on the Graveyard Area.

Health Tokens are placed on the Character Card and when He/She suffers a Wound the token representing the Wound is placed on the Graveyard Area.

When a Character Health Points are reduced to 0 the character is moved from the board to the Graveyard Area and it's out of the game 'til it will be resurrected.



HOW TO RESURRECT A TOKEN:

- ❖ **SPECIAL RULE:** to resurrect a Character the Voodoo Lady **MUST BE ON THE BOARD**; if the Voodoo Lady is on the Graveyard you **MUST RESURRECT HER FIRST**.

Resurrecting a Character Token cost 3 coins.

You can only Resurrect 1 Character Token per Turn.

A resurrected Character's Health suffers a -1 each time is resurrected. If his/her Health reaches 0 when resurrected he/she is unable to move back to the board.



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SPECIAL ABILITIES

Using Special Abilities: Stan and Largo Lagrande Abilities MUST BE ACTIVATED BEFORE MOVING THEM Remember this rule, if not used before moving it you can't activate his/her power or special skill.



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MAIN RULES

- ❖ **Speak in English.** (If you do not speak in English you will lose your turn and 1 Coin PERMANENTLY)
- ❖ Respect the members of the group.
- ❖ Respect the members of the other group.
- ❖ Respect the decisions given by the Teacher.
- ❖ Respect and take care of the different materials.
- ❖ Use a notebook to write the cards you don't have in your deck to learn them when a Verb, Word, Sentence or anything that you didn't know is used against you.

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COMBO SAMPLES. These samples only cost 2 Attack Points!!!:

- ❖ QUESTION+VERB+PAST+3rd Person singular
- ❖ NEGATIVE+PAST+VERB+PERSON
- ❖ FUTURE+VERB+PERSON
- ❖ FREQUENCY ADVERB+VERB+PERSON
- ❖ 3rd SINGULAR PERSON+NEGATIVE+VERB+PAST
- ❖ QUESTION+VERB+PAST
- ❖ QUESTION+3rd SINGULAR PERSON+VERB
- ❖ PERSON+COMPARATIVE+HOW DO YOU SAY----(use an adjective)
- ❖ PERSON+SUPERLATIVE+HOW DO YOU SAY-----(use an adjective)

Those are sample of 3-4 Wounds combo. Try to make your decks help your attacks and defenses building them with the proper cards. Choose carefully!!!

