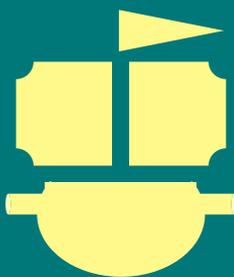


Vasa Regalis

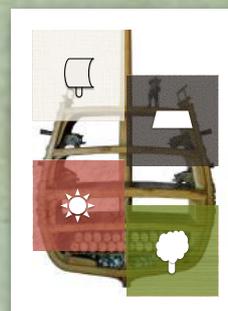


Category: Deduction, Economic
Mechanic: Role Playing, Set Collection
Players: 3-5
Time: 30 minutes
Age: 12+

Components:
18 cards, 80 markers

What is the game about?

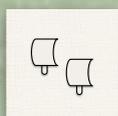
You play a shipyard leader responsible for the building of the Vasa Ship. Procure goods, improve them into building material and add them to the ship. At the same time, you want to keep as much material as possible to yourself but beware, if the ship sinks you may get the blame.



How do you win?

The victory conditions are determined by the sum of all players' actions. If players add a lot to the ship, it will succeed but it is the player placing LEAST on the ship that will win. If, on the other hand, players add little to the ship, it will fail and the player placing MOST on the ship will win.

How do you play?



The players take turn to select roles that entitle all players to actions. The roles include procurement (of wood, sculptures, cloth and iron) and improvement (craftsman, tailor and blacksmith). The goods starts at value 1 and can be improved up to value 3 but they are limited so there is room for tactics to maximize the own hand and minimize that of the other players.



When one player decides to build, all must build on that part. There are also roles for inspection (of other players' goods) and replacement (of own goods). When all four parts of the ships have been completed, the game ends and the ship is launched.

The challenge of Vasa Regalis is not only to select the right role at the right time but also correctly guess how much the other players add to the ship.

What makes the game special?

The unique mechanism of Vasa Regalis is the ambiguous victory conditions. The players can analyze the board and draw conclusions but never be sure how to win. Should they add as much to the ship as possible or as little as possible? They will not know the answer until the ship is launched but then it is too late to do anything about it.

