



# ROYAL RUMBLE®

## CARD GAME

AGES: 8+ : PLAYERS: 2-10 : PLAYING TIME: 30-45 MINS

Take on the role of a WWE Legend, jump into the ring, and face off against your rivals in the WWE Legends Royal Rumble Card Game! Can you survive the onslaught and be the last Legend standing?



## CONTENTS

- 30 Legend placards
- 30 Signature cards
- 1 WWE Legends token
- 150 Action cards:
  - 90 ATTACK CARDS
    - » 15 **KICKS**
    - » 30 **STRIKES**
    - » 45 **MOVES**
  - 30 **BOOST** CARDS
  - 19 **SPECIAL** CARDS
  - 11 **DEFENSE** CARDS

## SETUP

Count out a number of Legend placards depending on the number of players and gather the Signature cards for those Legends. Return the remaining Legends and Signature cards to the box. They will not be used during this game.

• **3 PLAYERS: 9 LEGENDS**

• **4 PLAYERS: 12 LEGENDS**

• **5 PLAYERS: 15 LEGENDS**

• **6 PLAYERS: 18 LEGENDS**

1. Shuffle the Legend placards and randomly deal one faceup to each player. Give each player the corresponding Signature card to place next to their Legend.
2. Place the remaining Legend placards and Signature cards facedown to the side of the play area.
3. Shuffle the Action cards and deal six to each player. Place the rest of the Action cards facedown in a deck in the middle of the play area.
4. Whoever watched a WWE match most recently receives the WWE Legends token and goes first. The player with the WWE Legends token is called the "Titleholder."

## HOW TO PLAY

All players go at the same time. The game is played in rounds. Each round includes the following steps:

**1. PLAN**

**3. ATTACK**

**2. REVEAL**

**4. END OF TURN**

## 1. PLAN

Starting with the Titleholder and proceeding clockwise, each player chooses one Attack card and places it facedown, pointed at the person they are attacking. Players may add one Boost card to their Attack; these are played facedown with the Attack card (see **Boost Cards**).

If a player does not have any Attack cards, or does not want to attack that turn, they may “take a breather” and discard any cards they don’t want from their hand. Players will be able to draw new cards at the end of the round.

## 2. REVEAL

When all players have chosen their cards (or taken a breather), all players reveal their Attack cards and any **BOOST** cards at the same time and states their speed out loud.

**Speed:** Each Attack card has a speed indicated in the middle of the card (A). Higher numbers are faster than lower numbers. **BOOST** cards may also add speed (see **Boost Cards**).



### B ATTACK CARDS

Attack cards also list damage, indicated by the ☀ symbol in the upper-left corner (B). Some cards may also have an effect described on the lower half of the card.

A Attack cards come in three types: **STRIKES**, **KICKS**, and **MOVES**. Card types are listed in the middle of the card (A).

## BOOST CARDS

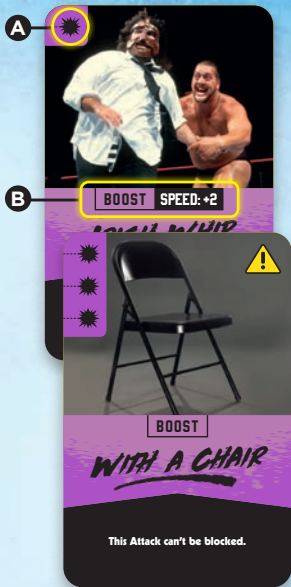
**BOOST** cards are cards added to Attack cards to increase damage (A). They may also increase speed (B) or give other effects to your Attack. The Attack card gains all effects of the **BOOST** card. For example, if you use a **BOOST** that is a Cheap Trick, the Attack becomes a Cheap Trick (see **Cheap Tricks**). **BOOSTS** may also throw Legends over the top rope or prevent Attacks from being blocked or dodged.

You must decide to play a **BOOST** in the Planning step of the round. Some Attack cards will allow you to attack again if they hit; **BOOST** cards may not be applied to these additional Attacks.

## 3. ATTACK

The player with the fastest speed goes first. Note players will often tie for speed. In this case, players attack starting with the Tilteholder and proceeding to the left. Then, the players with next fastest speed attack.

When it is your turn to attack, state the card you are using and which Legend you are attacking (the defending Legend). Apply any effects described on the Attack card.



**EXAMPLE:** Jake, Ric, and Steve play their cards. Jake is the Titleholder

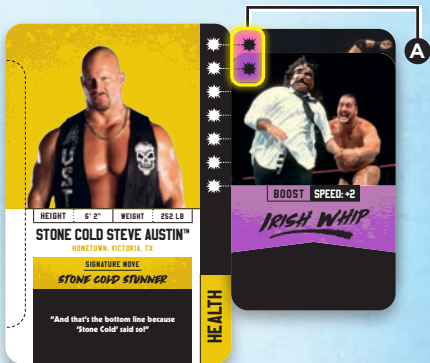
Jake plays a Dropkick with a speed of 3 (A), boosted with an Irish Whip that adds 2 speed for a total of 5. Steve plays a Standing Kick with a speed of 4 (B). Ric plays Chop with a speed of 5 (C).

Jake and Ric both have 5 speed. Because Jake is the Titleholder, he goes first. After resolving his Dropkick with the Irish Whip, Ric resolves his chop. Finally, Steve resolves his Standing Kick.



If the Legend you're attacking cannot defend themselves or another player does not intervene (see **Defense Cards** and **Special Cards**), the Attack hits, and all Attack and **BOOST** cards played are placed beside the Legend placard with the ☀ aligned. This indicates the Legend has sustained damage. If the Legend takes damage equal to or above his health, he is thrown over the top rope and eliminated (see **Eliminations**).

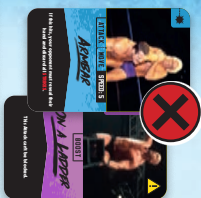
**EXAMPLE (right):** Jake chooses to attack Steve with a Dropkick boosted by an Irish Whip for a total of 2 damage. Steve does not have a Defense card, so Jake's Attack hits. Steve lines up the Dropkick and Irish Whip next to his card to indicate that he has taken 2 damage (A).



## CHEAP TRICK CARDS

Some cards are Cheap Tricks, as indicated by the ⚠ icon in the upper-right corner. Cheap Tricks (or Attacks made into a Cheap Trick by a **BOOST** with the ⚠) may be canceled by players with a **Ref** card.

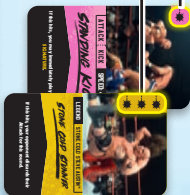
**EXAMPLE (opposite, top):** Steve attacks Ric with an Armbar boosted by On A Ladder, a Cheap Trick. Ric plays a Special Ref card (see **Special Cards**) and cancels the Attack. Steve discards Armbar and On A Ladder.



## SIGNATURE CARDS

Signature cards are placed next to your Legend when you get a new placard, either at the start of the game or when your previous Legend was thrown over the top rope. Signature cards are a special type of Attack card that can only be used when another card instructs you to play a Signature. After Signatures are used, they are returned to the game box.

**EXAMPLE (below):** Steve attacks Jake with a Standing Kick. Jake does not have any Defense cards, and the Attack hits for 1 damage. Standing Kick allows Steve to play his Signature, The Stone Cold Stunner. Jake takes an additional 3 damage for a total of 4. If Jake has not yet played his Attack, he would be forced to discard it due to The Stone Cold Stunner's effect.



## DEFENSE CARDS

Players may play Defense cards to dodge, block, or counter an Attack against them. To use a Defense card, play it after you are attacked but before you sustain any damage. Refer to each card for specific instructions.

EXAMPLE (below): Jake attacks Steve with a Double Ax Handle. Steve plays Block, which can cancel a **STRIKE** or **KICK** Attack like Double Ax Handle. Jake's Attack does not hit and he discards Double Ax Handle.



## SPECIAL CARDS

Special cards are played when certain conditions are met and may be used to cancel Attacks against other players, send Legends over the top rope, or perform a miraculous save. Refer to each card for specific instructions. If more than one player wants to play a Special card at the same time, the Titleholder goes first, followed by the player closest to the Titleholder's left.

**EXAMPLE (below): Ric attacks Steve with a Big Boot.** Steve is unable to defend and takes 3 damage, Steve had 4 damage already, which brings his damage total to 7. This would knock him over the top rope. However, Jake wants to throw Steve over the top rope in the next round and plays Holding On, which allows Jake to remove one card inflicting damage on Steve. Jake removes Standing Kick to bring Steve's damage total to 6, barely keeping him in the fight.



After Action cards are played, if they are not being used to track damage, they are discarded faceup into a discard pile next to the Action card draw deck.

## 4. END OF THE TURN

At the end of the turn, each player draws back up to six cards. If the Action card deck runs out, shuffle the discard pile and place it face down as a new draw deck.

## ELIMINATIONS

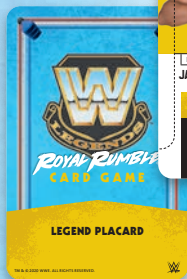
A Legend is eliminated when they sustain damage equal to their health, or they are thrown over the top rope by an effect.

When a Legend is eliminated, follow these steps:

1. The player who eliminated the Legend takes the WWE Legends token and the eliminated Legend's placard.
2. If the eliminated Legend still has their Signature card, place it back in the game box.
3. If the eliminated Legend hasn't attacked yet, discard their Attack card for this round. Discard all remaining Attacks intended for the eliminated Legend.
4. The player whose Legend was eliminated draws a new Legend placard and takes the corresponding Signature card.
5. Any effects applied to the eliminated Legend do not carry over to the new Legend.

**EXAMPLE (opposite, top):** *Jake throws Steve over the top rope. Steve hands his Legend placard to Jake, who places it facedown next to him. If Steve has not already attacked this round, his Attack would be discarded. Finally, Steve gets a new Legend placard and corresponding Signature move card.*

## WINNER



ELIMINATED



If there are no more Legends to draw, players are still in the game. However, all Attacks played by players who do not have a Legend placard are Cheap Tricks and may be stopped by Ref cards. Players without a Legend placard may still collect placards of Legends they eliminate. They may not be attacked by other Legends still trying to win the Rumble.

When only one Legend remains in the ring, they win the Royal Rumble! If more than one Legend is eliminated simultaneously (for example, by using a Double Lariat), no one wins the Royal Rumble.

The player with the most eliminations gets bragging rights.

# **CREDITS**

Game Design & Development: Steve Warner

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Special thanks to Jacob Black

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