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THE COMPLETE BASTARD'S GUIDE TO BECOMING KING (THE RULEBOOK)



FLAME
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GAMES

nce upon a time in the year 647, the lands of Joda had never been more peaceful and prosperous. The Orcs, Goblins, and Trolls of the Orkland put down their weapons of war and began peace talks. The residents of the Treasured Valley, Humans and Halflings, ascended from farmers to philosophers. The Dwarves and Giants of the Twin Spires forged strong bonds. Elves, Gnomes, and Centaurs frolicked in the Ancient Grove. Even Demons, Dragon-Kin, and the Lycans lived in fantastic times of abundance and fortune in the Dark Hallows.

This unprecedented era was brought to Joda by good King Richard “Dick” Greathart. A benevolent ruler and a fierce defender of his people, King Richard brought peace to the world through compassion and caring for every single citizen on Joda. The King spent his days in friendly discussions with each race’s leaders and his nights in friendlier discussions in the bars and taverns.

King Richard was so beloved by his kingdom that all the races gathered together and bestowed a longevity potion upon him, further extending his life. But at the ripe old age of 186, his body could take no more.

The King summoned his harem of trusted advisors to his bedroom for one last “meeting.”

Richard died peacefully in his sleep in the spring of 647, surrounded by friends. Having never taken a wife, King Richard Greathart left no legitimate heir to his crown.

During his miraculous 152-year reign, the good King loved ALL his subjects. Illegitimate sons and daughters of every race sprung up from all over the lands of Joda declaring they had the right to ascend to the throne. The elders from each region gathered to determine how a new king was to be crowned.

They decreed that each Firstborn Bastard must gain the support of the citizens of each Territory to become king.

Each Royal Bastard now asserts his or her case and gathers followers and support throughout Joda to be the one to claim the crown!



<<WARNING!!! POLITICALLY INCORRECT GAME STRAIGHT AHEAD!!!>>

INCORRECT

Royal Bastards is a politically ~~correct~~ game of intrigue, corruption, and backstabbing where every Royal Bastard wants to be King! Since the beloved and now dearly departed King Richard did not leave an heir, you, as one of his many descendants, are racing to gain control of the now empty throne. You'll have to contend with MANY other Bastards doing the same. Will you earn enough support in the Territories that King Richard ruled for so many years? Or will the skeletons in your closet be discovered by the populace, sending you to ruin?

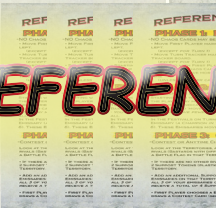
ROYAL BASTARDS BOX CONTENTS



- 20 BASTARD S
- 12 BASTARD S
- 5 BATTLE FLA



4 REFEREN



0	1	2	3	4	5	6
10	11	12	13	14	15	16
20	21	22	23	24	25	26
30	31	32	33	34	35	36
40	41	42	43	44	45	46

1	2	3	4	5	6
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30

DICK'S TIP



USE THE +1/-1 TOKENS
TO NOTE MODIFIERS FOR
ATTRIBUTES OR EFFECTS
THAT HAPPEN IN FUTURE
TURNS.

4 PLAYER

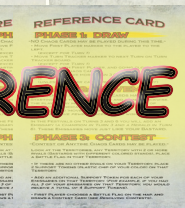


- 1 TURN MARKER
- 1 FIRST PLAYER MARKER
- 5 +1/-1 TOKENS

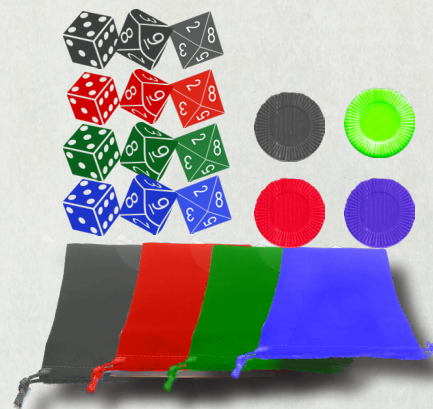
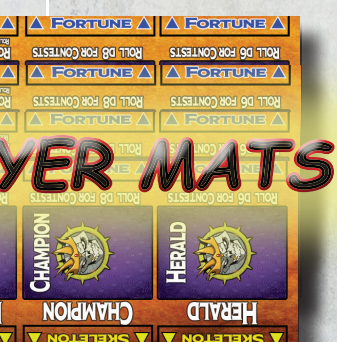
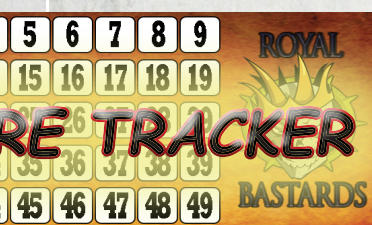


• 20 STAND-UPS
• 20 STAND HOLDERS
• 20 FLAGS

• 20 REFERENCE CARDS



- 20 BASTARD CARDS
- 20 SKELETON CARDS
- 20 FORTUNE CARDS
- 20 CONTEST CARDS
- 60 CHAOS CARDS



- 4 VELVET BAGS
- 240 PLASTIC CHIPS
- 4 D10, 4 D8, 4 D6

GAME SETUP

1. Select a color and take the corresponding bag containing matching chips, dice, and stands.
 2. Give each player a Player Mat, deal 3 Bastard Cards to each player, pick 1 Bastard and place that card face up on the "**Firstborn**" spot of the Player Mat. Return the unselected cards to the deck and reshuffle.
 3. Draw one Skeleton Card from the Skeleton Deck and place it face down next to your Player Mat as indicated (do not show Skeleton Cards to anyone). Draw one Fortune Card from the Fortune Deck and place it face up next to your Player Mat after reading it aloud.
 4. Shuffle and deal out all Territories. Players can look at the Territories they are dealt. The player that has the "**Joda City**" Territory becomes the *First Player* and places the "**Joda City**" Territory first.
 5. Place the *First Player* marker in front of the *First Player*.
 6. Going clockwise, players lay down one Territory at a time until all Territories have been placed. Territories may be placed in any configuration, but must be placed adjacent to another on at least one side.
 7. Put the stand-up of your chosen Bastard in the colored stand and place it on the Hometown Territory (located on the bottom left of the Bastard card).
 8. Place the *Turn Tracker* marker on Turn 1 of the *Turn Tracker* board.
- You're now ready to play!!!



DICK'S TIP

SKELETON CARDS ARE YOUR DIRTY LITTLE SECRETS YOU DON'T WANT ANYONE TO KNOW ABOUT. THEY DO NOT TAKE EFFECT UNTIL REVEALED







4

5


7

8










TURN TRACKER

3rd	4 Global Support Tokens. Third Pick of Champion.
2nd	2 Global Support Tokens. Last Pick of Champion.
1st	6 Global Support Tokens. Third Pick of Champion.
1st	4 Global Support Tokens. Last Pick of Champion.
3rd	8 Global Support Tokens. Third Pick of Champion.
1st	8 Global Support Tokens. Last Pick of Champion.



FESTIVAL

Location



BASTARD

Location

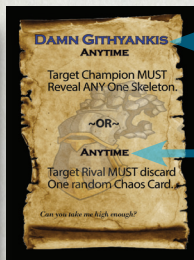


CARDS

BASTARDS:

Bastard cards are the heirs to the throne. Each displays the Name, Race, Class, Attributes and Hometown.

CHAOS:



- Name & Card Type
- Effect

- Name
- Race
- Class
- Attributes
- Hometown



Chaos Cards allow players the ability to bolster their Bastard or hinder their Rival as they 'campaign' for support from the local citizenry. Each displays Name, Card Type and Effect. There are 4 types of Chaos Cards.

- *Anytime:* Can be played on Phase 2, 3 and End of Game.
- *Movement:* Can only be played on Phase 2.
- *Contest:* Can only be played on Phase 3.
- *End of Game:* Can only be played on End Game.

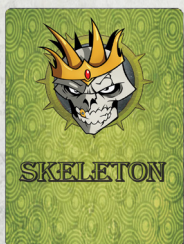
SKELETONS:

Skeleton Cards are 'scandals' and 'dirty little secrets' that each Bastard may have. Skeletons are something you do NOT want the citizenry to know about as their support for you will quickly be lost.

Skeletons are always initially placed face down on the left side of the Player Mat. (NOTE: Skeleton Cards only take effect once they are revealed.)

FORTUNES:

Fortune Cards are benefits to your Bastard. Players want to possess as many Fortune Cards as possible. Fortune Cards are face up on the right side of the Player Mat.



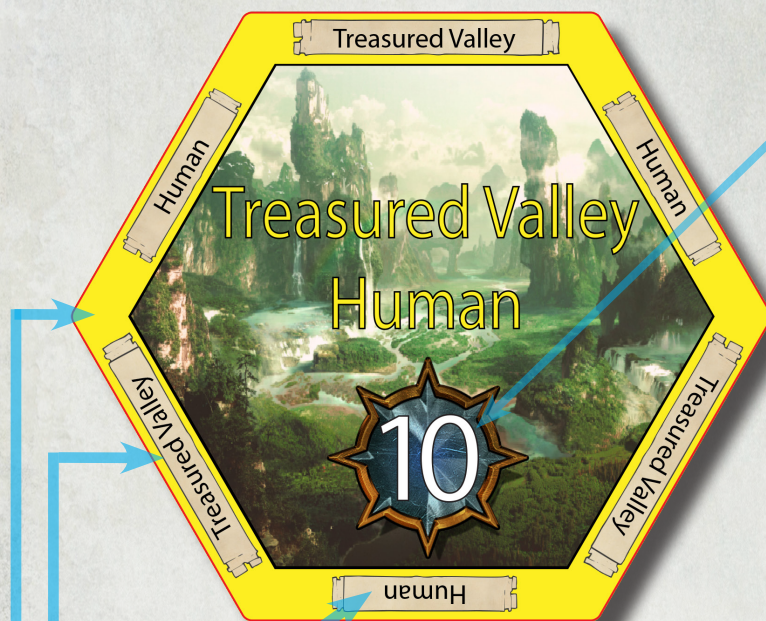
The attributes that are affected are listed in the same place as the Bastard Card. This is the amount that is added or subtracted from the attribute for that Bastard Card.

Some cards have additional effects; these will be listed in the banner at the bottom of the card.



TERRITORIES

Nine different Territories make up Joda. Each Territory consists of 4 different items (Royal Approval Points, Race, Name, and the colored outer edge of the Territory.) Each Bastard must traverse the Territories in Joda to gather the support of the local citizenry.



ROYAL APPROVAL POINTS: Each Territory has a specific Royal Approval Point rating, which represents how many points are gathered if the Firstborn can beat every other Firstborn for support there. After turn nine, each player will count the number of support tokens in that Territory to determine which player is awarded that Territory and the Royal Approval Points.

RACE: Each Territory (with the exception of Joda City) has a specific race attached to it. Some Chaos Cards, and Fortune/Skeleton Cards relate to race.

NAME: The name of the Territory.

COLOR OF TERRITORY: There are many Chaos, Fortune/Skeleton cards that apply to color. The outer edge of the Territory is a specific color used by those cards.

BATTLE FLAGS & +1/-1 MARKERS



Battle Flags are used to note a Contest is taking place in a Territory. It is useful to use these Battle Flags when many Contests may be happening during a turn. The First Player always decides the order Contests will occur during a turn. After the Contest is complete, remove the Battle Flag and move to the next Contest.

+1/-1 Markers are used when any of your Bastards have bonuses or penalties added from Contests or Chaos Cards.



GOAL

Win the Throne by collecting the most *Royal Approval Points* (the number listed on each Territory). Royal Approval Points are gained by winning Contests performed by your Bastards.

PLAYING THE GAME

Royal Bastards consists of nine Turns.
Each Turn consists of the following three phases:

1. Draw Phase
2. Movement Phase
3. Contest Phase

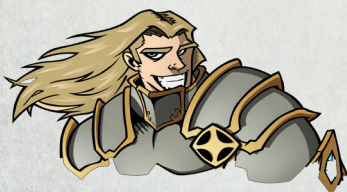


PHASE 1: DRAW PHASE

No Chaos Cards may be played during this time (even Anytime cards).

- The First Player passes the First Player marker to the player on their left. (except for turn 1)
- Move the *Turn Tracker* marker to the next Turn on the *Turn Tracker* board. (Except for Turn 1)
- Starting with the *First Player* and going clockwise, each player draws three Chaos Cards.
 - You cannot have more than three *Chaos Cards* at a time (unless another card specifically allows it).
- You may not discard *Chaos Cards*.

DICK'S TIP



**NO CHAOS CARDS MAY BE
PLAYED DURING THE DRAW
PHASE.**

PHASE 2: MOVEMENT PHASE

Movement or Anytime Chaos Cards may be played at this time.

Starting with the First Player and going clockwise, each player may move their Bastard up to the number of Territories indicated by their Bastard's Move attribute.

- You may move fewer spaces if you wish, or not at all.
- On Turns 3 and 6, you will add additional Bastards, (a Champion in Turn 3 and a Herald in Turn 6). These Bastards move just like your Firstborn.

(NOTE: Movement for Festivals is explained under the Festivals section.)

PHASE 3: CONTEST PHASE

(TURNS 3, 6 & 9 SEE FESTIVAL)

Contest or Anytime Chaos Cards may be played at this time.

If any Territory contains two or more Bastards of different colors, place a Battle Flag on that Territory.

- On uncontested Territories (i.e. if there are no other rivals), place two Support Tokens on that Territory.
 - Add an additional Support Token for each additional Bastard beyond the first on that Territory. (For example, if you had all 3 of your Bastards on an uncontested Territory, (Firstborn, 2 Support Tokens, Champion, 1 additional Support Token & Herald, 1 additional Support Token, for a total of 4 Support Tokens.)
- The First Player will determine the order that contested Territories are decided.
 - Players involved in chosen Contest draw a Contest Card.
 - Determine what Attribute the Contest will be contested (Might, Magic, Mastery, Movement.)
 - All players may play Chaos Cards (Anytime or Contest) at this time.
 - Players in Contest take their base Attribute, add or subtract any modifiers (Fortune Cards, Skeleton Cards, or Chaos Cards) to get a final Attribute score, then roll the appropriate dice for the Bastard(s) in the Contest (d10 for Firstborn, d8 for Champion & d6 for the Herald.).
- Each Contest Card will list the reward for the winner and losers. Only one player will be declared as the winner of the Contest, the rest are considered Losers.

RESOLVING CONTESTS

Contest Cards are used to determine who will win Support Tokens in that Territory. The right side of each Contest Card shows the attribute that will be used in that Contest (**MIGHT**, **MAGIC**, **MASTERY** or **MOVEMENT**).

Each Bastard involved in the Contest will roll their appropriate die and add the Attribute indicated on the Contest Card. Add the Bastards Attribute score plus their die roll(s) and any other card modifiers to get a total single score for each player in the Contest. The highest total wins 1st place, all other participants are considered Losers in the Contest.

****Chaos Contest Cards CANNOT be played after the dice have been rolled.****

- d10 for Firstborn
 - Anytime a Firstborn rolls a 10, they can roll again and add that result to the total.
- d8 for Champions
- d6 for Heralds

CONTEST EXAMPLE

1. Da' Donny, Toad and Barry have ended up on Treasured Valley after their movement and a *Battle Flag* has been placed here to signify a Contest.
2. Now they must draw a *Contest Card* to determine what attribute they're competing in. The Contest Card drawn is the *Chase of the Chaste*. This Contest will be decided by the **MAGIC** attribute.
3. Barry currently has a **MAGIC** attribute of 2, but also receives a +1 bonus from the Contest Card (because he is a Noble) for a total **MAGIC** of 3.
4. Blue player adds Da' Donny's **MAGIC** attribute of 1 to Toad's **MAGIC** attribute of 2 for a total **MAGIC** of 3.

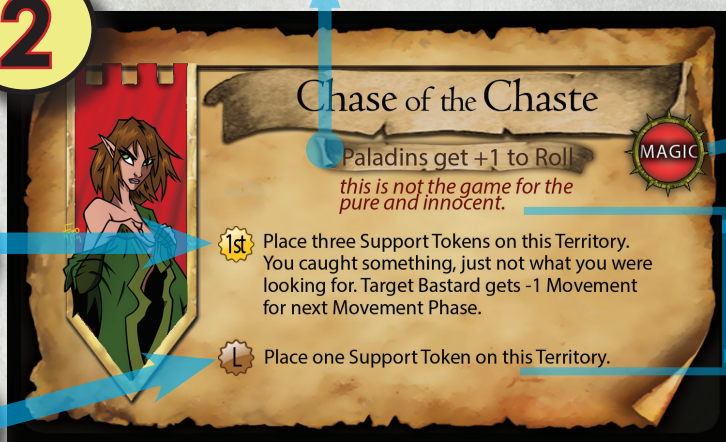


Possible Bastard Bonus

2

10

11



Determines what attribute will be contested.

Rewards listed are for how any player finishes in the Contest. Rewards are for 1st and Loser.

8



1



4



- It's time to play Contest Chaos Cards you may have. Blue player plays *Help from an Enchanter* to give himself an extra d8.
- Red player plays *Invisible Servant* which adds +3 to Barry's **MAGIC** attribute for a total of 6.
- Green player, who is not in the Contest, decides to play the *Poisonous Gas* on the Red Player for a -2 **MAGIC**. Pav's **MAGIC** total is 4.
- Now that all Chaos Cards have been played, dice are rolled. Blue player rolls an 8 for Da' Donny, the Firstborn with a d10 and a 3 for Toad, the Champion's d8. They also roll a 5 on the d8 from the *Help from an Enchanter* card for a total of 19 (**MAGIC** of 3+8+3+5).
- Barry the Firstborn rolls a d10 and scores a 10 (critical hit!) and gets to roll again, scoring a 5 for a total of 20 (**MAGIC** of 5+10+5).
- Red player wins and receives the 1st place prize.
- Blue player receives Last/Loser prize.



FESTIVALS

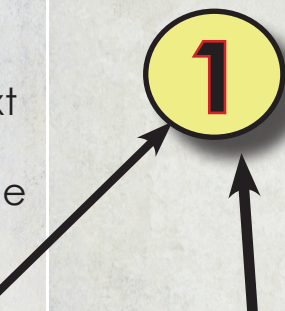
Festivals are happy times for the citizens of Joda. They are a time of feasting and celebrating the Territory's abundance. They also allow the players to spread their word more widely to the many citizens.

1. When Turn 3 and 6 start, draw 1 Bastard card, place it next to the Turn Tracker (*note the location on the bottom right of the Turn Tracker*), and immediately move all Bastards to that Homeland. Turn 9 takes place in Joda City; do not draw a Bastard Card.
2. Continue drawing Bastard Cards to equal the number of players and place them face up. (Remember, in Turn 9 you do NOT draw additional Bastard Cards.)
3. Draw the Contest Card and place it face up on the Turn Tracker.
4. Resolve the Festival (see Resolving Contests on Page 12).
5. Ignore normal Contest rewards. Refer to the Turn Tracker matching colored boxes (Green - Holy Equinox, Yellow - Summer Solstice & Orange - Day of Reckoning) for Festival rewards.
6. In the order they placed in the Festival, players distribute all of their Global Support Tokens won. The Global Support Tokens can be placed in any quantity on any Territory or Territories.
7. In the order they placed in the Festival, players must choose one of the face up Bastards. Put the stand-up of your chosen Bastard in the colored stand and place it on the Hometown Territory (*located on the bottom left of the Bastard card*).
 - On Turn 3, gain a Champion with a Fortune and Skeleton Card.
 - On Turn 6, gain a Herald and Skeleton and Fortune Card.
 - On Turn 9, ignore this step.

On Turns 3 (Holy Equinox), 6 (Summer Solstice), and 9 (Day of Reckoning), each player gathers their Bastards in a Territory for a Festival. The winner of the Festival will get to choose their next Bastard who will spread their good word among the citizens.

1	2	3	4
1st 8 Global Support Tokens. First Pick of Champion.	2nd 6 Global Support Tokens. Second Pick of Champion.	3rd 4 Global Support Tokens. Third Pick of Champion.	4th 2 Global Support Tokens. Last Pick of Champion.
1st 10 Global Support Tokens. First Pick of Herald.	2nd 8 Global Support Tokens. Second Pick of Herald.	3rd 6 Global Support Tokens. Third Pick of Herald.	4th 4 Global Support Tokens. Last Pick of Herald.
1st 12 Global Support Tokens. First Pick of Herald.	2nd 10 Global Support Tokens. Second Pick of Herald.	3rd 8 Global Support Tokens. Third Pick of Herald.	4th 6 Global Support Tokens. Last Pick of Herald.





1

5

7

8

TURN TRACKER

4

FESTIVAL

Location

3

The Philosopher's Game

Outcasts +1 to Roll

MASTERY

1st

3 Support Tokens in Territory and 1 Support Token in brain territory. Check out the brain territory.

2nd

2 Support Tokens in Territory.

3rd

1 Support Token in Territory. People think you are a nitwit. Remove 1 Support Token from an adjacent Territory.

2

GENEROUS GEOFF

HALFLING NOBLE

Think fast, my oh so fat-headed foe.

2

MIGHT

1

MAGIC

5

MASTERY

1

MOVE

ROLLING HILLS

5

CHOOK THE CHIN

HUMAN WARRIOR

More fight. More ale. More fight.

5

MIGHT

1

MAGIC

2

MASTERY

1

MOVE

FROZEN STEPPES

6

GARY DUNDERHEAD

GIANT OUTCAST

Gary don't play that.

6

MIGHT

0

MAGIC

2

MASTERY

2

MOVE

CLOUD PEAKS

3

LIBBY

ELF WARRIOR

Quite to be added later.

3

MIGHT

2

MAGIC

3

MASTERY

1

MOVE

TREASURED VALLEY

15

RESOLVING TIES

Ties suck but we know they happen; here's how we resolve them.

- Look at the Attribute associated with the Contest. Total all of your Bastards base Attribute Score; highest number wins Contest of Festival.
 - *A base score is the number on the Bastards card before any modifiers, including Chaos, Skeleton, or Fortune Cards.*
- In the event these scores are equal, roll a d10 until one player has the highest number.

END GAME

End Game or Anytime Chaos Cards may be played at this time.

After Turn 9 is complete, the game IS over.

- Flip the Turn Tracker to the Score Tracker side.
- Each Player places one of their Support Tokens on the "0."
- Choose one Territory; each player counts their Support Tokens on that Territory. The player with the most Support Tokens wins that Territory and takes it to score later. Repeat this until all Territories have been won.
 - *In the event of a tie, draw a Contest Card and using ONLY your Firstborn, resolve it using the "Resolving Contest" on page 12. The winner of the Contest is awarded the Territory.*
- Once each Territory has been claimed, players add together the Royal Approval Points from each of their Territories, marking that number of points on the Score Tracker.
 - If a player goes over 49 Royal Approval Points, start back at 0 and place a second token (King Me). This means that you have 50 points.
- End Game Chaos Cards may be played at this time. Adjust the Score Tracker appropriately.
- The player with the highest total number of Royal Approval Points on the Score Tracker is crowned the king!
 - *In the event of a tie, draw a Contest Card and resolve the tie using the "Resolving Contest" rules above. The winner of the Contest is awarded the crown and gloating rights.*



KING RICHARD "DICK" GREAT



CANDACE



IONNA

GE



KIM



PAV

Sara the Sage

Cook Cindy

Seamstress Susan

Valkyrie Valerie

RICHARD



Freaky Frog Fay

Toll Taker Tizali

TOAD

Wild Wilma



DA' DONNY



CASSANDRA



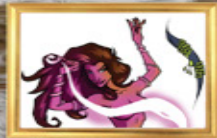
ATHEART FAMILY TREE



**GENEROUS
GEOFF**



BARRY



TRELLA

Mini Maid Mindy

Librarian Laura



PRESSLEY

Nun Nancy

Princess Penny

GREATHART

Drunk Dawn

Shaman Shela

HELGA

Witch Whitney



**IRREGULAR
PETE**

FIONA



GLOSSARY OF TERMS

- **+1/-1 Markers:** These tokens allow players to track bonuses or penalties. Once the bonus/penalty is enforced, remove the token.
- **Attribute:** There are 4 Attributes, **MIGHT**, **MAGIC**, **MASTERY**, and **MOVEMENT**. These are used for resolving Contests and Movement.
- **Bastards:** Bastards include the Firstborn, Champion, and Herald.
- **Battle Flag:** Battle Flags represent a Territory where more than one player has an Bastard and a Contest Card needs to be resolved.
- **Champion:** This Bastard is received after the first Festival is decided in Turn 3. The Champion uses a d8 for Contests and starts with a Skeleton card and a Fortune Card.
- **Contest:** A Contest Card is drawn when more than one player has an Bastard in a Territory. Contests decide who will receive the most support in that Territory. The prizes awarded for the Contest are listed on the Contest Card.
- **Festival:** Festivals occur on Turns 3, 6, and 9. Support Tokens won from a Festival may be placed on any Territory. Prizes for Festivals are listed on the Turn Tracker.
- **Firstborn:** This is the starting character a player begins with. All Bastards start with a Skeleton and a Fortune Card and use a d10 for Contests.
- **Global Support Tokens:** Same as Support Tokens except Global Support Tokens can be placed on any Territory during Festival Contests.
- **Herald:** The "mouthpiece" for the Bastard, the Herald is chosen by each player after Turn 6 Festival and starts with a Skeleton Card and a Fortune Card. The Herald uses a d6 to resolve any contests.
- **JODA:** The world of Royal Bastards.
- **Rival:** Your opponents in the game (other players).
- **Royal Approval Points:** At the end of the game, each Territory gives a number of Royal Approval Points to the Bastard with the most Support Tokens there.
- **Stand-Up:** Each player has 3 plastic stand-ups to place their Bastard markers on the Territories.
- **Support Tokens:** Support Tokens are placed on Territories after Contests. Non-Festival Contest Support Tokens are placed in the Territory where the Contest takes place.
- **Target:** The focus of your Chaos Card effect (*this can include yourself*).
- **Territory:** Hexagonal magnetic map tiles. Each Territory has a colored border that represents the citizens of that Territory. Its border also contains the name of the tile and the race associated with it.

SPECIAL THANKS

