



2-4



20-30 min



10+

BASTARDS!

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England, middle ages. The king died with no descendants, and your family has a claim to the throne - but so do many others. To win, you must prove the other families' legitimacies are tainted: all their descendants are nothing but **Bastards!**

Create your genealogic tree, trying to fulfill your family members' goals to uncover bastards in the other families, and at the same time avoiding having your own exposed.

Components and setup:

1. 4 Coat of arms cards: give one to each player. Place yours in front of you, but far from the edge of the table (your family will grow below this card).



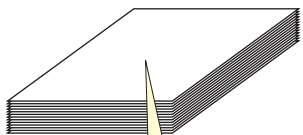
2. 4 Fool cards: give one to each player. Place yours next to the Coat of arms.



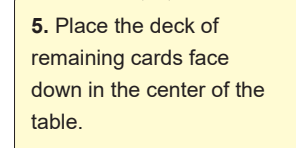
3. If you're playing with 2 or 3 players, return the unused Fools and Coat of arms back to the box.



4. 60 Family member cards: Shuffle the deck and deal 5 to each player. Don't show your cards to other players.



5. Place the deck of remaining cards face down in the center of the table.



Goal of the game:

To be the next king, you need to have 8 non-bastard members in your family tree - or be the only family which has still room to grow. (If you want a slightly longer 2-player game, you may go until 10 non-bastard family members.)

Game turn

The game starts with the player that has the largest offspring (or you may choose any other method).

On your turn, you'll do one of 2 things:

1. Discard cards

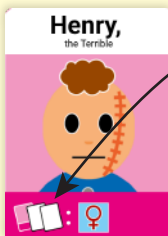
Discard as many family member cards from your hand as you want, and draw new ones from the deck until you have 5 again. All discarded cards go to a face up discard pile next to the deck.

! If the deck is over, shuffle the discard pile into a new one.

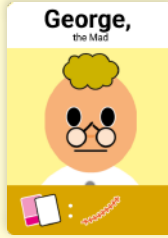
2. Play a family member

Choose either a family member from your hand or your fool and place it below another card. After resolving possible effects, replenish your hand back to 5 cards.

- Each family member can have as many children as the number of cards shown on their bottom.
Example: a family member with 2 cards in the bottom can only have 2 cards directly below them.
- You don't need to follow the colors shown on the parent, but if you do, you'll activate its effect.



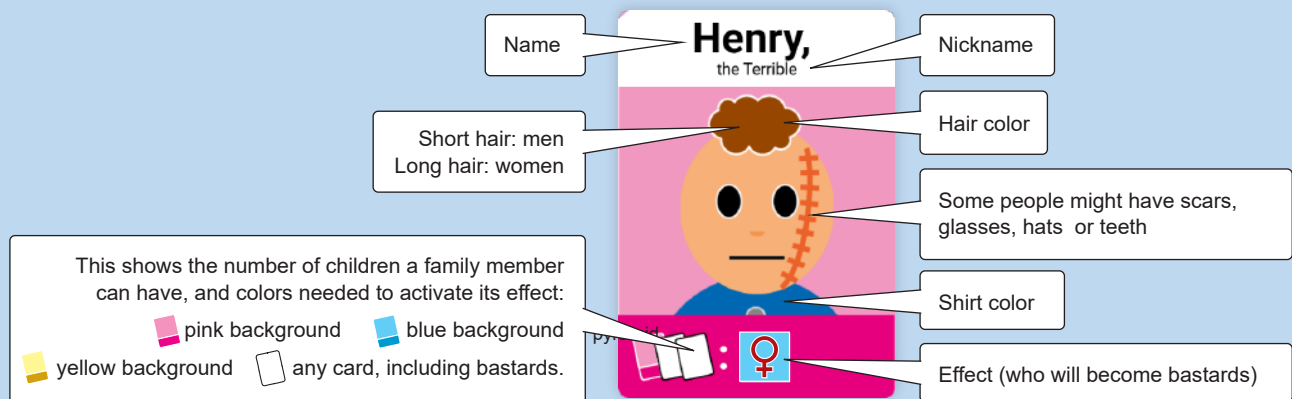
The bottom of Henry the Terrible shows 3 cards, so there's still room for one child below him. If you place a card with pink background, you'll activate its effect.

♀

Anatomy of a family member

Each family member is unique. They have different names, nicknames, genders, hair color, backgrounds, characteristics, and clothes. Almost all these traits (nicknames are the exception) can be targeted to uncover bastards.



Activating effects

When you complete the goal below a card, you'll uncover bastards in all families except yours that have the trait shown.

! Your own family is never affected by the effects of your own cards.

If one of your family members is uncovered as a bastard, flip it to its BASTARD side.

Because bastards cannot have children with a legitimate claim to the throne, **remove all their descendants from your family tree**, and place them in the discard pile.

Bastards stay in your family tree, but you cannot place cards below them.

If you can't place a new family member anywhere in your family tree, you're out of the game.

1

Jane placed a pink card below Henry, the Terrible, completing its goal: having 3 children, one of them in a pink background ().

Now all women in blue backgrounds () in the other family trees are bastards.

2

Alan's family tree is affected. He has 2 women in blue backgrounds, so they will both become bastards. All their descendants are discarded.

3

Alan went from 7 non-bastard family members (1 more to win!) to just 2. And now there are 2 bastards in his tree.

3

Harriet, Charles, and Victoria are discarded.

The coat of arms card

Coat of arms cards can fit 3 family members directly beneath them, but they don't have a goal.

The fool

Each player starts with a fool. You can choose to play as your main action. Play it below another card, like you would a family member, but they work a little different:

- You can do another action after playing the fool, including discarding cards. (C symbol)
- Fools count as any color, making it easier to fulfill their parents goals
- You cannot place children below a fool. (⊘ symbol)
- Fools cannot become bastards. They don't have gender, hair color, name or any other trait that could be targeted by an effect.
- But if someone above a fool in a family tree becomes a bastard, the fool doesn't go to the discard pile like other family members. Instead, they go to the person who uncovered the bastard, and becomes available to use from their next turn on.

This means you could have more than one fool. You may use any number of fools in a single turn.

Being eliminated

If at the start of your turn your family tree has no room for you to place another family member, you're out of the game. The other players keep playing.

! If, after playing a fool, your family tree has no more space to grow, you're also eliminated.

Game end

The game ends either when all players except one are eliminated, or when a player has 8 non-bastard family members in their family tree.

! Fools and the coat of arms don't count as family members.

The new monarch!

Your family has won, but who among them will be the next monarch? Find out your family member with most the non-bastard descendants (in case of a tie, choose the leftmost one). They are the new sovereign. Want to know how their kingdom was? Look for his name and nickname in the appendix "Biography of the Monarchs" of this rulebook.



First, Alan placed a fool (1) below Charles, the Terrible, completing his goal: now all members of other families that are called "Edward" become bastards.

Then he places another fool (2) below Harriet, the Cruel, which allows him to play again once more. So he plays Charles the Bold (3) below the same card, and activates the parent effect: now all members of other families who are from the 4th generation become bastards.

Biography of the monarchs

Anne, the Bold. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

Anne, the Cruel. Right after her coronation, she invited her family to a big supper, where she had them all poisoned. Without contestants, she ruled peacefully for 36 years.

Anne, the Mad. Insiste she could see the ghosts of the last royal family in her palace, so she had it demolished. The ghosts followed her to her new palace.

Anne, the Magnificent. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

Anne, the Saint. Ruled wisely in peace, but left no heirs. 20 years of war

followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

Anne, the Terrible. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

Charles, the Short. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

Charles, the Ugly. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

Charles, the Shepherd. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

Charles, the Glorious. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

Charles, the Idle. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

Charles, the Red. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

Diana, the Old. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

Diana, the Great. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

Diana, the Ruthless. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

Diana, the Asleep. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist

factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

Diana, the One-eyed. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

Diana, the Soldier. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

Edward, the Coward. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

Edward, the Invincible. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

Edward, the Brute. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

Edward, the Crusader. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

Edward, the Monk. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children

Edward, the Wise. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

Elizabeth, the Heretic. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

Elizabeth, the Artist Queen. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

Elizabeth, the Tyrant. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

George, the Puny. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

George, the Holy. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

George, the Hammer. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

Harriet, the Christian. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the

Harriet, the Exile. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

Harriet, the Last. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

Henry, the Impaler. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

Henry, the Honorable. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

Henry, the Bald. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

Henry, the Poet. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

Henry, the Just. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

James, the Fortunate. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

James, the Stupor Mundi. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

James, the Avenger. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

James, the Merry. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

James, the Unlucky. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist

factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

James, the Holy. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

Victoria, the Maiden. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

Victoria, the Warrior. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

Victoria, the Clement. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

Victoria, the Pious. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

Victoria, the Noble. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

Victoria, the Pagan. Ruled wisely in peace, but left no heirs. 20 years of war followed, between various monarchist factions and republicans, who won at the end. They overthrew the regime and decapitated all statues of Anne. Children sing nursery rhymes mocking her.

Iconography - who becomes bastard



Women in pink / yellow / blue background



Men in pink / yellow / blue background



Family members with red / black / white / blue / green / purple shirts



Family members with brown / gray / blond hair



Women / men with brown / gray / blond hair



Family members with a scar



Family members with teeth



Family members with a hat



Family members with glasses