

Questions from the King

To gain King Keeton's favor, the two characters in the room will present a couple of statements, and usually get into a verbal fight quickly. It's common for one player to blame the other for some problem or failure, or to present accusations, or aggressively defend and so on. The player playing King Keeton has no right to rule who's right: his job is to make the conflict between the other characters to begin, by posing the right questions.

Questions from the king will also allow presenting to all characters the progress of the invasion, who attacked, what is status of the kingdom, and so on. Therefore, you all get to build the story, to discover what's going on, and try to blame your opponents.

You can never accuse the character who's not present.

Gain favor

When you need to convince the King, each contending player bets a handful of white or black tokens (as many as he wants, and in secret). You can never bet more than approx. half of your mug's content of a color. The one gaining favor, rules how things really went. His statements become true, at least for the King. Write them on the characters' sheets.

- * White vs White: the largest bet wins. The winner's bet goes in the mug of whites in the center, and he takes the loser's bet
- * White vs Black: the black wins, always. Both bets go in the mugs in the center, in the respective mugs
- * Black vs Black: the largest bet wins. Both bets go in the mug of blacks in the center

Play a scene

King Keeton knows you all fight for the throne. To avoid unnecessary fighting, he will call two of you at the time to his chambers, where he lies dying in his bed. One player will be King Keeton, the other two will be their own characters. Take turns, starting with the oldest being the King.

King Keeton will ask questions, will direct and lead the start of each scene, but then it will be up to the characters to gain control of the situation.

Each character will try to convince the king, with reasoning, facts, information, or with lies and treachery, that he is the most suitable candidate for the throne. At the end of the game, Keeton will decide. What counts are words only, no need to try to murder your opponent.

Endgame

The game ends when any of the mugs in the center is full. Each player must have at least two rounds as King Keeton. If a mug is full before the time, empty it to half and redistribute these tokens equally.

- * If the white mug is full, King Keaton is ready to make his decision. The player with more whites left will be the king. He tells how King Keeton hands him over the crown, and decides the fate of his opponents, and how to defeat the invasion
- * If the black mug is full, the invasion reached the capital and the kingdom is lost. You all lose, but the King and the population will blame the favorite of the King, the one with most whites at the moment. The other two will describe how they escaped death, and how the favorite was punished

Make your character

Choose if you want to play the rightful heir, the supreme general, or King Keeton's resourceful bastard son. None is stronger than the others: all have the same chances of making it to the throne. Name your character, and add his name and title in the next page:

- * _____ : Prince, and Keeton's rightful heir
- * _____ : Supreme General, army commander
- * _____ : Count, Keeton's bastard son

Write above also the names of the other characters, to remember them. You can even make a little sketch of him. Now you're ready to learn to play.

MAKE THE KING

The war has come to our land. The kingdom tried to push back the invasion, but so far without success. And now Keeton, the King, lies dying in his bed. You play his son and rightful heir, or the supreme general, or his resourceful bastard, trying to make it to the throne. Will Keeton make you king? But if you don't stop the invasion, it will all be for nothing.

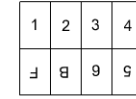
This is a simple RPG for a prince, a general, and a bastard, without GM, made for the "2013 Harder than Granite" competition. By Daimon Games - www.daimongames.com

To play you need two empty mugs in the center of the table, and for each participant: a copy of this pocketmod, and two mugs (one full of white tokens, one full of black tokens).

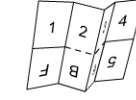


Folding Instructions

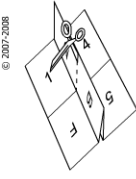
Note: All folds should be to the lines printed on the paper, and not to the actual edges of the page.



1. Start with front page at top left

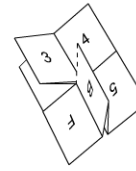


2. Fold in halves

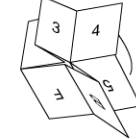


3. Cut at dotted line in center

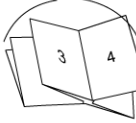
4. Fold to opposite ends.



5. Fold in half vertically



6. Fold in half horizontally



done, enjoy!



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