

0122487 Blake B.

**BATTLE
BLAKES**



CLASSIFIED

Object of The Game

Embark on your journey through Blaketon. You must verbally assault and engage in battles of wit with the other Blake personas to rule the land. Once you are the only Blake left standing, you will be able to continue your research and find a way out.

Game Components

- 12 - Event Cards
- 8 - Blake Character Cards
- 72 - Action Cards
- 28 - Buff Cards
- 4 - Turn Phase Reference Cards
- 4 - Self Esteem Track Cards
- 4 - Self Esteem Track Meeples
- 1 - Start Player Card

Card Types

Event Cards

These have global effects that can affect all players. One is revealed at the start of each round and dictates length of the game.

Character Cards

Each player is given one Character Card (via **The Burden of Blake**) and this represents their stats and starting Self-Esteem.

Action Cards

These will be used to adjust a player's stats or effect another card in play. During another player's turn, these can be played as a reaction to another played card or as a reaction to a declared attack. On your turn, you may play these cards at any time. The effects only last the turn they are played.



Buff Cards

Bufs may have a positive or negative impact on a character's stats. Bufs are played at the beginning of a player's turn before an attack is declared. Bufs are permanently attached to a character (can be attached to any character in play) until removed by another card.



Character Stats

Each character will have a base set of stats. Stats can be altered by cards either positively or negatively. These stats are ever changing. A character's adjusted stat can never go below 0. If your base stat is 2 and you receive a negative 3, your stat will only be at 0 when calculating damage to Self-Esteem.

Self-Esteem

This stat acts as your life total. Once this reaches 0 you are removed from the game.



Verbal Assault

This stat is used to attack your opponent during a Verbal Assault.



Skin

This is used to defend against Verbal Assaults. Over the years a thick skin has developed.



Wit

This stat is used when engaging in a Battle of Wits. Verbal Assault isn't the only way to attack.



Event Cards

Arm Wrestling Match

1. Event Name
2. Main Effect for all Characters
3. Special Effects*
4. Reference Icon

All Other Characters: +1 Verbal Assault
Special Effect: +3 Verbal Assault for Gamer Blake.

You have defeated many school children in your day, but this has left you with an inflated confidence. Gamer Blake has generated decent forearm muscle from excessive...gaming.

1. Event Name
2. Main Effect for all Characters
3. Special Effects*
4. Reference Icon

* Special Effects will be shown on cards using purple text. Special Effects often reference another specific card.

Character Cards

Artistic Blake

1. Blake Persona
2. Starting Stats
3. Starting Self-Esteem
4. Blake Bio

Life is beautiful. He is able to find art and beauty in even the most mundane things. A true artist can't be bothered with deadlines, so who knows when he'll complete his next project.

1. Blake Persona
2. Starting Stats
3. Starting Self-Esteem
4. Blake Bio

Action Cards

Hobby Knife

1. Action Name
2. Card Effect
3. Action Icon
4. Special Effects*
5. Reference Icon

+1 Verbal Assault
Lay on Artistic Blake, this card becomes a Buff.

A deadly tool of the trade. Now your words literally cut like a knife.

1. Action Name
2. Card Effect
3. Action Icon
4. Special Effects*
5. Reference Icon

Buff Cards

Arm Tassels

1. Buff Name
2. Card Effect
3. Buff Icon
4. Special Effects*
5. Reference Icon

+1 Skin
The effects of the Arm Wrestling event are doubled for you.

Some may mock, but your biceps look awesome. Who wouldn't be impressed?

1. Buff Name
2. Card Effect
3. Buff Icon
4. Special Effects*
5. Reference Icon

Game Setup (2-4 Players)

1. Each player will take a Self- Esteem Track Card. This will track your Self-Esteem during the course of the game.

2. Separate the Character (purple border) and Event (black back) Cards from the rest of the deck.

3. Shuffle the Event Card deck and place cards face down in the center of the play area (see below). Remove the remaining cards from the game. The face down cards will act as the number of rounds for the game. You may adjust the amount of Event Cards to accomodate your preference.

* Recommended Number of Events:

2 Players: 8 Events / 3 Players: 7 Events

4 Players: 6 Events

4a. **The Burden of Blake:** Shuffle the Character Cards and deal 2 to each player. If there are any Character Cards left, remove the undealt cards from the game.

4b. Each player will determine from the Character Cards they received which Blake the player to their left will use. Set the unchosen Character Cards to the side.

5. Shuffle the deck containing the Action, Buff, and unchosen Character Cards (in a 2 player game remove the "What's That Over There" Action Card). This will be the Community Deck. Deal each player 6 cards face down as their starting hand.

6. Choose the Start Player. You can do this any way you like. The player who lost the last game, most resembles their Blake, can eat the most chicken wings...

Round Breakdown

1. Flip over the top card of the Event deck.

* The game will end immediately when no Events can be drawn.

2. Apply any Stat or Self-Esteem effects caused by the Event Card. If an Event causes a character to go under 1 Self-Esteem, they are removed from the game immediately.

3. Each player will complete a Turn Phase beginning with the Start Player.

4. Pass the Start Player Card to the player to the left.

5. Return to **Step 1**.

Turn Phase

1. Play any number of Buffs from your hand.

2. You **must** attack an opponent. This may be any character you choose. Either declare a Verbal Assault or engage in a Battle of Wits (see: **Performing an Attack**). Any player may play Action Cards during your attack to affect the outcome. Once all Action Cards are played, see the **Resolving a Conflict** section.

3. Draw 3 cards. If your hand contains more than 6 cards, you must then discard down to 6 cards (**maximum hand size is 6 cards**). You are not able to play any cards during this phase. If there are no cards in the draw pile, shuffle the discard pile to create a new draw pile.

4. Play moves to the player to the left.

Performing an Attack

When performing an attack you can either choose to engage in a Verbal Assault or a Battle of Wits. Players do not need to play a card to initiate an attack. In games with more than 2 players you are able to choose any player to attack. During an attack players may play any Action Cards. They may also play 1 Character Card (**Activating Blunder Twin Powers**).

Verbal Assault

The Attacker compares their Verbal Assault stat (including modifiers from any Event, Buffs, and/or Action Cards) to the Defender's Skin stat (including modifiers

from any Event, Buffs, and/or Action Cards). If the Attacker's Verbal Assault is higher, apply the difference in damage to the Defender's Self-Esteem (see **Resolving a Conflict**).

Battle of Wits

The Attacker and the Defender compare their Wit stats (including modifiers from any Event, Buffs, and/or Action Cards). Assign damage equal to the difference to the character with the lower Wit (see **Resolving A Conflict**).

Resolving a Conflict

A Conflict is resolved once all players have finished playing Action Cards. No damage is dealt when stats are equal. The examples below will illustrate how to assign damage based on the type of attack performed.

Resolving a Verbal Assault

During a Verbal Assault, The Defender's Self-Esteem is only damaged if the Attacker is victorious (just being able to withstand a Verbal Assault does not hurt the Attacker).

Example 1:

The Attacker has a Verbal Assault value of 5 and the Defender has a Skin value of 4. The Defender would take a loss of 1 to their Self-Esteem.



Example 2:

The Attacker has a Verbal Assault value of 4 and the Defender has a Skin value of 6. There would be no loss of Self-Esteem for either player.

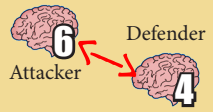


Resolving a Battle of Wits

Either player can lose Self-Esteem during a Battle of Wits (you risk being damaged if the opposing player can muster more Wit).

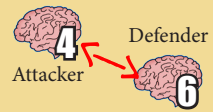
Example 1:

The Attacker has a Wit value of 6 and the Defender has a Wit value of 4. The Defender would take a loss of 2 Self-Esteem.



Example 2:

The Attacker has a Wit value of 4 and the Defender has a Wit value of 6. The Attacker would take a loss of 2 Self-Esteem.



Special Scenarios

Playing a Character Card

(Activating Blunder Twin Powers)

During the game, if you draw a Character Card, you may play this during a conflict similar to an Action Card. The card remains a Character Card and cannot be canceled. When played, this will temporarily negate all previous effects (Buffs/Actions) that were previously played on a Character. You will add the base stats of each character card for the duration of the conflict. Any Action Cards played following the Character Card will adjust stats as per normal. At the end of the conflict, discard the played Character Card. Your character will keep their equipped Buffs after the conflict has ended.

Example:

You are Artist Blake and your stats are **Verbal Assault: 3, Skin: 2, Wit: 3**. You plan to attack another character and play Gamer Blake (**Verbal Assault: 5, Skin: 3, Wit: 3**) as an Action Card. No stat adjustments by Buffs on Artist Blake will be used in totaling your stats. Your stats for the attack would be **Verbal Assault: 8 (3+5), Skin: 5 (2+3), Wit: 6 (3+3)**. You are still able to use additional Action Cards to alter your stats further.

Game Ends in Tie for Remaining Self-Esteem

A player must have more Self-Esteem than any other player to win. If there is a tie for the highest Self-Esteem, then there is no winner. **Everyone loses.**

Any Stat Reaching 0

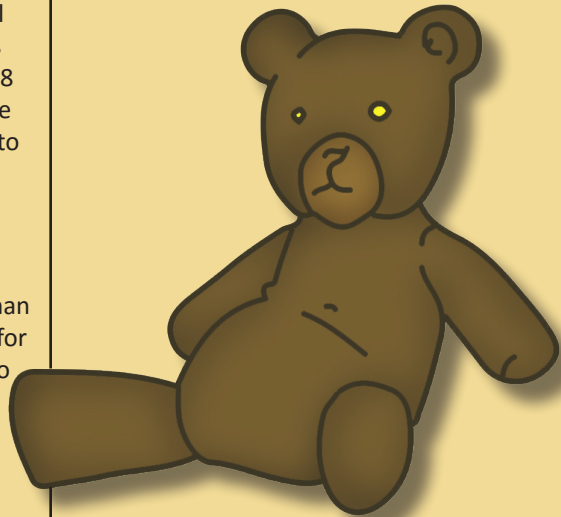
Stats can only go as low as 0. They can never go negative regardless of a Buff or an Action Card played on a character.

Example:

If your starting stat is 2 Skin and then you have 3 cards that subtract 1 from your Skin, your adjusted Skin stat would just be 0, not negative 1. Although if you played a card to get +1 Skin, your adjusted Skin stat would stay 0 because the overall adjustment would be minus 2.

End Game Trigger (Optional)

Gameplay will automatically conclude at the end of the round if the “Evil Nemesis” Event is revealed after the “Tyrant Boss” Event has been revealed. Blake can only handle so much. This is stated on the “Evil Nemesis” Event card.



Optional 2 Player Setup & Rules

In a 3 or 4 player game, there's more cards being played, more players to attack, and more characters that will be involved.

The 2 player game does play faster but does seem to remove some of the more exciting interactions. In order to modify the 2 player game to allow for more decision making and more exciting turns, the following setup can be used.

The Burden of Blake

Shuffle the Character Cards and deal 2 to each player. Remove the undealt cards from the game.

Each player will now choose one Character Card to keep and one for their opponent to use. Each player will control 2 separate Blakes throughout the game.

* No Blakes will be added to the community deck.

Turn Phase

1. Play any number of Buffs from your hand on any of the 4 Blakes in play.
2. You must attack one of our opponents characters. Choose your target and type of attack, then choose which of your characters will initiate the attack.
3. Instead of only drawing 3 cards, you may draw back up to 6 total cards.

End Game Triggers Event Depletion

The game will end as a 3 or 4 player game would when you are unable to draw a new Event Card.

Unlike a 3 or 4 player game, the Blake with the highest Self-Esteem is not the winner. Both players will compare the Self-Esteem of their Blakes with the lower Self-Esteem and the higher of the 2 will be the winner.

Example:

Player 1's Blakes are at 8 and 15 Self-Esteem. Player 2's Blakes are at 9 and 12. Although Player 1 has a Blake with the highest Self-Esteem (15), he would still lose the game because Player 2's lowest is 9 and Player 1's lowest is 8.

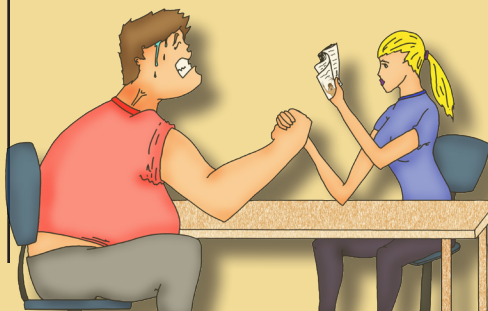
Player Elimination

A player will lose if at any time one of their Blakes "Can't Even" and would be removed from the game.

Activating Blunder Twin Power

Since there are no Character Cards in the community deck, once per game you can activate Blunder Twin Powers combining the stats of both of your Blakes.

This will function as if you were to play a character card as described in the **Special Scenarios** section. You can use this ability while either attacking or defending. When attacking it must be declared at the beginning of the attack.



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Check out these sites for updates and news about Battle Blakes. We will be launching a Kickstarter summer of 2016. We hope you enjoy the game and choose to back our Kickstarter to bring Blake's imagination into reality.

Game Creator: Lucas Weese

Artwork: Nate Lotz

Additional Cohio Team:

Ben Schaub, Donald van Atta



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