


 blank™


 BLANKDEMIC

HOW TO USE THIS BOOSTER PACK

1. Start with a fresh copy of Blank.
2. Remove all six Game Effect Cards.
Also remove the plain **Blue 2**, **Green 2**, **Green 3** and **Orange 4**.
3. Add all ten Blankdemic Game Effect Cards to the deck.
4. Set aside all fourteen Basic Rule Cards. These are replaced by the ten Blankdemic Rule Cards.
5. You are now ready to play, using the standard rules of Blank.

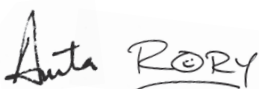
If you really (really) want to mix Blankdemic into your existing game of Blank remember there are always 72 Game Cards - with each color having exactly two cards of each number.

ABOUT THE SERIES

When Henri Kermarrec (the inventor of Blank) presented us with his idea, we were immediately excited by the fun, elegant way it nudges players to design their own unique gaming experience... all while playing the game!

To showcase the vast flexibility of Blank we challenged a number of well-respected game designers to design their own unique set of cards. As a thank you a percentage of each Designer Booster Pack sold will be donated to a charity of their choosing.

We're honoured to say that Matt Leacock (with eldest daughter Colleen) was first to take up the challenge. We hope you enjoy making Blankdemic your game as much as we have.


 RORY

WHY I MADE THIS SET

When Rory approached me about making a Blank booster, I immediately wanted to see if I could inject some more strategy into the game. With my daughter Colleen's help, we set to brainstorming different ways we could add a little more depth without making the game too complicated. Along the way, we came up with the idea of riffing off Pandemic which led to even more ideas.

We are even more excited to be working with Hub Games after learning that a portion of the sales from each booster pack will go to a charity that is close to our hearts.



 Colleen Leacock

TIPS FROM COLLEEN & MATT

We've left plenty of room for players to come up with new diseases, actions, roles and game ending cards. In addition, we introduced **TAGS** for each of these card types so you can come up with new rules that modify them.

We also introduced two new places to stage cards that you can experiment with: the **GAME BOX** and a **DISPLAY AREA** in front of each player. The box can serve as an interesting "holding pen" for cards that players can select from, while displayed cards can give a player an ongoing power, benefit, or even a liability.

Also try creating different game ending Rule Cards that the players can cooperate towards or race against each other to complete. Having different - sometimes conflicting - objectives adds fun tension to the game.

Share your cards:

#blankrules

