blank™

BLANK *is the fast and fun interactive card game you customise with every win! As you play, you will create new rules and card effects, making your copy of BLANK totally unique.*

OBJECT OF THE GAME

Be the first player to get rid of all of your cards. Watch out for the Rule Cards or you might suffer a Penalty. Keep your eyes peeled for Game Card effects that might change the course of the game. Not only does the winner enjoy the glory of victory, they also get to create a new Rule Card or customise a Game Card. Winning means you get to make your mark, changing the game forever!

SETTING UP THE GAME

Before playing, split the Game Cards and the Rule Cards into two separate decks. Remove any plain Rule Cards and set them aside.

1. Shuffle the Rule Cards and place three of them face up where all players can see them. Read each rule out loud as you draw the cards. Make sure every player understands how the Rule Cards will affect the game.

2. Place the remaining Rule Cards in a face down stack to **form the Rule Card Pile.**

3. Shuffle all 72 Game Cards (even the plain ones!) and deal seven cards face down to each player. Place the remaining Game Cards in a face down stack to form the Draw Pile.

4. Flip over the top card of the Draw Pile and place it face up next to it. This is the beginning of the Discard Pile.

You are now **ready to play**. The youngest player starts!

ANATOMY OF THE CARDS

RULE CARDS

Rule Cards affect gameplay and are **always active**.

38 RULE CARDS
14 with basic rules
24 plain

The condition that has to be met to trigger the effect.

IF...
a **3** is played

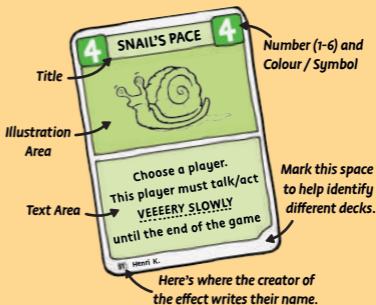**THEN...**
the next player SKIPS their turn.

The effect applied whenever the condition is met.

Mark this space to help identify different decks.

Here's where the creator of the rule writes their name.

Henri K.

GAME CARDS

Effects on Game Cards are **ONLY** applied when they are played as the **topmost** card to the Discard Pile.

72 GAME CARDS
6 illustrated with effects
30 illustrated
36 plain

4 SNAIL'S PACE **4**

Title

Number (1-6) and Colour / Symbol

Illustration Area

Choose a player. This player must talk/act VEEEERY SLOWLY until the end of the game.

Text Area

Mark this space to help identify different decks.

Henri K.

Here's where the creator of the effect writes their name.

The card colours and symbols are as follows:

🔴 **HEXAGON**   🔺 **TRIANGLE**   🟩 **SQUARE**

🔵 **CIRCLE**   🔷 **DIAMOND**   🛡 **SHIELD**

PLAYING YOUR TURN

Taking turns and starting clockwise, each player must play at least one card from their hand onto the Discard Pile. The card(s) you play must either:

MATCH THE <u>COLOUR</u>
of the card on top of the Discard Pile

OR

MATCH THE <u>NUMBER</u>
of the card on top of the Discard Pile

1 2 3 4 5 6

You can play more than one card at the same time, as long as all the cards you play match either the colour OR the number. If you play multiple cards in one go, ONLY the top card on the Discard Pile triggers any Rules or Game Card effects.

You must apply the effect shown on the top card if it has one. After all effects triggered by your played card(s) have been applied, your turn ends.
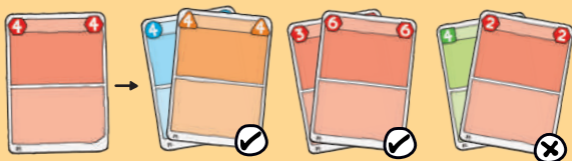
Example: *If there is a Red 4 Game Card showing, you may play as many 4s OR as many Red cards as you have. You may NOT play a combination, such as a Green 4 and Red 2 together.*

If you don't have a card that matches the colour or number of the topmost card of the Discard Pile, draw a card from the Draw Pile and add it to your hand. **This is called a Penalty**.

NOTE: *You can't play a card that has just been drawn as a Penalty. Whenever you take a Penalty, your turn immediately ends.*

There are other ways of suffering a Penalty, but we'll cover them in a moment.

RULE CARDS

Every game of BLANK is unique thanks to the Rule Cards. They affect how each game works. There are always three in play at the start of each game. If a Rule Card or Game Card Effect ever requires a Rule Card to be discarded, return it face down to the bottom of the Rule Card Pile.

As the game is played, you'll want to keep a close eye on the Rule Cards to check if any are triggered. If a Rule Card is triggered and the target player(s) fail to follow it correctly, they must draw a card as a Penalty – but ONLY if another player points it out!

NOTE: *Sometimes a card is played that triggers multiple Rule Cards. If this happens, players should agree the order in which they are resolved.*

GAME CARD EFFECTS

Game Card Effects are applied when the card is played as the topmost card to the Discard Pile. Just like a Rule Card, failure to follow it correctly results in a Penalty for the targeted player(s). Remember, if you play multiple cards in one go, ONLY the topmost card triggers Rule Cards or other effects!

IF...
a 5 is played

THEN...
change the DIRECTION of the game.

5 MIRROR, MIRROR 5

Play this card instead of receiving a penalty. The player/s who called the penalty must TAKE ONE CARD instead!

PENALTIES

Part of the fun of BLANK comes from players taking Penalties. When you play BLANK, these events will trigger a Penalty.

WHEN DO YOU DRAW A CARD?

**IF...** you **play a card out of turn**. Take it back to your hand AND take the Penalty.

IF... you **falsely accuse** another player of making a mistake. Take the Penalty.

IF... you play a card that **doesn't match either the colour or number** of the topmost card of the Discard Pile. Take it back to your hand AND take the Penalty.

IF... you **fail to follow** a Rule Card or Game Card Effect before the next card is played. Take the Penalty.

IF... you play more than one card that **doesn't share the same colour or number**. Take them ALL back to your hand AND take the Penalty.

It's possible you might trigger multiple Penalties at the same time. You must draw a card for each Penalty! (And remember, your turn immediately ends if you take a Penalty.)
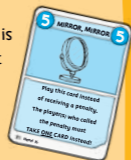
THE DRAW PILE

If the Draw Pile ever runs out, pause the game. Set aside the topmost card of the Discard Pile to start a new Discard Pile. Shuffle the remaining Game Cards to form a new Draw Pile. Resume the game with the player taking their card.

END OF THE GAME

When a player has no cards left in their hand after any Rule Card and Game Card effects have been resolved, they win! The winner has the choice of two prizes: **Create a New Rule Card**, or **Customise a Game Card** (see over) making their mark on this copy of BLANK forever!

CREATING A NEW RULE CARD

When you create a new Rule, it will have a lasting (and sometimes unexpected) effect on the game. Before writing the new Rule Card, it's a good idea to discuss it with the other players to clarify how it might work in future games. The owner has the final approval on whether a new Rule Card can be created and added to their copy of BLANK. Before writing your first rule, check out **Tips for Creating Rules and Effects** for some helpful ideas.

Write a TRIGGER that could happen during the game.

IF...

Write your TARGET and EFFECT here.

THEN...

Your name goes here!

Use your newly created cards to make your game more fun, silly, challenging or competitive. Their effects can be just about anything that you can think of. The only limit is your imagination!

Of course you'll want to see how your new rule works immediately. When setting up your next game, instead of drawing three Rule Cards, draw two and add your brand new creation to see how it plays!

HOW TO CUSTOMISE A GAME CARD

Choose either an illustrated or plain Game Card. Think about what you would like to happen and who or what will be affected whenever this card is played. The owner has the final approval on whether a new Game Effect can be added to their game. Before writing your first Game Card Effect, see **Tips for Creating Rules and Effects**.

Give your card a memorable title.

If the card is not illustrated, you can add your own drawing.

1   1

Write the TARGET and EFFECT here.

Sign your creation!
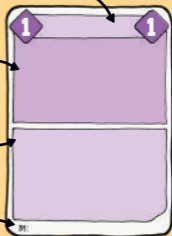
MAKE IT YOUR DECK

Differentiate between your copies of BLANK by adding a unique symbol or mark in the bottom right corner of each card in the deck. This allows you to mix different decks and create new card combinations, making BLANK unique every time you play. Don't forget to write the name of your deck on the side of the box!

TIPS FOR CREATING RULES & EFFECTS

When creating the rules and effects you find in BLANK, we developed a simple format that makes it easy to generate new ideas whenever you need them.

TO MAKE A RULE CARD
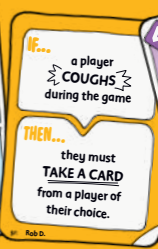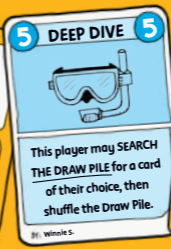
If [TRIGGER] then [TARGET + EFFECT]

FOR A GAME CARD EFFECT

When this card is played,
then [TARGET + EFFECT]

Note: We've kept things simple to get you started, but part of the fun of BLANK is making it yours! Try experimenting with new rule and effect formats. Share your best ideas with us at **TheCreativityHub.com/BLANK**

The table below provides a few possible combinations for you to use.

TRIGGER (for Rule Cards only)	TARGET	EFFECT
A Card is Played	The NEXT Player	Draw a Card
A Card is Drawn	The PREVIOUS Player	Take Card(s) from Player(s)
A Card is Discarded	ALL Players	Discard Cards
A Non-Game Event	Cards in Play	Changes Other Cards
A Player's In-Game Action	The Draw Pile	Say Something
A Period of Time Passes	The Discard Pile	Do Something

1 **SICK TRICKS** 1

The next card(s) can only MATCH NUMBER, not colour!

By Anita M.

IF... you only play a SINGLE CARD on your turn

THEN... you must DRAW ANOTHER CARD immediately after.

By Emma G.

5 **DEEP DIVE** 5

This player may SEARCH THE DRAW PILE for a card of their choice, then shuffle the Draw Pile.

By Winnie S.

IF... a player COUGHS during the game

THEN... they must TAKE A CARD from a player of their choice.

By Rob D.

The **TRIGGER** is a moment in the game that activates a rule. It could be a particular colour or number card being played, an event happening during a game, or the action of a player. If you can imagine it happening during a game of BLANK, it has the potential to be the trigger for a rule.

The **TARGET** is who or what will be affected by this card. Is it the next player? Maybe it's all players? You can think about the cards themselves, either in players' hands or the Discard Pile. Even the rules can be a possible target when it comes to BLANK.

The **EFFECT** is what happens to the target. This could be almost anything: drawing cards, performing outlandish actions or answering a trivia question. Think of effects that will be fun for players to encounter when they play.

This is **YOUR** game and **YOUR** experience. Your copy of BLANK will transform in ways we can never predict. This means that not every possible situation can be covered in these rules. If any questions arise, we encourage all players to discuss and agree on the best solution!

Here are some examples that use the format.

4 LEFTRON 4

All players must TAKE A CARD from the player to their left.

IF... a player takes more than 5 seconds to play a card

THEN... all other players may DISCARD a card from their hand.

By Michael F.

6 WE ARE NOT AMUSED 6

Challenge another player to a STARING CONTEST. The winner gives a card to the loser.

4 SWITCH IT UP 4

Choose TWO players to EXCHANGE their hands immediately.

By Michaela McM.

IF... you play TWO OR MORE CARDS in a turn

THEN... name a CARD COLOUR which may not be played until your next turn.

By Rory O'C.

3 BEE-CYCLING 3

Discard ALL your cards, then deal yourself FIVE new cards.

By Amanda McC.

IF... a ◆ card is played

THEN... the next player must BARK LIKE A DOG three times.

By Pedro P.