



BLIGHT OF BLACKBRIDGE

A CUTTHROAT SURVIVAL HORROR CARD GAME

RULE BOOK • VERSION 2.1

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INTRO

This is Blight of Blackridge, a cutthroat fight for survival where, as mercenaries, you hunt the horrors of a cursed frontier... and take down anyone who stands between you and your reward. In the town of Blackridge, blood buys bread, and the only thing more dangerous than the beasts in the dark are the hunters at your side.

Each day begins with an event, where players bet items to compete for rewards. Only the player with the highest bet benefits, while the rest face the consequences. Then comes Meal Time, where you eat your hard-earned food or risk succumbing to the corruption that plagues the land, followed by resupplying for the next day. The cycle continues until only the strongest remain.

HOW TO WIN

You win the game if all other players are dead or Blighted and you are the last one standing. If players manage to get through every event, the living player with the most **trophies** wins. See Winning for ties.



WHAT'S IN THE BOX

COMPONENTS

COMPONENT	CARDS
ITEM DECKS	72
Weapons	24
Tools	24
Rations	24
EVENT DECK	20
Shops	5
Creatures	12
Incidents	3
CORRUPTION DECK	24
DAMAGE DECK	40

You will also need a six-sided die. Blight of Blackridge is for **2 to 4 players**, and plays best with 3 or 4.



ITEMS

Items come in three types: Weapons, Tools and Rations. Each plays a different part in helping you survive, fight and manage corruption.



WEAPONS

Mainly used for fighting creatures. These cards have a damage value, and sometimes an extra effect that can help you get the edge on your rivals.



TOOLS

Versatile cards generally used to help during events. Some tools can also be used in place of weapons for bets.



RATIONS

Eaten at Meal Time so you don't gain a Corruption card. Some have a bonus effect too.

ITEM CARD ANATOMY



1

CARD NAME

The name of the item.

2

CARD TYPE

Weapon, Tool or Ration.

3

EFFECT

What the card does. A weapon's effect starts with how much damage it deals.

4

CORRUPTED ABILITY

The red box. A stronger version of the card, at the cost of Corruption.

5

FLAVOR TEXT

A word from the locals. It has no effect on the game.

CORRUPTED ABILITIES

Most weapons and tools have a corrupted ability. It increases the card's power at the cost of adding Corruption cards to your hand. To use it, place the card **sideways** when you bet. You can also corrupt cards you've already bet when you raise.

A corrupted ability adds to the card or changes part of it. If it says the weapon now deals more damage, it deals that much instead. The rest of the card's text still works.

AILMENTS

DAMAGE & CORRUPTION

Damage and Corruption are your **ailments**. They fill up your hand and push out your items.



DAMAGE

While you are alive, Damage cards take up slots in your hand and **can never be removed**.



CORRUPTION

While you are alive, Corruption cards take up slots in your hand and can only be removed with items or during special events. Once you are Blighted, you can play them, using them much like tools or weapons.

YOUR INVENTORY IS YOUR HEALTH

YOUR HAND

Your hand is both your inventory and your health. Each player has **10 slots** for storing items and ailments. Weapons, tools, rations, Corruption and Damage all take up these slots.

- If you gain an item when your hand is full, you may either replace one of your items with it or discard the new one.
- If you gain an ailment when your hand is full, you **must** replace one of your items with it.

Your hand is secret. Never show your cards to other players, not even your Damage. Nobody should know for sure how hurt you are, or whether you're still alive.

ALIVE You are not Blighted, and you have at least 1 empty slot or 1 item.



BLIGHTED Your hand is full of Corruption and Damage, with at least 1 Corruption.



DEAD

Your hand is completely full of Damage, or you are Blighted and run out of Corruption cards. You lose the game.



A Blighted player can play Corruption cards, and if they gain an item in any way, they come back to life. See The Blighted.

RESUPPLYING

DRAWING CARDS

When you are told to draw a **random item**, such as at Meal Time or from an effect on a card, roll a die. The chart below shows which deck you draw from.



1-2

RATION



3-4

TOOL

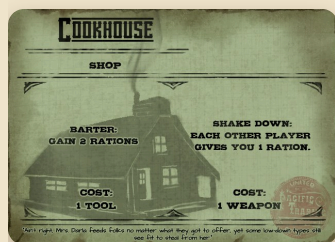


5-6

WEAPON

Damage and Corruption each have their own deck, and are handed out when a card tells you to. Every deck has its own discard pile, except Damage. When a deck runs out, shuffle its discard pile and use it again.

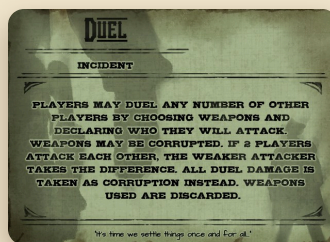
EVENT CARDS



SHOP



CREATURE



INCIDENT

SHOPS

Optional events where players pay a Cost to use an option, like buying supplies, taking a gamble or pulling a dirty trick on another player.

CREATURES

The main threats of the game. These events are not mandatory, but failing to participate or to defeat a creature generally results in a penalty. Defeating them provides a bounty.

INCIDENTS

These events add variety by introducing mini-games with their own unique rules.



EVENT CARD ANATOMY



1 EVENT NAME

The name of the event.

2 EVENT TYPE

Shop, Creature or Incident.

3 OPTION & REWARD

What you're trying to do, and what the winner gets.

4 WAGER OR COST

A creature's Wager is the minimum bet. Shops have a Cost you pay.

5 SECOND OPTION

Only on multi events.

6 PENALTY

The red stamp. What happens to players who don't participate or who lose the bet.

7 FLAVOR TEXT

Local gossip. It has no effect on the game.

SINGLE & MULTI EVENTS

SINGLE EVENTS

Have only one option on the card that players can bet on.

MULTI EVENTS

Have 2 options that players can bet on. **You may take part in both options** if you wish. A card you play **only affects one option** unless it says otherwise.

SETUP



- 1 EVENT DECK**
Draw one each day.
- 2 CORRUPTION DECK**
Handed out when a card says so.
- 3 DAMAGE DECK**
Handed out when a card says so.
- 4 ITEM DECKS**
Rations, Tools and Weapons, with the roll for each.

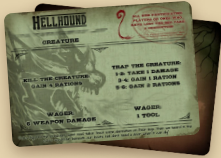
- 1 Set up the play space.** Place the 6 decks on the table: the Rations, Tools and Weapons item decks, plus the Corruption deck, the Damage deck and the Event deck. Each player holds their own hand of up to 10 cards. On the digital table, your hand is the row of 10 slots on your side.
- 2 Choose a loadout.** Each player draws 5 cards based on one of the loadouts below. The random card is rolled for (see Drawing Cards).
- 3 Pick the first player.** Everyone rolls a die. The highest roll goes first, and turns go clockwise from there.
- 4 Start the game.** Draw 1 Event card.

LOADOUTS

LOADOUT	RATION	TOOL	WEAPON	RANDOM CARD
RANCHER	2	1	1	1
PROSPECTOR	1	2	1	1
GUNSLINGER	1	1	2	1

GAMEPLAY

The game is played one day at a time, and every day follows the same order.



AN EVENT

Draw a new Event card.



BETTING

Players pass, bet face down or partner up.



THE REVEAL

Every bet is flipped. The highest bet wins.



MEAL TIME

Eat a Ration, then draw a random item.

THE EVENT LEADER

The first player is the **Event Leader**. The Event Leader goes first on the event, followed by the next player clockwise. After the event is over and Meal Time is done, the next player clockwise becomes the Event Leader, whether they are alive or Blighted. Dead players are never the Event Leader.

CREATURE EVENTS

When a Creature Event card is revealed, the Event Leader goes first and must choose one of the following actions.

PASS

You don't place a bet. **You can still bet when the turn comes back around to you.** If you pass until all bets are final, you are not participating in the event.

BET

Place one or more items face down. On a multi event, say which option you are betting on. If you play a corrupted item, place it sideways.

PARTNER UP

Team up with other players and combine your cards into one bet. A partnership can be any size, even the whole table. Each partner declares how much they can contribute and places their cards face down. Careful: **nobody has to be truthful** about their cards.

Partners **must agree ahead of time** how they will split the reward and the trophy if they win. If they didn't agree, the partner who dealt the most damage divides it up.

PLAY A CORRUPTION CARD

You must be Blighted to play a Corruption card, unless a card says otherwise. It works much like a tool or weapon, depending on what the Corruption card says.

RAISING

Once the Event Leader takes an action, the next player clockwise chooses theirs, and so on around the table. After everyone has acted, the Event Leader may **raise** their bet by adding more cards or corrupting cards they already bet. This continues around the table until all bets are final.

THE REVEAL

All cards are then revealed, and the highest bet wins. The creature's **Wager is the minimum bet**: a bet that doesn't reach it loses, even if it's the highest.

- A partnership that wins splits the reward, and the trophy, as the partners agreed.
- If the highest bets tie, the tied players are treated as winners and avoid the penalty, but **nobody gets the reward**. Everyone else still takes the penalty.
- **Read the red stamp** to see who takes the penalty. Usually it's everyone who didn't participate or who lost the bet, but some creatures, like the Gorge Beast, only punish players who lost.
- All items that were bet are then **discarded**.
- The winner takes the reward. Some rewards are decided by rolling a die. Rewards are drawn from the matching deck.
- If the winner killed the creature, they keep the creature card as a **trophy**. See Trophies below.

TROPHIES

Only an option that says **Kill the Creature** earns a trophy. If you win any other option, like trapping the Hellhound or consuming the Blood Moon Beast, you get the reward but not the trophy.

- Keep your trophies face up next to your hand. They are not part of your hand, so they never take up a slot.
- A partnership decides who keeps the trophy as part of its split.
- You can spend a trophy to pay for a shop. See Shop Events.
- Trophies decide who wins if the Event deck runs out. See Winning.

FACE-UP CARDS

A card played face up **takes effect as soon as it is played**, not at the reveal.

BLUFFING

- Any card that should be played face up can be played face down as a bluff, such as some tools or rations. The card **has no effect** when cards are revealed.
- Cards used to bluff are still discarded at the end of the event.
- If you bluff a card as corrupted, you take the Corruption listed on it. If it has no corrupted ability, you take 1 Corruption.

WAGERS THAT AREN'T WEAPONS

Some events don't ask for weapon damage, like the Hellhound's Trap option (Wager: 1 Tool). These bets count the **number of items** instead: whoever bets the most items wins. If the wager is for a Tool, the effects of any tools placed toward it are cancelled. A tool only has an effect if you place it on an event to use it.

AT THE TABLE: HUNTING THE DUST DEVIL

ADA · EVENT LEADER BO COLE JUNE

The event is the **Dust Devil**: Wager 3 Weapon Damage. The winner rolls for Tools. Anyone who doesn't participate or loses the bet takes 1 Damage.



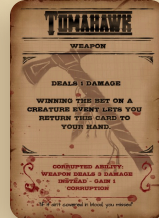
THE EVENT



ADA



BO



BO



COLE

1. Ada bets a Lever Action (3) face down.
2. Bo asks Cole to partner up, and Cole agrees. Bo says he's putting in 2 and Cole says he's good for 3. They agree that if they win, Bo takes the first Tool and Cole takes the second, and Cole keeps the trophy. Bo places a Coach Gun (2) and Cole places a Throwing Knife, which might roll low. Nobody has to tell the truth.
3. June passes.
4. Back to Ada. She's worried about the partnership, but she doesn't want the Corruption from corrupting her Lever Action, so she stays put. Bo raises with a Tomahawk (1). June passes again, and all bets are final.
5. Everyone reveals. Cole rolls for his Throwing Knife and gets a 4, so it deals 2. The partnership has $2 + 2 + 1 = 5$. Ada has 3, so Bo and Cole win.
6. Ada lost the bet and June never bet, so they each take 1 Damage.
7. Bo rolls for the reward and gets a 5: Gain 2 Tools. As agreed, Bo takes one and Cole takes the other, plus the Dust Devil card as his trophy.
8. The bet items are discarded, except the Tomahawk: winning lets Bo return it to his hand. His Coach Gun also lets him deal 1 Damage to a player, and he picks Ada.

SHOPS & INCIDENTS

SHOP EVENTS

Shops are not bets. Everyone can buy without competing. When a Shop Event card is revealed, the Event Leader goes first and may choose to buy from that shop, then play goes clockwise. Like betting, you may pass and buy later when the turn comes back around to you. The shop closes once everyone passes in a row.

- To use an option, pay its Cost. Usually that means discarding the items listed. Some Costs make you take an ailment instead.
- Instead, you may **spend a trophy** to pay the whole Cost. Put the trophy in the Event discard pile.
- Or you may **rob the shop**: instead of paying, take 1 Corruption for each item in the Cost. A Cost that isn't items, like Surgery's, can't be robbed.
- You may **use each option on a shop once**.
- Blighted players may only use a shop by **spending a trophy**.

INCIDENT EVENTS

When an Incident Event card is revealed, the Event Leader goes first, reads the card and follows its unique rules. If the event is Mandatory, **all players must participate**. If you have nothing the card lets you put in, you sit this one out.

MEAL TIME

After an event is over, it's Meal Time. Every player must **discard a Ration**. If you have no Ration, **take a Corruption card** instead. Meal Time has no turn order, so players may discard and roll whenever they like.

After this, every living player draws a random item and adds it to their hand.

Blighted players don't eat. Each Meal Time they discard a Corruption card and take a Damage card instead. They may not draw an item, but they are free to bluff that they did.

The next player then becomes the Event Leader, and a new Event card is drawn.

THE BLIGHTED

If your hand is filled with Corruption and Damage, with at least 1 Corruption, you become **Blighted**. The corruption has taken you, but you are not out yet.

- You may play Corruption cards on Creature events, using them much like tools or weapons. There's no limit, so you can play every Corruption card you have in one bet. Corruption cards you play are discarded like any other bet.
- **A Blighted hand is always full.** If you are still Blighted at the end of an event, fill every empty slot with a Damage card.
- If you gain items, you keep all of them. Put them in empty slots, or discard Corruption cards to make room. **Items can never replace Damage.**
- If you gain an item in any way, **you come back to life.**
- **Event penalties don't affect you.** If another player makes you take Damage, with a card or a shop, it replaces one of your Corruption cards. Corruption you would take is ignored.
- You may only use a shop by spending a trophy. If it gets you an item, you come back to life.
- At Meal Time you discard a Corruption card and take a Damage card, and you don't draw an item.
- If you run out of Corruption cards, you die and lose the game.

AT THE TABLE: COLE CLAWS BACK

Cole is Blighted, with 4 Damage and 6 Corruption. The event is the **Gorge Beast**: Wager 1 Weapon Damage. Only players who lose the bet take 1 Corruption.



THE EVENT



COLE



ADA



DISCARDED



DISCARDED

1. Cole plays Violent ("Deals 2 Damage.") face down, just like a weapon. Ada bets a Bowie Knife (1).
2. Everyone reveals. Cole has 2 and Ada has 1, so Cole wins. Ada lost the bet, so she takes 1 Corruption.
3. Violent is discarded, which leaves Cole one empty slot. He rolls a 5 and gains 3 Rations.
4. He keeps all 3. The first Ration goes in his empty slot, and he discards 2 Corruption cards to make room for the others. He now has 4 Damage, 3 Corruption and 3 Rations, plus the Gorge Beast as a trophy.
5. Cole gained an item, so he comes back to life. At Meal Time he eats a Ration and draws a random item like everyone else.

If Ada had won instead, Cole would still be Blighted. His Violent would be gone, and at the end of the event its empty slot would fill with a Damage card.

ORDER OF OPERATIONS

Sometimes it matters what happens first when an event is concluded. Things resolve in this order:

1	Bets are revealed
2	Corruption cards take effect
3	Tools take effect
4	Weapons take effect
5	The winner is decided
6	Corruption from corrupted items is handed out
7	The penalty takes effect
8	The reward is given
9	The event is concluded

This order also decides who falls first. If two players are knocked out during the same event, the one knocked out at an earlier step fell first. For example, a player whose own corrupted weapon fills their hand at step 6 falls before a player who is finished off by the penalty at step 7.

WINNING

A player wins the game if all other players are dead or Blighted and they are the last one standing.

- If the last players standing all fall during the same event, the one who fell last in the order of operations wins.
- If they fall at the same step, the one with the most trophies wins.

If players manage to get through every event, the living player with the most **trophies** wins. If they have the same number of trophies, the player with the fewest ailments wins. If it's still tied, the player with the fewest Damage cards wins.

ADDITIONAL RULES

TRADING

Players may trade or barter items with other players at any time. For instance, a player who needs a Ration for Meal Time might trade a weapon for one. Or a player might offer a Ration or tool to get someone to partner up on a bet.

Only items may be traded. You may not trade Damage or Corruption. And you don't have to be truthful when trading.

TERMS

ITEM

Any Weapon, Tool or Ration card.

AILMENT

A Damage or Corruption card.

BLIGHTED

A player whose hand is full of Corruption and Damage, with at least 1 Corruption.

EVENT LEADER

The player who goes first on the current event. It moves clockwise after each Meal Time.

WAGER

The minimum bet on a creature. A bet that doesn't reach it loses.

RANDOM ITEM

An item from a deck picked by rolling a die: 1–2 Ration, 3–4 Tool, 5–6 Weapon.

ALIVE

A player who is not Blighted and has at least 1 empty slot or 1 item.

DEAD

A player whose hand is full of Damage, or who ran out of Corruption while Blighted. They lose the game.

BET

The cards a player places face down on an event to try to win it.

TROPHY

A creature card kept face up next to your hand by the player who won its Kill the Creature option. It doesn't take a slot. You can spend it to pay for a shop, and if the Event deck runs out, the player with the most trophies wins.

COST

What you pay to use a shop option: items to discard, or an ailment to take.

PARTICIPATING

Having a bet on the event. A player who passes until all bets are final is not participating.

CORRUPTED

A card placed sideways to use its corrupted ability, at the cost of the Corruption listed.

MANDATORY

An event every player must take part in.

PENALTY

The red stamp on a creature. It hits players who didn't participate or who lost the bet. Blighted players ignore it.

PARTNERSHIP

Players combining their cards into one bet.

FACE UP / FACE DOWN

Face down cards stay hidden until the reveal. Face up cards are shown as they are played.



THANK YOU FOR PLAYING!

Questions or feedback? Join the Discord: discord.gg/pHE2nYTFPD

WEBSITE

beetscreations.com/blight

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