Bloodsport Gambler

THE BOOK OF RULES

Bloodsport Gambler

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INTRODUCTION

Risk it all to survive the desperate world of high-stakes gambling

Bloodsport Gambler, a game for 1 or 2 players, focuses on a tense & seedy story of risk, luck, and the efforts that sway fate in your favor. The simple gameplay combines card-driven strategy, risk mitigation, and resource management with the thrill of betting, dice rolling, and pushing your luck.

Thrust into desperation by swelling debts, you must gamble on the foul pit fights of Ghoulmorrah in a last-ditch struggle to pay off a merciless syndicate of moneylenders. With looming payments fast approaching, the only way to beat the odds is to sleuth, scheme, and sabotage. While a sure bet is favorable to warding off debt collectors, the risk of getting caught cheating could rid you of your earnings, your reputation, or worse – your life! Only those who are clever and cunning enough to pay off their debts will survive the vile underbelly of the slithering city.

Welcome to Ghoulmorrah

Beyond the confines of reality, within an intangible realm of illusion & madness, the ill-fated city of Ghoulmorrah smolders between the fiend-haunted jungles and eternal sands. Like a sordid lure, it awaits to reveal its wonders & woes to those brave or foolish enough to seek it. The merchants say that fruit tastes the sweetest just as it starts to rot, so too are the fleeting & lavish indulgences within the festering sprawl of Ghoulmorrah.

Objective

Win the game by paying off all debt to the syndicate of moneylenders.
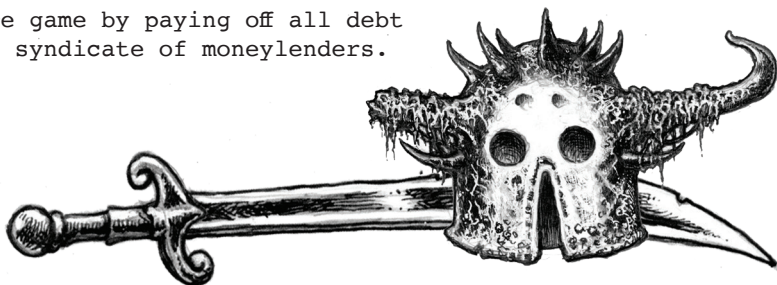
Components

- 28 **Action** cards
- 18 **Fighter** cards
- 18 **Weapon** cards
- 12 **Secret** cards
- 4 **Loan** cards
- 1 **Guard Level** card
- 66 **Coin** tokens (yellow)

- 10 **Wound** tokens (red)
- 12 **Time** tokens (purple)
- 6 **Chance** tokens (green)
- 1 **Guard** token (orange)
- 2 **Dice**
- 1 **Notepad**

INITIAL SET UP

1. Shuffle each of the **Fighter, Weapon, Secret,** and **Action** decks separately and place them facedown on the table

2. Distribute 16 **Coin** tokens (yellow) and 3 **Chance** tokens (green) to each player

3. Place the **Wound** (red), **Time** (purple), and remaining **Coin** tokens (yellow) to the side

4. Place 2 different **Loan** cards (numbered 3,4,5 and 6,7,8) faceup in front of each player

5. Place the **Guard Level** card faceup on the table with a **Guard** token (orange) on it, marking the range at its lowest value of 1

FIGHTS ARE SET UP LATER
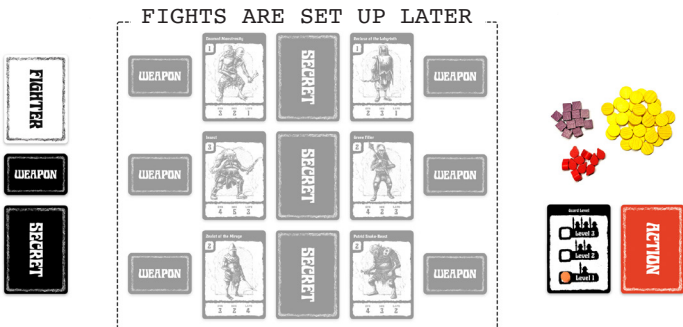
PLAYER 1:

PLAYER 2 (OPTIONAL):

ROUND PHASES

Each game consists of a series of game rounds, repeated until all players have won or lost. Each round is a sequence of 'phases', resolved in the following order.

1. Set Up

      a. Gain up to 6 **Action** & 6 **Time**

      b. Arena Announces **Fights**

      c. Bookie Announces Odds

2. Take Action

3. Place Bets

4. Watch Fights

5. Settle Up

      a. Settle Up with Bookie

      b. Settle Up with Moneylenders

6. Reset

Phase 1: Set Up

GAIN ACTION & TIME

To start the round, deal **Action** cards to each player until they have 6 cards in their hand, then distribute **Time** tokens to each player until every player has 6.

If any deck ever runs out of cards, reshuffle its discard pile before continuing to draw or deal from the newly shuffled deck.

ARENA ANNOUNCES FIGHTS

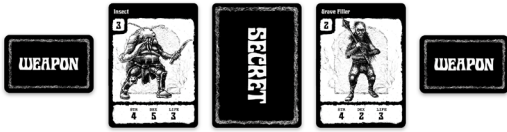Each game round, three **Fights** will be announced.

Follow these steps to set up each **Fight:**

1. Place 2 **Fighter** cards faceup, side-by-side

2. Without revealing them, place a **Weapon** card facedown next to each **Fighter** card

3. Without revealing it, place a **Secret** card between each pair of **Fighter** cards
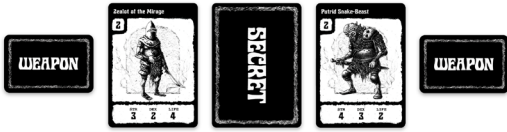
FIGHT 1

FIGHT 2

FIGHT 3

FIGHTER CARDS:

- **Rank**
  Used to calculate the betting odds.

- **Strength (STR)**
  Indicates how well the **Fighter** battles with certain **Weapons.**

- **Dexterity (DEX)**
  Indicates how well the **Fighter** battles with certain **Weapons.**

- **Life**
  Indicates how many **Wounds** a **Fighter** can withstand.

FIGHTER CARD EXAMPLE:

Rank

Strength

Dexterity

Life

WEAPON CARDS:

- **Type**
  Indicates which of the **Fighter's** stats will
  be used while the **Fighter** wields this **Weapon.**

    STR: Use the **Fighter's** Strength

    DEX: Use the **Fighter's** Dexterity

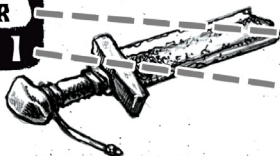   BEST: Use the **Fighter's** highest stat between DEX & STR

    WORST: Use the **Fighter's** lowest stat between DEX & STR

- **Damage**
  Indicates how many **Wounds** are inflicted
  when the **Fighter** wins a **Fight** round.

WEAPON CARD EXAMPLE:

Type

Damage

BOOKIE ANNOUNCES ODDS

Once the **Fights** are set up, betting odds are announced. For each **Fight,** follow these steps to determine the betting odds:

1. Compare **Rank** of **Fighters**
2. Determine if there is a Favorite **Fighter** (higher **Rank**) or Underdog **Fighter** (lower **Rank**)
3. Determine difference in **Rank** and consult following table:

BETTING ODDS TABLE

DIFFERENCE IN RANK	FAVORITE FIGHTER	UNDERDOG FIGHTER
Equal	1:1 (No Favorite)	1:1 (No Underdog)
1	2:1	1:2
2	3:1	1:3

BETTING ODDS EXAMPLES:

1:2 ODDS

VS

1:1 ODDS

VS

3:1 ODDS

VS

Phase 2: Take Action

After **Fights** have been announced and the odds determined, players can play **Action** cards to gain insights and opportunities, or directly impact **Fights**. Players take turns playing one **Action** card at a time or passing until both have passed. To determine who goes first, roll a die for each player, with the highest rolling player acting first. This player will act second in the Watch Fights phase if both players use React **Action** cards on the same **Fight**.

ACTION CARDS

- **Type**
  Indicates how and when the card can be played.

👁	: Discover	🗡	: React
★	: Special	💣	: Sabotage

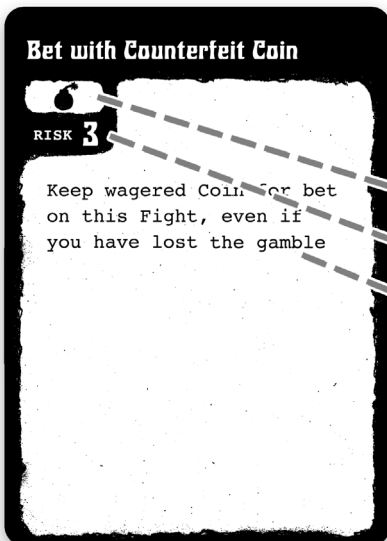- **Risk**
  Indicates the chances of getting caught while the card is being resolved. If the card has "No Risk" instead of a number, no **Risk** roll is needed (see below).

- **Impact**
  Indicates the effects of the card when resolved.

Bet with Counterfeit Coin

RISK **3**

Keep wagered Coin for bet on this Fight, even if you have lost the gamble

ACTION CARD EXAMPLE:

Type

Risk

Impact

TYPES OF ACTION CARDS:

An **Action** card's **Type** determines how and when that card can be played and resolved, as described below.

👁 Discover

These **Actions** are revealed and resolved immediately when played, allowing the player to look at hidden (facedown) cards.

Before playing a Discover card, if the player wishes to reveal the hidden (facedown) cards to the other player, increase the **Risk** of the **Action** by 1 for each card they choose to reveal. Otherwise, it is forbidden for players to share information or hints about hidden cards.

⭐ Special

These **Actions** are revealed and resolved immediately when played.

🗡 React

These **Actions** can only be played during the Watch Fights phase; they are resolved immediately when played. These are played on a specific **Fight** or **Fighter**, as indicated on the card. The target must be specified before rolling for **Risk**.
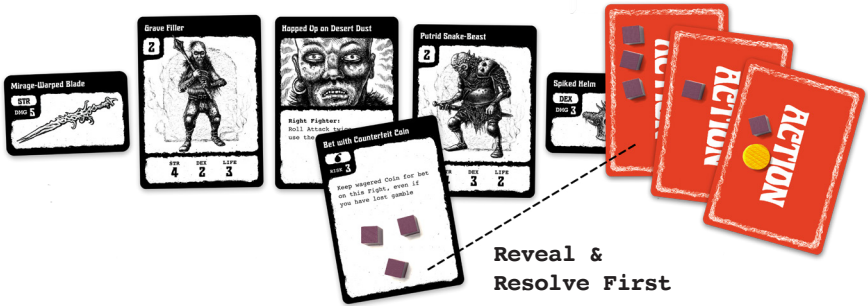
💣 Sabotage

These **Actions** are played facedown next to any **Fighter** and will be revealed and resolved during the Watch Fights phase, in the order in which they were played. They will affect the **Fighter** they are placed next to, or that **Fighter's Weapon**, as indicated on the card. If played on a **Weapon**, the **Action** applies only to that specific **Weapon** (which may be replaced or transferred to another **Fighter** by the effects of other cards).

Before playing a Sabotage card, if the player wishes to reveal the hidden (facedown) card to the other player prior to the Watch Fights phase, increase the **Risk** of the **Action** by 1. Otherwise, it is forbidden for players to share information or hints about the hidden card.
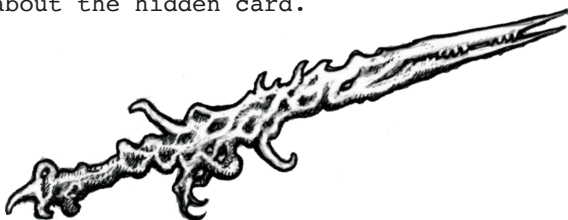
ACTION ORDER EXAMPLE:

Reveal & Resolve First

In this example, 3 Sabotage **Actions** have been stacked to indicate the order in which the **Actions** will be revealed and resolved (the order in which they were played). There are also both **Time** and **Coin** placed on each **Action** to reduce the chances of getting caught, as described below.

RISK OF ACTION CARDS:

When playing an **Action** card, the player may spend any amount of **Time** and/or **Coin** to reduce the chances of getting caught when resolving the **Action**. Each **Time** or **Coin** spent reduces the **Risk** of the card by 1, to a minimum of 0. For **Action** cards that are placed facedown on the table, these tokens are placed on top of the card until it is resolved. When resolving an **Action** card, calculate the chances of getting caught by adding the remaining **Risk** to the current **Guard Level**. Roll one die against this number and if the roll is higher, the **Action** is successful. If equal or lower, they have been caught in the act, and must face the following consequences:

Consequences for being caught by Guards:

1. Discard an **Action** card at random from hand.
2. Lose all **Coin** wagered on the **Fight** targeted by the **Action** card, regardless of the victor.
3. Increase the **Guard Level** by 1 (to a maximum of 3).

If the **Action** card has "No Risk" instead of a **Risk** value, no **Risk** roll is needed.

RATTING TO THE GUARDS:

At any point, a player may voluntarily rat to the guards about their moneylender syndicate connections. Doing so resets the **Guard Level** to 1, but that player loses **1 Chance** token. Players unable to spend a **Chance** token lack the credibility to deal with the guards in this way.

Phase 3: Place Bets

During this phase, each player may note down a wager on one **Fighter** in each **Fight,** by writing their chosen **Fighter's** name and the quantity of **Coin** wagered on a betting slip or piece of paper. Players may wager up to 3 **Coin** on each **Fight.**

To bet on a **Favorite Fighter,** there is a required wager as shown on the table below. This amount of **Coin** (no more, no less) must be wagered in order to bet on a Favorite. Note that a player may always choose to not bet on a **Fight** and they are not required to place any bets.

FAVORITE FIGHTER WAGER TABLE

FIGHT ODDS	REQUIRED WAGER ON FAVORITE FIGHTER
2:1	2 Coin
3:1	3 Coin

WAGER EXAMPLE:

Ghoulmorrah Gambling Den
BETTING SLIP

WINNER	WAGER	NOTES
DS	3	Desert Dust
Gravefiller	2	Weapon is Dex/3

In this example, a player has written down the victorious **Fighters,** their wagers, and various notes on their betting slip for both the first and third **Fight** of this game round. For the first **Fight,** they have indicated (with initials) that they are betting on *Demon Spawn*, a favored **Rank** 3 **Fighter** (against a **Rank** 1), and have included the required wager of 3 **Coin.** For the third **Fight,** the player has indicated that they are

betting on *Grave Filler*, a **Rank** 2 **Fighter** (against a **Rank** 2), and have the option to wager 1, 2, or 3 **Coin,** but have chosen 2.

They have also skipped the second row to indicate that they have not bet on the second **Fight.** When the following game round begins, they may use the next three rows between the bold, horizontal lines for the three upcoming **Fights.**

Phase 4: Watch Fights

Once all bets have been placed, each **Fight** is resolved, one at a time, using these steps:

1. Reveal **Weapon** and **Secret** cards.

2. Reveal & resolve Sabotage **Action** cards (in the order they were played).

3. Resolve **Secret** cards.

4. Roll 1 die for each **Fighter.**

5. Players may play React **Action** cards (reverse the play order from the Take Action phase).

6. Determine each **Fighter's** total score by adding that **Fighter's Dexterity** or **Strength** to their roll, as determined by their **Weapon;** a **Fighter's** total score cannot be lower than 1.

7. If a **Fighter** scores higher than their opponent, they inflict **Wounds** equal to their **Weapon's Damage** on the opponent (place **Wound** tokens on the victim to denote this).

8. If a **Fighter** has accumulated **Wounds** equal to or greater than their **Life,** they lose and their opponent is the victor. If both **Fighters** still have more **Life** than **Wounds,** repeat steps 3 through 8 until there is a victor.

FIGHT EXAMPLE:
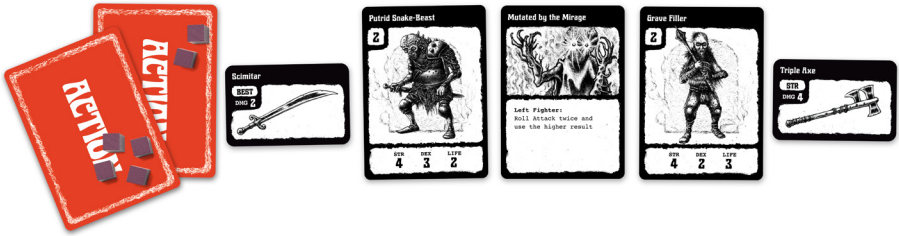
In this fight example, **Weapon** and **Secret** cards have just been revealed. *Putrid Snake-Beast*, on the left, has the *Scimitar*, while *Grave Filler*, on the right, wields the *Triple Axe*. The revealed **Secret**, *Mutated by the Mirage*, will affect *Putrid Snake-Beast*.

Sabotage **Action** cards are now revealed & resolved in the order they were played, starting with *Sorcerous Succor*.

Player A makes a **Risk** roll to use *Sorcerous Succor*. The **Risk** of this card is 2, but Player A has spent 2 **Time** to mitigate this **Risk,** and will only need to roll higher than the **Guard level** of 1 to pull off their **Action**. Rolling a 3, they are successful and affect *Putrid Snake-Beast's* stats.

Player B has played the next **Action**, *Bedchamber Scorpion*, targeting *Putrid Snake-Beast*. Here, the **Risk** is 5, but reduced by 4 **Time** spent, for a total of 1. Added to the **Guard Level**, this means player B must roll higher than 2 or be caught in the act. With a roll of 2, their **Risk** roll fails, and they are caught by the guards! As a result, they must discard a random **Action** card, lose all **Coin** wagered on this **Fight**, and the **Guard Level** is increased to 2!

The **Secret** card, *Mutated by the Mirage*, is now applied to the fight, empowering the **Left Fighter**, *Putrid Snake-Beast*, to roll their attack twice and use the higher result.

One dice is now rolled for each **Fighter**. The roll for *Grave Filler* is a 5 and *Putrid Snake-Beast's* is a 2. However, since *Putrid Snake-Beast* is *Mutated by the Mirage*, their attack roll is rolled again, resulting in a 3, which is used because it is higher than the original roll of 2.

Sorcerous Succor
RISK 2
Adjust Fighter's Stats:
Str -2, Dex +2

Scimitar
BEST
DMG 2

Putrid Snake-Beast
2
STR 4 DEX 3 LIFE 2

Mutated by the Mirage
Left Fighter:
Roll Attack twice and use the higher result

Grave Filler
2
STR 4 DEX 2 LIFE 3

Triple Axe
STR
DMG 4

Hurl Flagon from Stands
RISK 3
Reroll Fighter's Attack roll

Before determining each **Fighter's** total score for the **Fight** round, both players have the opportunity to play React cards, starting with player B, who acted second in the Take Action phase. While player B passes on playing a React card, player A uses *Hurl Flagon from Stands*, targeting *Grave Filler*. Having spent 1 **Time** and 1 **Coin** to reduce the **Risk** from 3 to 1, their **Risk** roll must exceed 3, after adding the current **Guard Level** of 2. With a roll of 5, their **Risk** roll succeeds.

With *Hurl Flagon from Stands* successfully targeting *Grave Filler*, their initial attack roll of 5 is rerolled, resulting in a 3.

Now that all Sabotage, **Secret**, and React cards have been resolved, each **Fighter's** total score for the **Fight** round can be determined. *Grave Filler's* attack roll of 3 is added to their **Strength** of 4, as determined by their **Weapon**, for a

total of 7. *Putrid Snake-Beast's* attack roll of 3 is added to their **Dexterity** of 5 (modified by *Sorcerous Succor*), as determined by their **Weapon**, which utilizes the higher stat between **Dexterity** & **Strength**, for a total of 8. With *Putrid Snake-Beast's* score being highest, they inflict 2 **Wounds**, determined by their **Weapon**, on *Grave Filler*. After placing 2 **Wound** tokens on *Grave Filler*, it is determined the **Fight** continues since these accumulated **Wounds** are less than their **Life** of 3.

One dice is now rolled for each **Fighter** for their attack. The attack roll for *Grave Filler* is a 6 and *Putrid Snake-Beast's* is a 2. Since *Putrid Snake-Beast* is the target of *Mutated by the Mirage*, their attack roll is rolled twice, resulting in a 4.

Grave Filler's attack roll of 6 is added to their **Strength** of 4 for a total of 10. *Putrid Snake-Beasts's* attack roll of 4 is added to their **Dexterity** of 5 (modified by *Sorcerous Succor*) for a total of 9. With *Grave Filler's* score being highest, they inflict 4 **Wounds** on *Putrid Snake-Beast*. After placing 4 **Wound** tokens on *Putrid Snake-Beast*, it is determined the **Fight** is concluded since these accumulated **Wounds** are equal or greater than their **Life** of 2. *Grave Filler* is victorious!

Phase 5: Settle Up

SETTLE UP WITH BOOKIE

Once all three **Fights** have been resolved, bets are settled with the bookie.

All **Coin** wagered on losing **Fighters** is forfeited and returned to the pool of spare **Coin** tokens.

Each bet placed on a winning **Fighter** returns to the wagering player in addition to a payout based on the odds of the **Fight**, as shown in the following table.

PAYOUT TABLE

DIFFERENCE IN RANK	FAVORITE PAYOUT	UNDERDOG PAYOUT
Equal	Wager (No Favorite)	Wager (No Underdog)
1	1 Coin	Double Wager
2	1 Coin	Triple Wager

PAYOUT EXAMPLE:

Ghoulmorrah Gambling Den
BETTING SLIP

WINNER	WAGER	NOTES
DS	3	Desert Dust
Grankfiller	2	Weapon is Dex/3
The Elder	3	

Bet Payout
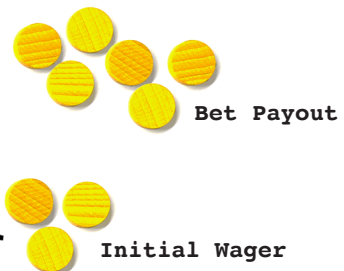
Initial Wager

In this example, if a player bets 3 **Coin** on a victorious Underdog **Rank** 2 **Fighter** (against a **Rank** 3), that player would receive 6 **Coin** and keep the initial wager of 3 **Coin.**

SETTLE UP WITH MONEYLENDERS

After the **Fights** have been concluded and winnings distributed, the moneylenders syndicate will inevitably come calling for their payment.

During this phase, each player must make one or more **Loan** payments. Each **Loan** has three payments to be made of varying amounts (3, 4, & 5 or 6, 7, & 8). **Loan** payments are made by forfeiting **Coin** equal to one of the unpaid payments shown on

a **Loan** card. Place one **Coin** on the **Loan** card to denote that this payment has been completed, and return the rest of the payment to the pool of spare **Coin** tokens on the table.

A player may skip paying the Syndicate for the round by losing **1 Chance**.

If a player has no **Chance** tokens and is unable to make a payment, they lose the game.

If all three payments for a **Loan** are made, it is considered paid off. Once a player pays off both **Loans** (all 6 payments), they have won the game.

LOAN PAYMENT EXAMPLE:
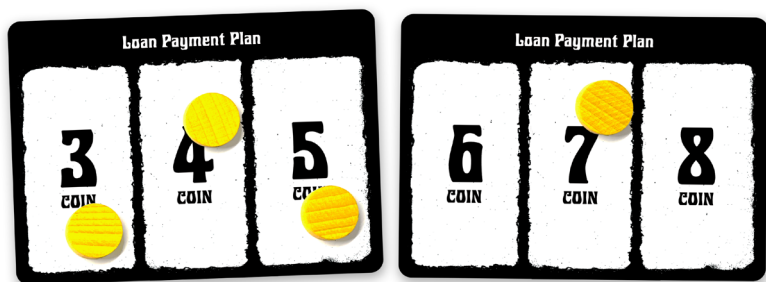
In this example, four payments have been made, with two more to go. A payment of 6 **Coin** and a payment of 8 **Coin** must still be made to complete the game.

Phase 6: Reset

Before starting the next round:

1. Players may discard any unwanted **Action** cards from their hand

2. Return any **Wound** tokens on **Fighters** to the pool of spare **Wound** tokens

3. Discard all **Action, Fighter, Secret,** and **Weapon** cards used during the round to their respective discard piles

4. Lower the **Guard Level** by 1 if no **Action** cards were caught by guards during this round

ENDING THE GAME

The game concludes once all players have either won or lost, as determined within the Settle Up phase of each round.

In games with more than one player, winning and losing can be simultaneous and shared between players. If one player has won or lost before the other player, they can always continue gambling (if they have won), or start over. To start over, clear any paid **Loan** payments and take a new starting allotment of **Coin** and **Chance** tokens, as defined in Set Up.

When a player has won or lost, consult the Threads of Fate section below to determine what the future holds in store for them.

Threads of Fate

Now that you have wagered your future and won or lost, you must consult the all-seeing hag for one last premonition.

IF YOU HAVE SUCCESSFULLY PAID OFF THE MONEYLENDER SYNDICATE:

Upon delivering your final payment to the moneylender syndicate, you notice wonderment amongst the council's half-shrouded faces despite their smug tone. You leave their lavish lair with a new spring in your step, released from the shackles of debt at last! As you look to your coin purse to see what remains, their wry invitation to visit them again echoes in your mind....

To determine your fate, roll one die and add your remaining **Coin,** consulting the table below. If one player has finished first in a two-player game, roll twice, keeping the higher result.

VICTORY TABLE

REMAINING COIN	FATE
1-10	You scrape together enough earnings to pay off the vile moneylender syndicate just in the nick of time. While you don't have much to show for it, other than your life, maybe one or two more bets could fix that…
11-20	Faring better than expected, you find yourself with enough coin to start a new life. You could also spend it all to seek vengeance against the moneylender syndicate… the choice is yours.
21+	Your plan has worked out just like you thought it would – rightfully finding your name uttered with great admiration or jealousy within the gambling dens of Ghoulmorrah. With this much coin, you could lend it out to other gamblers – with interest of course…
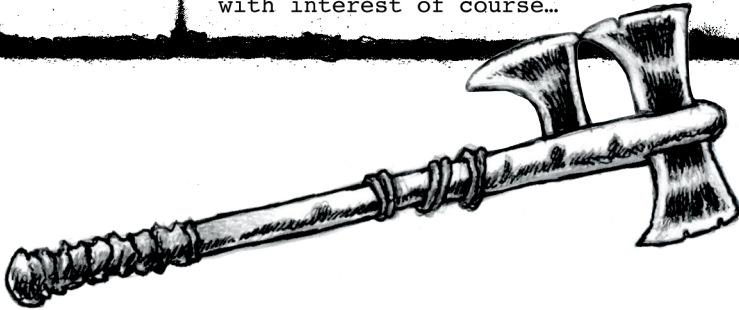
IF YOU WERE UNABLE TO MAKE GOOD ON YOUR PAYMENTS AND NO CHANCE TOKENS REMAIN:

While certain you weren't being followed home, you awaken to two tall shadows looming above you before your waning consciousness drifts into darkness…

Your fate is now in the incensed hands of the council of the moneylender syndicate! To determine their decision, roll one die and consult the table on the next page.

DEFEAT TABLE

DICE ROLL RESULTS	FATE
1	You are never seen or heard from again…
2-3	You are exiled to the Labyrinth of The Jungle
4-5	Your reputation is tarnished, your home taken, and you are banned from all gambling within the city walls
6	You must now work for them - collecting payments and punishing those who refuse

SINGLE PLAYER OPTIONS

If only one person is playing, there are a few options for tracking bets and revealing information that can streamline gameplay now that players don't need to withhold information from each other.

1. When betting on **Fights**, the quantity of **Coin** wagered can be placed next to the chosen **Fighter**, instead of writing it on a betting slip or piece of paper.

2. Cards revealed by Discover **Actions** can simply be turned faceup, and Sabotage **Action** cards can be played faceup.

CREDITS