

BLADE: THE GAME OF PROFESSIONAL SPEED SKATING

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I. Game Components

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The Skater Books

All skaters are rated with a pair of letters in a range of A-T. (In some events, the range is smaller.) A is best, T is worst. Each athlete is rated in up to 8 events: Men: 500m, 1500m, 5000m & 10000m. Women: 500m, 1500m, 3000m & 5000m. A skater with a wider range will be less consistent than those with narrower ranges.

EXAMPLE: A skater rated "A-C" will generally score better than one rated "A-G".

The Time Charts

There is 1 time chart for each of the 8 events; each chart is 2 pages in length. The top entry of each action card (a number from 1-50) is cross-referenced with the skater's modified letter grade (A-V) to obtain a base score.

The Game Charts

These charts are consulted during an event. They consist of:

1. The Falls Chart: This chart is used if an action card draw results in a possible fall. All skaters have a FALL rating. This rating will be either a "1", or another number. To determine if a skater falls, draw another card and read the 2nd (1-100) entry on the card. If the number is less than or equal to the skater's fall rating, a fall occurs. If the skater has a fall rating of "1", a fall only occurs if the trailing digit of the 1-100 draw is a "1".
EX: The active skater has a fall rating of "1". We draw a "31"; the skater falls.
If a skater falls, another card is drawn (1-100) and the TIME ADDED column is consulted. This gives the time added to the skater's final time. (Times here are given in the X.XX format, where the leading X = minutes and the trailing XX's = seconds.
2. The Injury Table: If draw for fall time ends in a "0", (10, 20, 30, etc.) there is a chance the skater may be injured. Draw again using the injury table. If a draw fall time ends in a "1", (11, 21, 31, etc.) there is a chance of a collision. If there is a skater within 2 hundredths of a second behind the drawing skater, a collision occurs. Both skaters fall; draw another card to check for injuries.
3. The Start Chart: As each skater takes his/her turn, a 1-100 card is drawn and the result checked on this chart. The result will either be no effect, a fast start for the skater, a damaged skate (forcing the skater to withdraw from the race), or a stumble. If the result is a fast start, follow this procedure:
Draw a single 1-100 card. If the active skater's highest rating is equal to the given grade, he/she draws another 1-100 card, reading the second digit. The corresponding number of hundredths of a second will be deducted from the skater's time at the end of the race. EX: A skater rated "E" draws a 92. He/she may draw again for a modifier. He draws a "65". Subtract 0.05 seconds from his final time. If a skater loses time due to a stumble, draw a 1-100 result and read the trailing digit, add the corresponding number of hundredths of seconds to his time.
4. The Mid-Race Chart: Proceed as with the start chart; draw a 1-100 result for each skater in turn. The result will either be a disqualification, a stumble, a skater getting good position, a possible fall, or no effect. If a "good position" result is obtained, follow the same procedure as described for the fast start. The other results are self-explanatory.

5. The Final Lap Chart: Proceed as with the previous 2 charts, The result will either be a disqualification, a burst of speed, a possible fall, or no effect. If a “burst of speed” result is obtained, follow the same procedure as described for the fast start. The other results are self-explanatory.

The Action Deck

Consisting of 100 cards, the action deck is used to drive most of the game engine. Each card has 3 entries: A top number from 1-50, used to obtain results from the time charts, a middle number used to obtain results from the game charts, and a bottom modifier, which is added to or subtracted from an athlete's letter range.

II. Setup

Shuffle the action deck thoroughly and select the participants. Write the athletes' names/countries on the score sheet, along with their letter grade and fall rating

III. How to Play

Obtaining Modifiers for the 3 Race Stages:

Draw an action card for the active skater, consulting the middle entry. Cross-reference the result with the start chart. Record any time modifiers under the START column of the score sheet. Move on to the next skater, repeating the procedure. After all the skaters have completed the starting turn, return to the first skater; repeat the procedure, but obtain results from the mid-race chart. Record any modifiers under the MID column of the score sheet. After the mid-race round is complete, start again at the initial skater. Record any modifiers for this round under the FINAL column of the score sheet. Now total up all of the modifiers and record the result under the TM column of the score sheet.

Obtaining a Base Time

Now we will obtain the skater's base time. Let's say our skater has a grade range of D-G. We draw an action card, consulting the bottom entry. We get a -2. In this instance, we would count down 2 letters from the skater's highest grade (D), giving them a modified result of F. We now draw another card and consult the top entry, which is a number from 1-50. We find this number on the corresponding row on the event time sheet, and find the result given under the "F" column. This is the base time. Add the number under the TM column to the base time and record the result under the OFFICIAL TIME column of the score sheet.

If a modified integer reading would push the range either above or below the skater's printed range, use their highest/lowest range as appropriate.

EXAMPLE: A modified integer calls for a +5 letter grade modifier; the skater has a range of O-Q; you would use the "O" column. Note that all minus ("-") modifiers go higher in the alphabet (the base times will be lower). Conversely, plus ("+") modifiers go lower, resulting in a higher base time.

If the action card result for the bottom entry reads either "MAX" or "MIN", use either the athletes maximum range (first letter of the range) or minimum range (second letter).

EXAMPLE: An action draw for the bottom entry is "MAX", and a skater's range is Q-T. You would use the "Q" column on the time chart.