BLOOD BOUND

INTRODUCTION

The conflict was inevitable, really. Ever since the insidious Beast clan began conscripting more heavily, the cunning Rose clan had to keep pace. As a result, both clans swelled in number and territory too quickly, causing mistrust, infighting, and betrayal. The ensuing war destroyed countless immortals, and each clan's losses were so great that the clan leaders were forced into hiding.

Aside from each clan's leader, only a lucky few managed to escape the carnage, and they were scattered to the winds, isolated. After lying low for a season, both clan leaders are earnestly searching for survivors, seeking both their own comrades and their adversaries. Now is the time for each leader to gather his loyal remnants for the final stand against the enemy!

OVERVIEW

Blood Bound is a game for six to twelve players, each of whom belongs to one of two rival vampire clans. As players attack one another, they uncover clues about their opponents' identities, which they can use to identify their rival clan's leader and capture him.

OBJECT OF THE GAME

If a player captures the rival clan's leader, the capturing player and his clan win the game. However, if a player captures anyone except the rival clan's leader, the capturing player and his clan lose and the other clan wins.

Game Components

9 Rose Clan Character Cards

2 Inquisitor Character Cards

19 Rank Tokens

13 Rose Affiliation Tokens

2 Sword Ability Cards

4 Fan Ability Cards

4 Shield Ability Cards

4 Curse Ability Cards

9 Beast Clan Character Cards

12 Reference Cards

13 Beast Affiliation Tokens

20 Unknown Affiliation Tokens

6 Staff Ability Cards

2 Quill Ability Cards

1 Cardboard Dagger

CHARACTER IDENTITY

Each player in *Blood Bound* assumes the role of a character whose identity consists of several pieces of information:

- The **CLAN ICON** indicates which clan the character belongs to: the Rose clan, the Beast clan, or the Secret Order.

The Beast Clan   **The Rose Clan**   **The Secret Order**

- The **RANK ICON** indicates which rank token matches the character's specific role. It also indicates this character's place in his clan's hierarchy; the character with the lowest number is his clan's **LEADER**.

- The **AFFILIATION ICONS** indicate which combination of affiliation tokens matches this character's specific role.

- The **CLUE ICON** typically shows which clan this character belongs to, but not always.

Character Card Anatomy

Clan Icon

Rank Icon

Affiliation Icons

Clue Icon

Beast Clan Mentalist Card

SETUP

The following setup steps are for games with an even number of players. If there is an odd number of players, see "Changes to Setup" on page 6.

Before playing, set up the game as follows:

1. **Prepare the Supply:** Place the numbered rank tokens in the center of the play area and arrange them in two rows in numerical order. Place each ability card faceup near its corresponding rank token. Sort the affiliation tokens by type into three piles and place them near the rank tokens.

2. **Distribute Reference Cards:** Deal one reference card to each player.

3. **Separate Character Cards:** Return the Secret Order character cards to the game box. Then, take all Rose clan character cards, shuffle them facedown, and set aside a number of them equal to half the total players in the game. Return the remaining Rose clan character cards facedown to the game box without looking at them. Then, follow the same procedure with the Beast clan character cards.

4. **Distribute Character Cards:** Combine all character cards previously set aside, shuffle them, and deal one card facedown to each player. Then, each player discreetly looks at his character card, being careful not to let any other player see it.

5. **Show Clue Icon to Player on Left:** Each player takes his reference card and places it over the face of his character card so that the lower-right notch of the reference card displays his character's clue icon (see "Showing a Clue" on page 3). Then, each player shows his clue icon to the player on his left, being careful not to show any other information on the card or let any other player else see the clue icon.

6. **Determine Starting Active Player:** Randomly assign the dagger to a player. This player is the active player and takes the first turn of the game.

Setup Diagram (8-player game)

Dagger
(active player)

Affiliation
Token Piles

Rank
Token Row

1 2 3 4 5 6 7 8 9

1 2 3 4 5 6 7 8 9

Ability
Card

Character Card
(facedown)

Reference
Card

Showing a Clue

PLAYING THE GAME

In *Blood Bound*, players take turns attacking each other until one player becomes CAPTURED. The player with the cardboard dagger is the active player. During his turn, the active player must perform one of the following actions:

- **Attack:** The active player attacks any other player (see "Attacking" below). Then, the active player gives the dagger to the player he attacked, who becomes the new active player and takes his turn.

- **Pass:** The active player gives the dagger to any other player, who becomes the new active player and takes his turn.

Attacking

Attacking is the primary means of obtaining information about other players' identities. To attack, the active player points the dagger at another player and declares that player as the target of the attack. The targeted player suffers one WOUND (see "Suffering Wounds" below).

Then, the active player gives the dagger to the targeted player, who becomes the new active player and takes his turn. Players proceed taking turns in this way until one player becomes captured, causing the game to end (see "Winning the Game" on page 5).

Suffering Wounds

When a player suffers a wound, he must disclose a portion of his identity. To do so, he takes one token from the supply and places it next to his facedown character card so that the other players can clearly see the icon on the token.

The targeted player must take a token with an icon that matches one of the three icons in the upper-right corner of his character card. For each icon on his character card, he may have only one token bearing that icon.

Before suffering a wound, the targeted player may ask if another player would like to intervene and suffer the wound instead (see "Intervening" below).

When suffering wounds, a player cannot attempt to deceive other players by taking tokens that do not match his character's identity. The only exception to this rule is the Inquisitor's wild affiliation icons (see "The Inquisitor" on page 6).

Example: *The active player chooses to attack the player on his right, declaring her the target of the attack. It is early in the game, and she does not want to disclose her rank yet, so she chooses to suffer this wound by taking an affiliation token. Because she is the Rose clan Berserker, she may take either an unknown affiliation token or a rose affiliation token (as shown in the far-right column on the reference card). Opting to keep her clan allegiance a secret, she takes one unknown affiliation token from the supply and places it next to her facedown character card.*
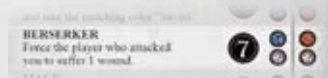
The Berserker's row of information on the reference card.

Capturing

When a player suffers his fourth wound, he becomes CAPTURED. He flips his character card faceup, and the game immediately ends (see "Winning the Game" on page 5).

Intervening

If a player wants to protect a fellow member of his clan, or perhaps advance a nefarious strategy, he can intervene on behalf of a targeted player during an attack.

Any player **whose rank token is currently in the supply** may offer to intervene. If more than one player offers to intervene, the targeted player may accept only one offer; he is not required to accept any offer. If the targeted player accepts an offer of intervention, the intervening player suffers the wound on the targeted player's behalf.

When suffering this wound, the intervening player **must** disclose his character's rank by taking his rank token from the supply. Then, the active player gives the dagger to the intervening player, who becomes the new active player and takes his turn.

Example: *The active player chooses to attack the player on her left, declaring him the target of the attack. Before the targeted player suffers the wound, he asks if anyone would like to intervene, and two other players each make an offer. The targeted player already has two wounds (as indicated by the ⬤ and ⬤ tokens next to his facedown character card), so he accepts intervention from one of the offering players.*

The intervening player must now disclose his rank to suffer the wound. He takes one of the "4" rank tokens from the supply and places it next to his facedown character card. Now all players know that he is the Alchemist, although they do not know which clan he belongs to.

Now, the Alchemist uses his ability, opting to force the player for whom he intervened to suffer a wound. Since that player has already suffered two wounds, she must take her rank token as her third wound. She takes the "7" rank token from the supply and places it next to her facedown character card. Now all players know that she is the Beast clan Berserker. Finally, the active player gives the dagger to the intervening player (the Alchemist).

Abilities

Each character has a unique ability he can use to protect a teammate, obstruct an opponent, or turn the tide of the game in his own favor. Immediately after a player takes his rank token to suffer a wound during an attack, either as the target or the intervener, he **may** use his character ability. For a complete explanation of each ability, see "Summary of Abilities" on page 7.

Note: An ability that forces a player to suffer wounds is **not** an attack.

WINNING THE GAME

The game ends when one player becomes captured, after which all players flip their character cards faceup to disclose their full identities. If the active player captured the leader of the rival clan, the active player and his clan are victorious and win the game. If the active player captured anyone other than the leader of the rival clan, the active player and his clan lose; the rival clan is victorious and wins the game.

Note: The player with the lowest number is his clan's leader.

ADDITIONAL RULES

This section explains a few additional rules to the game.

Tabletalk

Players may freely discuss the game, conspire with other players, or make open accusations against one another. However, players cannot converse with one another in secret; all such communication must remain public for all players to hear.

Ability Cards

Some abilities cause a lasting effect. When an ability instructs a player to take an ability card, he takes that card from the supply and places it next to his character card. When an ability instructs a player to give an ability card to another player, he takes that card from the supply and gives it to the player of his choice, who places it next to his own character card.

Most ability cards are open information and remain faceup. The Inquisitor's curse cards are an exception to this rule (see "The Inquisitor's Ability" on page 6).

Reference Card

The reference card contains important gameplay reminders, including each character's ability, each character's combination of tokens, and a summary of each ability card.

Reference Card Anatomy (front)

Character & Ability — Rank

ELDER
Take a "Quill."

CHARACTER NAME
CHARACTER ABILITY
RANK ICON
BEAST CLAN COLUMN
ROSE CLAN COLUMN

THE INQUISITOR

To play *Blood Bound* with an odd number of players, include a character from the Secret Order, the Inquisitor. Although each Inquisitor character card shows either a rose or beast clue icon, the Inquisitor belongs to the Secret Order.

Changes to Setup

When playing with the Inquisitor, place the rank token showing the fleur cross (✠) near the rows of numbered rank tokens. Next, consult the "Setup Ratio of Curse Cards" table on page 8 and place the appropriate number of curse ability cards near the fleur cross rank token.

Then, replace step 3 of setup with the following step:

3. **Separate Character Cards:** Take all Rose clan character cards (see "Character Card Anatomy" on page 2). Shuffle them facedown and set aside a number of them equal to half the total players in the game, rounded down. Return the remaining Rose clan character cards to the game box without looking at them. Then, follow the same procedure with the Beast clan character cards. Then, take both Inquisitor character cards and shuffle them facedown. Set aside one card and return the other card facedown to the game box without looking at it.

Unique Characteristics

The Inquisitor differs from other characters in the following ways:

- The Inquisitor cannot attack a player who has already suffered three wounds.

- The Inquisitor's affiliation icons are wild; when he suffers a wound, he can take any type of affiliation token.

Wild Affiliation

The Inquisitor's Ability

When the Inquisitor uses his ability, he takes all curse cards from the supply, looks at them, and gives them **facedown** to the players of his choosing. The Inquisitor must give each curse card to a different player, and he may give these cards in any order. Players cannot look at any curse cards given to them, and all curse cards remain facedown until the game ends (see "Winning as the Inquisitor" below).

True Curse Card **False Curse Card**

The Inquisitor's goal is to give the "True Curse" ability card to the eventual victorious clan's leader, thereby cursing that leader and winning the game.

Winning as the Inquisitor

Determine the victorious clan as normal (see "Winning the Game" on page 5). Now, flip all curse cards faceup. If the victorious leader has the "True Curse" ability card, the Inquisitor steals the victory away from that clan, and he alone wins the game. If any player other than the leader of the victorious clan has the "True Curse" ability card, the card has no effect.

Additionally, if the Inquisitor becomes captured, he alone wins the game.

SUMMARY OF ABILITIES

This section explains each ability and its effect in detail.

Elder (1)

The Elder takes the "Quill" ability card from the supply and places it faceup next to his character card. The Elder is no longer the leader of his clan. The new leader of his clan is the character with the highest number.

Assassin (2)

The Assassin forces any player to suffer two wounds. Then, the Assassin gives the dagger to that player.

Harlequin (3)

The Harlequin chooses any two players. Then, he secretly looks at each of their character cards and returns them facedown to their respective owners, being careful not to let anyone else see them.

The Harlequin may share the information he learned, but he is not required to do so. If he does share information, he does not have to be honest about what he saw, leaving other players to second-guess any accusations he makes.

Note: The Harlequin's clue icon is of the rival clan.

Alchemist (4)

The Alchemist can use his ability only when he intervenes. After the Alchemist intervenes, he forces the player for whom he intervened to **either** suffer one wound or heal one wound (this choice lies with the Alchemist). To heal a wound, the player for whom the Alchemist intervened returns any one of his tokens to the supply.

If the healed player returns his rank token to the supply, then he may use his ability again the next time he takes his rank token.

Mentalist (5)

The Mentalist forces any player to suffer one wound; that player must take his rank token to suffer this wound. Then, the Mentalist gives the dagger to that player.

If that player currently has his rank token next to his character card, then he must take an affiliation token instead. If that player currently has three wounds, then he becomes captured.

Guardian (6)

The Guardian gives one "Shield" ability card to one player and takes the matching-colored "Sword" ability card for himself. The player with the "Shield" card is **PROTECTED**; players cannot attack him or use an ability to force him to suffer wounds. However, he may intervene and, by choosing to intervene, suffer the wound as he normally would (see "Intervening" on page 4).

The protected player remains protected while he has the "Shield" card. When a Guardian with a "Sword" card suffers his third wound, he and all players he is protecting return their matching-colored "Sword" and "Shield" cards to the supply.

Berserker (7)

The Berserker forces the player who just attacked him to suffer one wound.

Mage (8)

The Mage gives a "Staff" ability card to another player and takes a "Staff" ability card for himself. If a player with a "Staff" ability card takes an affiliation token when suffering a wound, he **must** take an unknown (⊚) affiliation token.

If the Mage chooses to use his ability, then both players must receive "Staff" ability cards. If the Mage uses his ability a second time, he does not take a second "Staff" ability card.

Courtesan (9)

The Courtesan gives a "Fan" ability card to another player. During an attack against a targeted player who has a "Fan" ability card, other players cannot intervene.
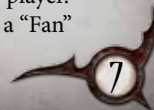
CREDITS

Game Design: Kalle Krenzer

Game Development: Harald Bilz, Heiko Eller, Roland Goslar

Producer: Steven Kimball

Technical Writing: Steven Kimball with David Hansen

Editing and Proofreading: David Hansen

Graphic Design Manager: Brian Schomburg

Graphic Design: Shaun Boyke and Marina Fahrenbach

Photography and Image Processing: Michael Küper

Photo Models: Boris Behringer, Daphne Dystopia, Heiko Eller, Andrea Lange, Cristoph Lipsky, Lucy Mantis, Phie Mie, Dennis Mohra, Muriel, Arash N., Natsu, Melanie Pohl, Michelle Reiche, Scorpnoire, Daniel Seise, Torque, Ilona Voregger, Miss Xerxia

Makeup Artists: TGLooks, Melanie Pohl, and Claudia Schmid

Set Assistance: Claudia Schmid

Licensing and Development Coordinator: Deb Beck

Production Manager: Eric Knight

Production Coordination: Megan Duehn

Executive Game Designer: Corey Konieczka

Executive Producer: Michael Hurley

Publisher: Christian T. Petersen

Playtesters: Adam Baker, Sam Bailey, Jason Beaudoin, Neil Bernstein, Jonathan Bove, Shaun Boyke, Thomas Brombach, Daniel Lovat Clark, Cory Crawford, Alex Davy, Martin von Erdmann, Alan D. Ernstein, Andrew Fischer, Emily Flesch, Chandra Foster, Sean Foster, Florian Gärtner, Maria Gärtner, Chris Gerber, Nate Hajek, Scott Hankins, Sandra Harder, Greg Heath, Jacob Heim, Steven Hein, Johannes Heine, Christopher Hosch, Jesse Houtchens, Johnathan Jarvis, Janina Jekutsch, Justin Kempainnen, James Kniffen, Helene Koop, Nicole Krause, Marten Krenzer, Rebecca Krenzer, Jan Langermann, Ming-Yee Li, Jeff Maloney, Nicholas Mendez, Hans Meyer, Brian Mola, Charlie Morgan, Ryan Naughton, Robert E. Noll, Mark O'Connor, Jeff Owen, Mark Pollard, Brett Ragozine, Mike Rattanasengchanh, Johannes Rehm, Maria Rehm, Adam Sadler, Francesca Schertler, Brian Schomburg, Anna Schuh, Sam Shimota, Ryan Sterling, Sam Stewart, John Taillon, Zach Tewalthomas, Ryan Thompson, Anton Torres, Nikki Valens, Kirby Van Vliet Jason Walden, John Whicker, Stuart Wilson, and all the gamers at the Burgevent Stahleck 2012

QUICK REFERENCE
Attack Steps

1. Declare Target

2. May Request Intervention

3. May Accept One Offer of Intervention

4. Suffer Wound (must disclose rank if intervening)

5. May Use Ability (only if rank was disclosed)

6. Give Dagger to Player Who Suffered Wound

Setup Ratio of Character Cards

No. of Players	6	7	8	9	10	11	12
🦁	3	3	4	4	5	5	6
🌹	3	3	4	4	5	5	6
👤	–	1	–	1	–	1	–

Setup Ratio of Curse Cards (Inquisitor Only)

No. of Players	7	9	11
True Curse	1	1	1
False Curse	1	2	3