









Card game for 2-4 people

THE CARDS

Blood & Madness Bluff is played with 33 cards:

21 number coin cards from 1 to 6 (one 1, two 2, three 3...)

9 character, Warriors, Thieves and Sorceress (three of each)

2 Madness cards

1 Horror

PLAYING THE GAME

The game is played in rounds. Each round all players start by paying de blinds. The "small blind" is placed by de player to the left of the dealer and the "big blind" by the next player.

The dealer shuffles and deal each player two face-down cards for their hand.

After the initial deal, the first betting round begins.

Then, a face-up card is dealt in front of each player.

The player to the left of the dealer takes de first turn.

Each round, the player whose numbered coin cards are closest to 13 without going over wins the pot.

PLAYER TURNS

On your turn you may bet and Play our Pass. Before you choose, you may use any face-up cards in front of you.

If you Play, the dealer gives to you a new card from the deck to you hand. Then, you play one card from your hand face-up in front of you.

When you choose to Pass, the dealer gives you no cards and you don't take no further action. You may still play on your next turn. If the total of your face-up coin cards is greater than 13, you must pass.

ENDING ROUND

A round ends when any player's face-up coin cards are 13 or higher at the start of their turn, or if all players pass in a row.



WINNING ROUND

When the round is over, the player whose face-up numbered coin cards are closest to 13, without going over, wins and takes

the pot. If all players go over 13, no one wins the round and all the pot stay.

Characters and Madness

Coin cards are how to win, but character cards have powerful special abilities. Character cards special abilities may be used immediately when played, or on later turn, when already face-

up on the table in front of you.

On your turn, you may use your face-up character card before choosing to play or pass.



The Sorceress

Sorceress allow you see hidden cards and possess them. When you use a Sorceress, discard it and look a random card in another player's hand. After looking, you may switch the card you saw with a card from your hand.



The Thief

Thieves stole other players coin cards. If you play or already have a Thief on the tables, you may discard it to discard another face-up coin card on the table, including one of yours. This may be done at any time on your turn.



The Warrior

Warriors, when face-up on the table, protect all of your face-up coin cards from the Thief or one of yours characters from the Horror. When you play a Warrior, place it in front of the character he is defending our in front of your coin cards.



The Horror

The Horror kill other players characters cards. If you play or already have The Horror on the tables, you may discard it to discard another face-up character. The Horror can be used as a The Madness card.



The Madness

The Madness Card is used to cancel the effect of a character card. The Madness is the only card that can be used outside of your turn and cancels the effect of a character card that was used directly from the opponent's hand or when discarded from the table.

Bringing a Warrior to Madness is a little different from other characters. When you use Madness card on a face-up Warrior, its protection ability is canceled for only one turn.

Blood and Madness Bluff

CALL A BLUFF

You may attempt a Blood and Madness Bluff: instead of playing a card face up you may play any card from your hand face down and declare that it is the character card of your choice. Any opponent may challenge your bluff. If no opponent challenges your bluff, the claimed character ability is used immediately, without revealing what the card actually is.

HIDDEN WARRIOR

Bluff a Warrior is a little different: play a card face-down in front of yours coin cards or character card, like a face-up Warrior. An opponent may only challenge your bluff when you play the card. Face-down "Warriors" protect cards like a face-up Warrior.

CHALLENGING A BLUFF

If your opponent challenge your bluff you must reveal the face-down card. If the card is not what you claimed, you must pay an amount equal to your current pot bet. If card was not a bluff, the opponent who incorrectly challenge your bluff must pay an amount equal to your current bet.

The additional amount is placed in the center of the table and does not count as a stake.

Note: All discard cards should be kept face-down. If you're bluffing about what a card is, your rival will never know.