

"Bloodwood"



12+



5-12



30-60 min

GAME RULES:

Introduction:

The game Bloodwood takes you deep into a mystical forest of enigmatic events, where an endless struggle for survival rages among immortal beings. This is a team-based game for 5–12 players — the more participants, the harder and more exciting it becomes to figure out who is friend and who is foe. You will take the role of one of two rival factions: vampires or werewolves. Unlike traditional elimination games, Bloodwood doesn't remove players permanently after a single strike — but you can still inflict irreversible damage, lowering your opponents' chances of victory. Beyond the sinister events of the night and the boons gained during the day, Bloodwood is not just a game of chance dictated by the cards you draw. It is a battle of wit and persuasion: analyzing who stands with you and who stands against you, while using your voice to confuse and mislead your enemies. Nothing stops you from debating, deceiving, or convincing other players to act in your favor.

Objective of the Game:

Winner takes all, loser gets nothing. The only way to end the game is to eliminate the opposing team and declare victory in time. However, there is always the risk of making a mistake — one that could prove fatal and completely change which side claims the win. Details on this are explained further in the rules.

Game Setup:

1. Separate and shuffle the decks. Divide the Night and Day cards into two separate decks and shuffle them. These are the shared draw piles. If a deck runs out, shuffle the discard pile and place it underneath the remaining cards to replenish it. All played cards go face up into the discard pile, placed next to the Day and Night decks.
2. Deal DNA cards. Each player receives one DNA card — one card per player. At the start of the game, all DNA cards must display "Purity".
3. Place the Phase card. Put the Phase card face up beside the decks. The game always begins in the Day phase.
4. Select Entity cards. Choose the Entity cards according to the number of players. The key rule: teams must be balanced. Example: with 6 players, the split is 3 vs 3, with each team having a leader: Vampires get "Dracula", Werewolves get "The Alpha". So for 6 players: deal two "Vampire" plus one "Dracula," and two "Werewolf" plus one "The Alpha". If the player count is odd, the larger team does not get a leader. For example: three Vampires versus one Werewolf and one The Alpha (or vice versa). This makes no difference, since no one knows their role beforehand. Shuffle the selected Entity cards and deal them face down — no peeking until the end of the game.

Optional variant: If players agree and numbers allow even teams, the game can be played without Dracula and The Alpha. In this case, no one knows anyone's identity, making the game more challenging and longer.

5. Keep identities secret. Each player must memorize their Entity and keep it hidden until the end of the game.
6. Leader ability (Dracula & The Alpha). Since both leaders have the advantage of seeing all other identities at the start, the following ritual takes place:

One player announces the steps. All players close their eyes. With eyes still closed, each player flips their Entity card face up in their hand. Only the players with Dracula and The Alpha open their eyes and look at the others for a few seconds. They close their eyes again. Everyone flips their cards back to the hidden side. Finally, all players open their eyes. Thus, only Dracula and The Alpha know the teams from the beginning, giving them an advantage. During the game, players may try to convince others about their role or someone else's — telling the truth or lying deliberately — but showing cards is strictly forbidden.

7. Deal starting hands. Each player draws 2 Night cards and 2 Day cards (4 cards total). This is the maximum hand size at the start of a turn.
8. Choose the first player. Decide by any convenient method who takes the first turn. The game begins.

Goal of the Game:

To figure out who is ally and who is foe, players can rely on the "Blood Test" and "Confession" cards. The objective is to ensure that all members of the opposing team eventually mutate — using tools like the "Bite" and "Curse Mark" cards. Meanwhile, your allies must remain unmutated, aided by cards such as "Vaccine," "Candle," and even "Bite." (Full details are explained in the card descriptions.)

Start of Turn:

A phase begins and lasts until every player around the table has taken their turn. Since the game starts in the Day phase, and each player begins with 2 Day cards and 2 Night cards, only a Day card may be played. On their turn, a player may also choose not to play a card at all, instead discarding any card from their hand into the discard pile — regardless of whether it is a Day or Night card. If, at the start of their turn, a player has no cards matching the current phase (or no cards at all), they cannot take an action and must move directly to the End of Turn (explained later).

End of Turn:

At the end of their turn, the player draws enough cards to bring their hand back up to 4 cards (but never more), unless the card they played specifically blocks this action. The player chooses whether to draw from the Day deck or the Night deck. This decision shapes their options for the next turn, so it's important to analyze the flow of the game and think ahead. There are no restrictions on the ratio of Day to Night cards in hand — it could be 2:2, 3:1, or even 4:0. The only rule is: by the end of the turn, a player may not hold more than 4 cards. Play then passes to the next player on the left. The starting turn order proceeds clockwise.

Phase Change:

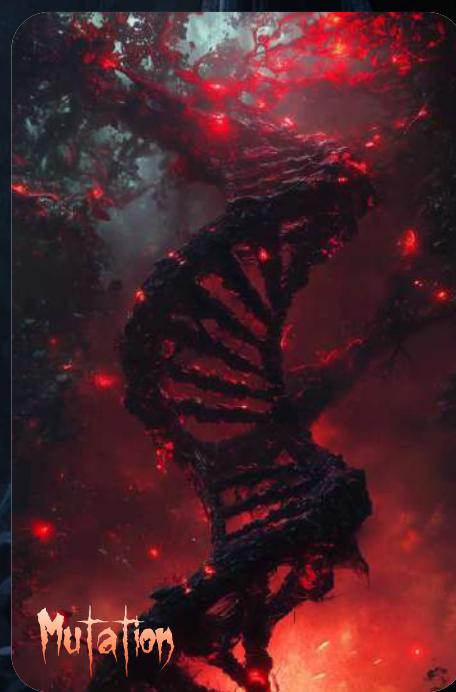
Once the last player in the round has taken their turn (the one sitting immediately after the player who started the phase), the phase switches to its opposite. The next player must then play cards matching the new phase. If they have no such cards, they must discard any card of their choice and draw back up to 4 cards. Their turn then ends. Certain cards can affect the flow of phases, altering or resetting them: "Eclipse" — switches the active phase to the opposite and resets the phase cycle. "Time Loop" — reverses the turn order and also resets the phase cycle. (Full details are provided in the card descriptions.)

End of the Game:

This is a crucial and irreversible moment. Any unmuted player may declare the end of the game — but nothing is decided yet. The declaring player must correctly identify every member of the opposing team, and all of them must be muted. If even one mistake is made, that player and their entire team lose, even if they were in a winning position before. It is possible that all members of one team are already muted, but the opposing players either don't know it or aren't fully sure of everyone's roles. In such cases, the game continues until someone dares to take the risk and stop it. If all players in the game are muted except for a single one, only that remaining player may declare the end — but they must still correctly identify their enemies in order to claim victory.



Purity



Mutation

Phase Card (1 card). The Phase card must remain visible to all players. It indicates the current phase — Day or Night — and is flipped each time the phase changes. Each phase lasts exactly as many turns as there are players in the game. Once every player has taken their turn, the phase switches to the opposite, and the player who began the previous phase also begins the new one. Exceptions are the "Eclipse" and "Time Loop" cards, which can instantly alter the phase and/or reset its cycle.

DNA Card (12 cards). The DNA card is placed face up for all players to see, next to each player's Entity card. It shows whether a player is in a pure state or mutated, and it is flipped every time a "Bite" card is played on that player. At the start of the game, all players place their DNA card with the "Purity" side facing up. A mutated player cannot declare the end of the game — only a player in a pure state has that right.



Vampire



Dracula



Werewolf



The Alpha

"Vampire"

Plays on the same team as other Vampires and Dracula, opposing Werewolves and The Alpha.

"Dracula"

Plays on the same team as other Vampires, opposing Werewolves and The Alpha. At the start of the game, Dracula sees the identities of all other players.

"Werewolf"

Plays on the same team as other Werewolves and The Alpha, opposing Vampires and Dracula.

"The Alpha"

Plays on the same team as other Werewolves, opposing Vampires and Dracula. At the start of the game, The Alpha sees the identities of all other players.



Entity Cards (12 cards)

"Vampire", "Dracula", "Werewolf",
"The Alpha"



Night Cards (68 cards)

"Bite", "Curse Mark", "Chains",
"Tranquilizer", "Voodoo",
"The Leshy", "The Hunter", "Mirror",
"Eclipse", "Time Loop"



Day Cards (68 cards)

"Vaccine", "Candle", "Keys",
"Pandora's Box", "Thief",
"Blood Test", "Confession", "Amulet",
"Eclipse", "Time Loop"

Night Cards



Bite



"Bite"

Can only be played during the Night phase. Mutates a player's DNA. If played again on a player who is already mutated, their DNA returns to a pure state. No limit on the number of Bite cards per player per phase. Cannot be played on oneself. Cannot be played on a player who is permanently cursed. The card is immediately placed in the discard pile. The player who plays it then ends their turn by drawing back up to 4 cards.

Cards per deck: 16
Draw probability: 13.33%



Curse Mark



"Curse Mark"

Can only be played during the Night phase. A player who receives Curse Mark risks permanent mutation if they fail to discard it within two of their turns. Turns skipped due to Tranquillizer also count. The card can be removed in two ways: Play a Candle on the cursed player, sending Curse Mark to the discard pile. Transfer it to another player using Bite. If a cursed player bites someone or is bitten, Curse Mark passes to the other player, who then has two turns to remove it. A player who fails to remove the card in two turns mutates permanently but remains in the game. They can no longer be targeted by Curse Mark, Bite, or Vaccine. The player flips their DNA card to indicate permanent mutation. Only one Curse Mark may be on a player at a time. The player who plays Curse Mark ends their turn by drawing back up to 4 cards.

Cards per deck: 8
Draw probability: 6.67%



Chains



"Chains"

Can only be played during the Night phase. The targeted player keeps Chains next to their Entity and DNA cards, visible to all, until it is discarded. While affected by Chains, the player cannot use Night cards. The card can only be removed using Keys. Only one Chains card may be on a player at a time. The player who plays Chains ends their turn by drawing back up to 4 cards.

Cards per deck: 8
Draw probability: 6.67%



Tranquillizer



"Tranquillizer"

Can only be played during the Night phase. The targeted player keeps Tranquillizer next to their Entity and DNA cards, visible to all, until their next turn. On their turn, the player skips their action, discards Tranquillizer into the discard pile, and does not draw cards, even if they have fewer than 4. If the player is affected by Curse Mark, the skipped turn counts toward the two-turn limit to remove the curse. Any cards can still be played on a Tranquillized player — they cannot defend themselves, even with Amulet or Mirror. Only one Tranquillizer may be on a player at a time. The player who plays Tranquillizer ends their turn by drawing back up to 4 cards.

Cards per deck: 8
Draw probability: 6.67%

Night Cards



Voodoo

Can only be played during the Night phase. The targeted player must give all cards from their hand to the player who played Voodoo. The player who played Voodoo selects up to 4 cards from their combined hand and keeps them, returning the rest to the opponent. The Voodoo card is immediately placed in the discard pile. No player draws cards from the deck as a result of this action.

Cards per deck: 8
Draw probability: 6.67%



The Leshy

Can only be played during the Night phase. Every player except the one who played this card discards 2 cards into the discard pile. The Leshy card is immediately placed in the discard pile. The player who played it ends their turn by drawing back up to 4 cards.

Cards per deck: 4
Draw probability: 3.33%



The Hunter

Can only be played during the Night phase. The player who plays this card discards their entire hand along with The Hunter. Each other player gives one card from their hand to the player who played The Hunter. The player then selects up to 4 cards from the received cards to keep, discarding the rest. The turn ends after this action.

Cards per deck: 4
Draw probability: 3.33%



Mirror

A defense card. Can only be played as a counter — not on your turn, but in response to a Night card played by an opponent targeting you. Cannot be used to protect another player. Does not work against Day cards. The opponent's card is reflected back onto them, and they cannot defend using Amulet or Mirror. The Mirror card is immediately placed in the discard pile. No cards are drawn. Cannot be used against The Leshy or The Hunter, as they do not directly target a specific player.

Cards per deck: 8
Draw probability: 6.67%

* **Optional Rule: Inattention (if agreed by the majority of players):**

If a player intentionally or accidentally breaks the rules — for example, by playing a card out of turn, or playing a card that does not match the current phase or violates any other rules — any player may call them out. In this case, the rule breaker faces a strict penalty: The attempted card is discarded. The player does not draw cards to compensate. The player skips their turn if it was their action.

Day Cards



Vaccine



"Vaccine"

Can only be played during the Day phase. Restores a player's DNA to a pure state, removing any mutation. Can be played on another player. Cannot be used on a player who is permanently cursed. The Vaccine card is immediately placed in the discard pile. The player who played it ends their turn by drawing back up to 4 cards.

Cards per deck: 8
Draw probability: 6.67%



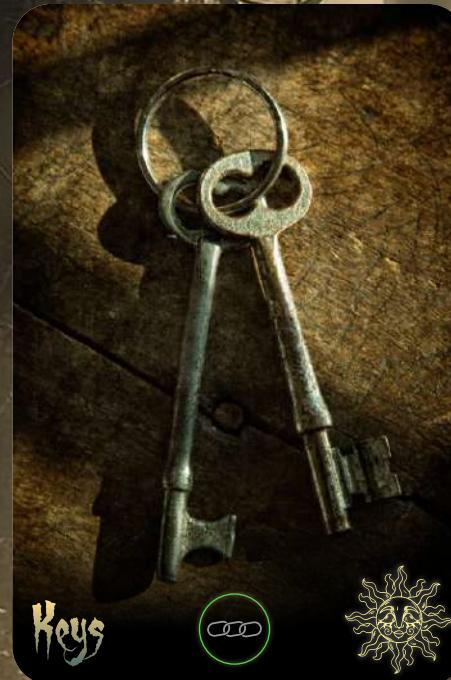
Candle



"Candle"

Can only be played during the Day phase. Cancels the effect of Curse Mark — both cards are placed in the discard pile. Can be played on another player. The player who played Candle ends their turn by drawing back up to 4 cards.

Cards per deck: 8
Draw probability: 6.67%



Keys



"Keys"

Can only be played during the Day phase. Cancels the effect of Chains — both cards are placed in the discard pile. Can be played on another player. The player who played Keys ends their turn by drawing back up to 4 cards.

Cards per deck: 8
Draw probability: 6.67%



Pandora's Box



"Pandora's Box"

Can only be played during the Day phase. When played on oneself, the player discards their entire hand, including Pandora's Box, and draws 4 new cards. When played on another player, that player discards all their cards and draws 4 new cards, even if they previously had no cards. The Pandora's Box card is immediately placed in the discard pile. The player who played it ends their turn by drawing back up to 4 cards.

Cards per deck: 8
Draw probability: 6.67%

* Optional Rule: Slowness (if agreed by the majority of players):

If a player takes too long to decide (as approved by the majority) or exceeds a pre-set turn time for each player, they skip their turn.

Day Cards



"Thief"

Can only be played during the Day phase. The card is immediately placed in the discard pile. The player randomly takes one card from any other player's hand. If they now have fewer than 4 cards, they draw back up to 4 cards.

Cards per deck: 8
Draw probability: 6.67%



"Blood Test"

Can only be played during the Day phase. The targeted player reveals their Entity card to the player who played Blood Test. The Blood Test card is immediately placed in the discard pile. The player who played it ends their turn by drawing back up to 4 cards.

Cards per deck: 8
Draw probability: 6.67%



"Confession"

Can only be played during the Day phase. The player reveals their own Entity to one other player of their choice. If the card is played again targeting the same player, the player must reveal their Entity to another player of their choice. The Confession card is immediately placed in the discard pile. The player who played it ends their turn by drawing back up to 4 cards.

Cards per deck: 8
Draw probability: 6.67%



"Amulet"

A defense card. Can only be played as a counter — not on your turn, but in response to a Night card played by an opponent targeting you. Cannot be used to protect another player. Does not work against Day cards. Both Amulet and the opponent's card are immediately placed in the discard pile, ending the opponent's action. No cards are drawn. Cannot be used against The Leshy or The Hunter, as they do not directly target a specific player.

Cards per deck: 8
Draw probability: 6.67%

* Optional Rule: Winner's Privilege (if agreed by the majority of players):

The player who successfully led their team to victory in the previous game has the right to assign roles for all players in the next game at their discretion. They also determine who takes the first turn.

Special Cards



"Eclipse"

Can be played during any phase. Instantly switches the current phase from Day to Night or vice versa. The new turn starts with the player who played Eclipse. The player draws one card from the deck and takes an additional turn. Cannot play two Eclipse cards consecutively. Eclipse can appear in both the Day and Night decks.

Cards per deck: 2
Draw probability: 1.67%



"Time Loop"

Can be played during any phase. Instantly reverses the turn order. The phase count restarts with the player who played Time Loop. The player draws one card from the deck and takes an additional turn. Cannot play two Time Loop cards consecutively. Time Loop can appear in both the Day and Night decks.

Cards per deck: 2
Draw probability: 1.67%

Symbols and Notations

Additional symbols next to a card's name are used to simplify the understanding of the card, its effects, and any restrictions.



Day Card. Can only appear in the Day deck. Can only be played during the Day phase.



Night Card. Can only appear in the Night deck. Can only be played during the Night phase.



Special Card. Can appear in either the Day or Night deck. Can be played during any phase.



Defense Card. Can only be played out of turn. Protects only against Night cards.



Cannot be played on oneself.



Player cannot play Night cards.



Restores a player's DNA to "Purity". Cannot be played on a player who has permanently mutated due to Curse Mark.



Cancels the effect of "Curse Mark". Can only be played on a player holding a Curse Mark card.



Cancels the effect of "Chains". Can only be played on a player holding a Chains card.



Allows the player to draw one card from the deck and take an additional turn.

Number of players: 5-12

Recommended age: 12+

Approximate playtime: 30-60 min

Components: 1 Rulebook; 1 Phase Card; 12 DNA Cards; 12 Entity Cards; 68 Day Cards; 68 Night Cards;

Total number of cards: 161.

Game Author: Max Farmaha, 2024-2025, Made in Ukraine

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Online Game Rules:

Scan the QR code with your smartphone and follow the link displayed on the screen:

m-farmaha.github.io/bloodwood/

