Blood Pact

by

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Introduction

Blood Pact is a social deduction game, a retheming of The Resistance: Avalon by Don

Eskridge and also heavily inspired from Mafia and Coup (Board Game). The game sets

the Good’s loyalists against the Vampire (Betrayer) collaborators. Players secretly take

roles and must deduce alliances while completing missions.

StoryLine of Blood pact:

\*\*\*[We need to insert our storyline for the game (Blood Pact) Here.]\*\*\*

Objective

• Good Side Wins: If 3 successful missions are completed.

• Betrayer Side Wins: If 3 failed missions occur, OR if the Assassin correctly

identifies the Good after the Good side completes 3 successful missions.

• Betrayer also Wins: If 5 consecutive team proposals are rejected.

Game Components

• 14 Character cards

• 10 Mission cards

• 2 Team tokens

• 9 Mission vote tokens (Yes/No)

• 5 Round tracker tokens

• 1 Score tracker marker

• 2 Reference cards

• 1 Loyalty card set (for variant play)

Setup

1. Decide player count (5–10).

2. Shuffle and deal a Character Card to each player (Good or Betrayer side).

3. Some characters may have special powers (e.g., Seer, Assassin). Their use is optional.

4. Each player receives a Yes/No vote token.

5. Select a random player as the Leader (First Player).

Secret Role Reveal

The moderator guides players:

1. All players close eyes.

2. Betrayer collaborators open eyes, see each other, then close eyes.

3. The Seer (if in play) opens eyes to see Betrayer collaborators, then closes eyes.

4. Other roles (Assassin, etc.) follow scripted reveal instructions.

5. Everyone opens eyes: the game begins.

Gameplay

The game is played in 5 rounds (missions).

1. Team Formation

• The Leader proposes a team (size depends on player count and round).

• All players vote Yes/No.

• If approved: mission proceeds. If rejected: leadership passes clockwise.

• If 5 consecutive proposals are rejected, the Betrayer wins.

2. Mission Resolution

• Chosen team members secretly play a mission card:

– Good loyalists must play Success.

– Betrayer collaborators may choose Success or Fail.

• Cards are shuffled and revealed.

– If all Success → Mission succeeds.

– If one or more Fails → Mission fails.

– (Some rounds require 2 Fail cards for failure.)

3. Round Tracking

Place a marker for Success/Fail. The first side to reach 3 results wins.

Team Formation Chart

Round 5P 6P 7P 8P 9P 10P

1 2 2 2 3 3 3

2 3 3 3 4 4 4

3 2 4 3 4 4 4

4 3 3 4\* 5\* 5\* 5\*

5 3 4 4 5 5 5

\* In these rounds, 2 Fail cards are required for the mission to fail.

2

Special Rule: Assassination

If the Good side completes 3 missions successfully:

• The Assassin reveals themselves and attempts to identify the Good.

• If correct: Betrayer wins.

• If incorrect: Good wins.

Variant: Loyalty Cards

• Each player receives an additional Loyalty Card (Good/Betrayer).

• This may create twists: a Good role with Betrayer loyalty (or vice versa).

• Adds further deduction challenges.

Variant: How to implement Loyalty Cards

This is an optional game variant that adds a second layer of hidden identity to each

player, making deduction more complex.

Setup with Loyalty Cards

1. Along with their Character card, each player also receives a Loyalty card:

• Good Loyalty

• Betrayer Loyalty

2. Each player now has two hidden roles:

• Character: e.g., Good, Betrayer Collaborator, Seer, Assassin, etc.

• Loyalty: Good or Betrayer

How It Works

• A player may be a Good character with Betrayer loyalty (betrayer).

• A player may be an Betrayer character with Good loyalty (double agent).

• This creates confusion because Character and Loyalty do not always align.

Game Flow Changes

1. After the 2nd mission round is complete, the moderator instructs players to:

• Pass their Loyalty card face-down to the player on their left.

• That player secretly checks it and passes it back face-down.

2. This ensures every player has partial information about another player’s loyalty.

3. During discussions, players may tell the truth or lie about what they saw.

Restrictions

• Victory conditions are always determined by Character, not Loyalty.

– Example: If you are the Assassin (Betrayer character) with Good loyalty, you

still play as the Assassin and follow Betrayer win conditions.

3

• Loyalty cards may never be revealed directly. They remain secret, except during

the temporary “loyalty check” phase.

Purpose of the Variant

• Adds extra deception and bluffing.

• Makes deduction harder and more interesting.

• Prevents players from relying solely on single pieces of hidden knowledge (e.g., the

Seer).

In short: Loyalty cards create a second hidden identity for each player. They do not

change win conditions but make bluffing and deduction much deeper.

End of Game

• Good side wins if 3 missions succeed and the Assassin fails.

• Betrayer wins if 3 missions fail, if Assassin succeeds, or if 5 team rejections occur.

Risk

• This game is supposed to be played among people who are above the age of 12

atleast. Because it might cause negative impact on younger audience.

• The theme might offend some group of people