

BLOOD

On The Clocktower



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How to Play

5-20 Players

1 Storyteller

Ages 14+

The Setup

- The Storyteller explains the rules to any new players.
- The Storyteller chooses what roles go in the game.
- Players each pick a role from the bag.
- **Red Token?** You're Evil! Get ready to lie your butt off!
- **Blue Token?** You're Good! Get ready for some serious sleuthing and maybe a few choice bluffs yourself.

The Game

- The Storyteller puts everyone to sleep.
- Evil players learn who each other are. Good players get their first-night info.
- Wake up! Good players will share information, use their abilities, and try to find the demon. Evil players will spread misinformation and protect the demon at all costs.
- Each day the Town can execute a player. Each night, players are woken to gain information, perform a special action, or kill.
- Good wins when the demon dies. Evil wins when there are two players left alive.
- Celebrate, commiserate, then do it all again.





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