

Battle lust

Dracula loses a turn. If van Helsing defeats a vampire in a battle with this card (a tie in battle is not enough), he takes another **complete** turn (figure movement, action card play, etc) **after** he finishes this turn.

Sharp sense

If van Helsing finds enough vampire cards in Dracula's supply such that he knows there are no more on the board, he wins the game immediately!

Feint

When van Helsing chooses to take a card from Dracula's supply, he takes one at random and it has the same effect as if he had revealed in on a place. If he takes a coffin, he places it in his play area. If it is Dracula's amulet or a vampire of battle strength 2 or 3, van Helsing loses an energy cube. In the case of Dracula's amulet or a vampire (with a battle strength of 1 he cannot even defeat the weakest vampire), Dracula takes the card back into his supply.

Reinforcement

Van Helsing may also move his figure to the carriage house even if he has no vampire hunters in his discard stack.

Alertness

Dracula is only restricted from using the special action of the action card he plays on his next turn. Dracula still uses the step number, battle strength, and barrier on the card.

Block

Dracula may move his figure to the place with the turned encounter card, but may not look at it. Van Helsing turns it back at the beginning of his next turn.

Dracula's cards

The breath of the night

If van Helsing plays "Feint" in his next turn and takes a vampire card from Dracula's supply, the vampire fights with an increased strength of 1. The effect lasts only for van Helsing's next turn. If van Helsing plays "Battle lust" and takes the extra complete turn, the increased vampire strength does not extend to this extra turn.



The dark of night

Because it is his opponent's encounter card, Dracula must end the movement of his figure here.

The wings of night

Dracula may not look at the encounter card in the place where he moves with this special action.

The whisper of night

The effect lasts only for van Helsing's next turn. If van Helsing plays "Battle lust" and takes the extra complete turn, the effect of whisper has no effect on this extra turn and van Helsing may move a barrier on this extra turn.

The deep of the night

Dracula may also swap an encounter card from the place where a figure stands.



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DRACULA



N i g h t l y c o m p e t i t i o n f o r t w o

For hundreds of years Count Dracula has lived in seclusion in his castle in Transylvania. Now, the count has left his home to travel by ship to London, where he plans to hunt for innocent victims. The famous Dr. van Helsing got wind of Dracula's plans and immediately caught the next carriage to London. It is a race against time! When van



Helsing's fearless companions find and destroy all of the vampire's coffins, they eliminate the bedrock of the blood-sucker's very existence. But they must hurry, for if the count finds too many victims before they destroy the coffins, it will be too late. There is still time to bring the horror to an end. Tonight, the fate of the count will be decided!

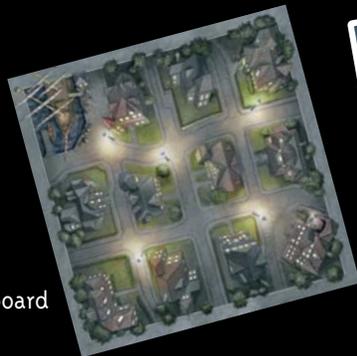
GOAL OF THE GAME

To win the game, a player must find all his opponent's target cards. Thus, Dracula must find all the victims and van Helsing must find all of Dracula's coffins. A player may also lose the game when he loses his last energy cube!

CONTENTS

- 1 game board
- 30 small encounter cards
- 20 large action cards
- 2 figures
- 8 energy cubes
- 4 barriers (colored sticks)

game board



encounter card



action card



barriers



energy cubes



figures

1. In the upper left corner is the **step number**. This indicates how far a player may move his figure, without giving up energy cubes, in the turn. One step means a player may move his figure from one place to an adjacent place.
2. In the upper right corner is the **battle strength** (1-4).
Note: one card in each set has no battle strength.
3. The text describes the **special action** that the player may take when playing the card.
4. The **color of the barrier** under the name of the card indicates which barrier the player may move on the board.

In each turn, a player must play exactly one action card. He plays it **after** he moves his figure. The step number on the card must be at least as large as the number of steps the player moved his figure. If the figure encounters a battle where he ends his movement, his battle strength is that shown on the action card played. Thus, a player should decide before he moves which action card he plans to play.

After a player plays an action card, he places it face-up on his **discard stack**.

- When a player has played **all** five (available) action cards, he takes the five remaining cards (set aside in his play area), which he uses over his next turns.
- When a player has played all 10 of his action cards, he again shuffles his 10 action cards face down, draws five to play with, and sets the other five aside for later.

PLAYING THE GAME

Dracula begins the game and the players alternate turns. In later games, the loser of the previous game begins.

There are 2 parts to a player's turn:

1. move his figure *and then*
2. play an action card

1. move his figure

- The player moves his figure from place to place. Each place he moves his figure to counts as a step. When moving, he may only move his figure orthogonally (not diagonally) and only from one place to a directly **adjacent** place. He may not jump over places.
- At each place, the player may decide whether or not to look at the encounter card in the space he just moved his figure to.
- The player may move his figure to the same place several times in a turn.
- The player may **not** look at the encounter card in the space where his figure begins the turn — unless he returns to that space by moving during the turn
- After the player finishes moving his figure for the turn, he must pay for each step by playing an action card with a step number equal to or greater than the number of steps he moved his figure.
- The player must always move his figure from its starting space in a turn. A player may not choose to not move his figure.

Two figures on the same place

A player may move his figure to a place where his opponent's figure stands. When he does, he may decide that both players must show each other all the encounter cards in their supplies. Of course, the player may decide that they do not show each other their encounter card supplies. Whether he decides to have them show each other their encounter card supplies or not, the player may then, as described below, look at the encounter card in that place.

LOOK AT THE ENCOUNTER CARD?

When a player moves to a place, he may look at the encounter card there. If the player does not look at the encounter card, he may move his figure further or leave his figure in the space and end its movement there. If the player looks at the encounter card, there are two possibilities:

It is one of his cards

The player puts the encounter card in his supply without showing it to his opponent. Next, he places one of his encounter cards face-up on the place. He may even place the card he just looked at, if he chooses. *Bluffing is allowed!* After taking and placing one of his cards, the player may choose to **move** his figure further or **leave** his figure here, ending its movement.

It is one of his opponent's cards

Whenever the encounter card looked at is one of his **opponent's** card (regardless which card), the player **ends** the movement of his figure in this place. In this case, the player **must** turn the card face-up (reveal it) in the place. Now the player must deal with the opponent's encounter card.

Victim or vampire coffin



If the revealed card is one of his **opponent's target** cards: Dracula reveals a victim or van Helsing reveals a vampire coffin, the player takes the card from the board, placing it face up in his play area.

Then he chooses one of his encounter cards and places it face-down on the place.

When a player finds all five of his opponent's target cards, he wins the game!



Vampire or vampire hunter

If the revealed card is one of his **opponent's companion** cards:



Dracula reveals a vampire hunter or van Helsing reveals a vampire, the player **must battle**. In this case, the battle strength of the action card the player plays will be used in the battle.

- If the **battle strength** on the action card is **higher** than the strength of the encounter card, the player **wins** the battle and places the losing encounter card face up on his opponent's **discard stack for defeated cards**. The player then chooses one of his encounter cards and places it face-down on the place.
- If the **battle strength** on the action card is **lower** than the strength of the encounter card, the player **loses** the battle. The encounter card **remains** on the place and is turned face down. The player then gives up an **energy cube** for losing the battle.
- If the **battle strength** on the action card is **equal** to the strength of the encounter card, the battle ends with no winner or loser. The encounter card **remains** on the place and is turned face down. The player **does not** give up an **energy cube**.

The symbols of power

If the player reveals the **symbol of power** of his opponent: Dracula's amulet or van Helsing's crucifix, there is **no** battle. The player **must** give up an **energy cube**.



Exception: if Dracula plays his action card, "The dark of night", he does not lose an energy cube.

The symbol of power card

remains on the place and is turned face down.

Important: if a player gives up his **last** energy cube, he **loses** the game immediately!

No more encounter cards in the supply

In some cases, a player may run out of encounter cards. When this happens:

- If a player must place one of his encounter cards on a place and he has none left (all his cards are on the board or have been lost to battles), he leaves the place empty.
- If a player moves his figure to a space without an encounter card, he **may** place one of **his** encounter cards on the space, if he has any left.

PLAYING AN ACTION CARD

- The players have **different** action cards. Eight of the ten cards offer the player a **special action**.
- In his turn, each player plays **exactly one** action card.
- The player plays the action card immediately after he **ends the movement** of his figure!
- The player must end movement of his figure when he reveals an opponent's encounter card. Otherwise, he may declare the end of movement when he chooses.
- The player **must** play an action card with a step number equal to or greater than the number of steps he moved his figure.
- Naturally, a player may not move his figure through more steps than the **largest step number** on his **available** action cards.
- If a player took **more steps** (whether by accident or intention) than are shown on the action card he plays, he must give up **one energy cube** for **each** extra step he took
- A player may play an action card showing more steps than the number of steps he moved his figure.
- After the player "pays" for moving his figure with the step number (and energy cubes, if necessary), he may use the other elements of the card.
- If the player revealed an opponent's vampire or vampire hunter encounter card on the place he ended his figure's movement, he uses the **battle strength** of the action card to determine the outcome of the battle.

- Some **special actions** take effect during the player's turn. Others effect the **next** turn of the player's opponent. A player may choose to not use the effect of the special action on the action card he plays. Most special actions are self-explanatory, but for detailed explanations see below.
- At the end of his turn, the player **may** move a **barrier** of the color shown on the action card he played.

THE BARRIERS

The four colored barriers **restrict** the movement of the figures. The action card a player plays allows him to move (or place) a barrier.

- The **color of the barrier** on the action card **played** indicates **which** barrier the player may move (or place if that barrier is not yet on the board).
- Each player has two action cards with **gray** barriers. When a player plays one of these cards, he may **choose** which barrier to move (or place).
- A player always moves (or places) a barrier to lie **between** two places.
- A player may not place (or move) a barrier to lie next to another barrier.
- A player may **not** move his figure over a barrier.
- For moving (or placing) a barrier, the follow **restrictions** apply:

The game board may not be **separated** into **two** parts by the barriers! This means that every place must be reachable from every other place, although the route may be a long one. Also, a figure may not be **surrounded** or **enclosed** by barriers.

- At the beginning of the game, there are **no** barriers on the board. The first player to "move" the barrier of a color actually places it on the board. Afterwards, that barrier may only be moved on the board; it may never be removed from the board.

THE END OF THE GAME

The game ends when a player **determines** that there are no more of his opponent's target cards on the game board. This player has won the game! This can happen in two ways:

1. Either the player has taken all five of his opponent's target cards and has them laying face up in his play area.

or

2. A player discovers, in the encounter supply of his opponent, all target cards that he has not already taken and are face up in his play area. Thus, there can be no more on the board. *Example: Dracula has already acquired three of van Helsing's victims. Dracula then moves his figure to the place with van Helsing's and chooses to have both players show each other their encounter card supplies. When van Helsing shows his cards, Dracula sees van Helsing's other two victim cards. Thus, he knows there are no more on the board and wins the game!*

Note: although both players can "protect" their target cards by keeping most of them in their supplies, they risk a quick defeat if their opponent captures the one or two they have on the board and then discovers the remaining target cards in their supply. This discovery can happen when a player moves his figure to the same place as his opponent's or when van Helsing uses his "Sharp sense" action card.

If a player who has moved his figure to the place where his opponent's is and chooses to have both players reveal their encounter card supplies and both learn that no more target cards of either player are on the board, the player whose turn it is the winner!

Alternate game end

The game also ends when one of the players gives up his last energy cube. This can happen when a player loses a battle or encounters his opponent's symbol of power. This player immediately loses the game and his opponent is the winner!

To protect a player from losing the game due to giving up his last energy stone, a player may, at any time, give his opponent one of his target cards from his supply. His opponent places the card face up in his play area as though he had captured it normally and the player who gave up the card gets two of his energy cubes back (not from his opponent) for the effort. A player may not use this rule if he currently has more than 2 energy cubes. Also, he must do this before he gives up his last energy cube. When he gives up his last energy cube, it is too late!

Detailed explanations of the text of the special actions

(Use these to answer any questions regarding the use of the cards during the game.)

Van Helsing's cards

Intuition

The player only looks at the card — nothing else! Van Helsing does not take a coffin, he does not fight a vampire, and he does not give up an energy cube to Dracula's amulet.

Control

Van Helsing may choose any **one** of his already played action cards (except the "Control" card) and add it in his available supply.

