

THE VAMPIRE

CONNECTION

A GAME BY HENNING POEHL



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THE VAMPIRCONNECTION

WHAT'S IT ALL ABOUT?

In this game, you take on the role of a vampire and must provide yourself with blood.

To do this, you visit a nearby village and carry its inhabitants off to your castle, in order to more easily get their blood.

But you are not alone, other vampires are also keen on the inhabitants of the village and they won't hesitate to steal them from your castle. The competition among the vampires is rough and the life of an immortal, which depends on that red elixir of life, is not that easy.

It is apparent that there are vampire hunters in abundance throughout the area and they consider it their sacred task to drive stakes into the hearts of peaceful vampires. But, fortunately, you have a hunchback assistant, that can revive you.

What's that?

You just sent him away?

Well, that wasn't too bright of you...

How will you do as an immortal?

The winner is the one among you who sucks the most blood from the village that you afflict.

A game for 3-6 players from 16 years.

Playing time: approximately 60 minutes

1.) SET-UP:

Each player gets a vampire, either chosen freely or drawn at random. He then gets a castle and a tomb. Spare vampire, castle, and tomb cards are set aside and not used.

Now take the village cards and remove the four cards with the village in the background (1 each of Masked Ball, Sunrise, Angel, and Unrest).

Separate the remaining village cards into two equal piles and shuffle the four separated cards into one of them. Place the other pile on top of this pile and then place the entire deck face-down in the middle of the table. This deck represents the village.

Afterwards each player gets a hunchback assistant from the vampire cards. The rest are shuffled and each player is dealt 4 cards. The remaining vampire cards are placed face-down in the middle of the table. This deck represents the draw deck for vampires.

Leave room next to each deck for a discard pile. Each player now sets his castle and tomb in front of himself so that the castle is on his left and the tomb is on his right. He places his vampire in the castle (i.e. on the castle card).

A player is chosen to administer the blood bank. He takes all the blood drops into a separate reserve and is responsible for distributing them throughout the game. Each player gets one blood drop before the game begins.

The palest player is the start player and begins the game.

2.) COURSE OF THE GAME:

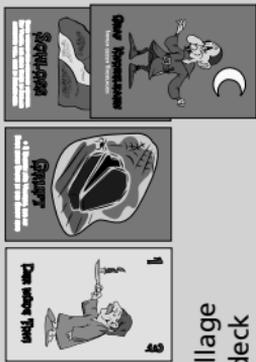
Beginning with the start player, the game is played in clockwise order. The active player may play as many cards in any sequence as he wishes. As long as his turn is not interrupted by an event, he

Example for a four-player game

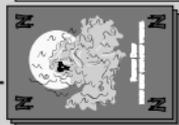
staked vampire
in tomb



dead victim vampire in
in tomb his castle



vampire
discard
pile



village
discard
pile



vampire
draw
deck



"fresh" victims
in front of the castle



captured victims in the castle,
one protected by a book



vampire resting
in his tomb



finishes when he drinks the blood of his victims (provided he has victims from which he can drink) or by resting in his tomb.

I. THE VAMPIRE CONNECTION

The life of the Undead is not easy and they are occasionally forced to work together. At the beginning of his turn, the active player may, before he plays a card from his hand, trade 1-2 cards with another vampire. The trade does not have to be for an equal number of cards. Each of the involved players must give up at least one card and may receive a maximum of two cards. The exchange of cards may also include conditions. For example: „I'll give you my hunchback assistant in exchange for two stakes.“ „Only if you promise not to use the stakes on me“. These conditions are not binding, however.

II. MOVEMENT

OR „HOW DO I GET TO THE VICTIMS?“

In this game, there are three locations: The tomb, the castle, and the village. In order to get from one place to another, a vampire must play a movement card (mist, wolf, bat, or carriage). Vampires move from their tombs only into their castle. They begin their nightly journeys from the castle, always ending up back in the castle again, and, possibly returning to their tomb. During his movement, the vampire, depending on how he moves, can be attacked by vampire hunters. Thus, he must always announce the method and destination of his movement clearly (for example: „I move as a wolf to the village“).

The different movement possibilities are discussed in detail as follows:

A. Movement between the Tomb and the Castle.

Possible with mist, wolf, bat, and carriage.

The vampire plays his movement card and moves his vampire card from the tomb into the castle or vice versa.

B. Movement from the Castle to the Village

Possible with mist, wolf, bat, and carriage.

If a vampire wants to move to the village, he plays a movement card. Once he has done so and successfully arrived in the village, he turns over the top card of the village deck.

After completing the visit to the village, the vampire is automatically back in his castle again and may start a new movement from there. The vampire card may therefore spend the entire turn lying in the castle.

C. Movement between Castles

Possible with bat and carriage.

The castles of the other vampires lie far away and thus may not be reached with all movement cards. If a vampire wants to move to another castle, he must play the appropriate type of movement card. Movement to a foreign castle is always necessary in order to commit a robbery. After a robbery attempt (whether successful or repulsed), the vampire is automatically back in his castle again and may start a new movement from there. The vampire card may therefore spend the entire turn lying in the castle.

III. PARTICULAR DETAILS OF MOVEMENT

A. Movement as a Bat

Movement as a bat costs the vampire an especially high amount of energy. As a result, he must pay a point of blood when playing this card.

If he has no blood points, he may not use this card!

B. Movement by Carriage

If you use the carriage to move the vampire, he is driven by his hunchback assistant. The carriage can thus only be played together with the hunchback assistant (Exception: Count Flattersturz can drive the carriage without his hunchback assistant).

C. Sending out the Hunchback Assistant

Instead of moving, the vampire can also send his hunchback assistant into the village. This is played in the same fashion as a movement card to the village and then a village card is turned face-up. The hunchback assistant can only be played for movement to the village and

may not be used for movement into the tomb or to visit other castles without a carriage.

The hunchback can only be played for movement by vampires that are not staked through the heart.

IV. REVEALING VILLAGE CARDS

If a vampire or a hunchback assistant moves to the village, the top card of the village deck is turned face-up.

A. If a Victim is revealed

The victim is immediately carried off and is placed in front of the vampire's castle.

B. If a Defense is revealed

(Garlic, nailed shut windows, church)

As soon as a defense card is revealed, check to see which shape is repulsed by it. Garlic resists mist, for example, so if the vampire came as mist, he is repulsed and returns to his castle empty-handed. After its effect is applied, the defense card is placed on the village discard pile. However, garlic has no effect on a vampire that comes as bat, (which, as is well-known, penetrates through the eaves into the bathroom where no one would hang garlic for cosmetic reasons). An ineffective defense card is ignored and it is immediately placed on the village discard pile. The next village card is then turned face-up.

C. If an Event is revealed

Event cards are: angel, unrest, masked ball, and sunrise.

Events are always executed immediately and always result in the vampire losing the rest of his turn. When a player loses the rest of his turn, he may not play any more cards from his hand. Depending on the event, he either begins the end phase of the turn, „Drinking blood and the end of the turn“ or goes directly into his tomb.

V. ROBBING OTHER CASTLES

A vampire who moves by carriage or as a bat to a foreign castle may attempt a robbery there. To do this, he names a victim that he would like to steal that is not protected by a crucifix or holy water. If the opposing vampire cannot now respond to prevent the rob-

bery through the use of a defense card (crucifix or holy water), he must give up the victim. The stolen victim is placed in front of the „Robber’s“ castle.

VI. USE OF PROTECTION CARDS

Protection cards can protect persons from attacks from other vampires.

Protection cards can be played in two different ways:

- 1.) during your own turn on captives held at any castle or
- 2.) outside your turn in order to prevent a robbery or a Good Opportunity.

for 1.) each protection card protects a certain maximum number of persons.

The persons to be protected must be lying in front of the castle at the time the protection card is played and none may be added to that card later. The player of the protection card places the appropriate number of persons of his choice under the protection card (he may choose to protect less than the maximum).

A crucifix protects all captives, holy water protects two captives, and the book protects a single captive.

The lord of the castle with the protected captives may not drink from them at the end of his turn. The protection card is removed and discarded after it has protected the victims once. Cards which are protected by a protection card cannot become the victim of a Good Opportunity. Cards which are protected by holy water or a crucifix cannot be stolen. Cards which are protected by a book can be stolen and the book is stolen, too.

for 2.) the protection card is played as a defense to repulse a robbery or a Good Opportunity.

The card is played by the lord of the castle when an opposing vampire plays a Good Opportunity. Both cards are then discarded.

A crucifix or holy water can also be played to prevent a robbery.

The card is played by the lord of the castle when an opposing vampire tries to commit a robbery in his castle. The defending protection card is then discarded and the opposing vampire goes away empty-handed (it is still his turn and he may continue if he likes).

VII. THE VAMPIRE HUNTERS

Vampire hunters and their assistants may never be played in the first round of play. Afterwards they may be played only if at least one victim was kidnapped from the village (this is how they are called into play).

Thereafter, whenever a vampire plays a movement card (other than his hunchback assistant), another player may interrupt the active player's turn in order to stake him through the heart with the help of a vampire hunter.

He must do this before the active player has turned over a village card or selected a victim in an opposing castle.

Additionally, a vampire hunter may be played at any time (including outside your own turn) in order to stake a vampire that is lying in its own tomb.

In order to stake a vampire through the heart, a player must play a vampire hunter and an appropriate number of stakes from his hand. The number of the stakes required depends on the type and manner of movement.

VIII. WHAT SHOULD YOU DO IF YOU'VE BEEN STAKED THROUGH THE HEART?

A vampire who has been staked through the heart must immediately end his turn and is placed into his tomb along with a stake card.

At the start of his next turn, a staked vampire can remove the stake with the aid of his hunchback assistant. If the staked vampire does not have his hunchback assistant in his hand, then he can only recover using the „Breath of Immortality“ or by trading for an assistant using the Vampire Connection.

A vampire can only be staked through the heart once on his turn, i.e. if a vampire was staked at the start of his turn and then revives, he cannot be staked again in that turn, no matter how he moves. A staked vampire may play as many cards as he likes except for movement cards.

IX. DRINKING BLOOD AND THE END OF THE TURN

A. Drinking blood

As soon as a player has completed all his actions, either because he has no more cards to play or doesn't wish to play any more, the victims that were placed in front of his castle this turn are distributed. How they are distributed depends on where the vampire is at the end of his turn.

1. The vampire is in his castle

If the vampire is in his castle, he may put one of the victim cards lying in front of his castle into his tomb by placing it to the right of his tomb card. The remaining cards are put into his castle by being placed to the left of his castle card. If he wishes, he may put all the victims into his castle and none into his tomb.

This decision is made by the vampire at the end of each of his turns, so long as he is in his castle and has at least one new victim. Once made, the decision may not later be changed.

Victims placed into the tomb are immediately completely consumed by the vampire from in the castle and then deposited into the tomb by being placed on the right of the tomb card. The vampire gets points of blood corresponding to the number value on the right of this victim card.

If he decides to spare his victims by placing them into the castle, he may draw blood from them again and again. Victims placed in the castle are set to the left of the castle card. A vampire who is in his castle always receives points of blood corresponding to the number value on the left of the victim card for all unprotected victims in his castle at the end of his turn.

Blood points can be used by a player to fortify himself by drawing cards from the vampire deck or to enrich himself. In the latter case, he takes blood drops from the blood bank as payment.

A vampire may fortify himself on his turn by drinking blood (drawing cards) up to a maximum of three vampire cards (+1 additional card for the „Breath of Immortality“).

2. The vampire is unstaked in his tomb and did not end his turn through a sunrise.

If a vampire ends his turn unstaked in his tomb, he automatically goes into his coffin and sleeps. As a result, all victims collected that turn are placed into the castle. Since he is not in the castle, he cannot drink any blood there from his victims (victims with a negative value on the left side are also not counted, of course).

This sleep also strengthens the Undead, so a vampire in the tomb may fortify himself by drawing three free cards from the vampire deck.

3. The vampire is staked through the heart in his tomb or ends his turn through a sunrise.

Victims that the vampire had collected in front of his castle up to the moment he was staked are placed into his castle. A staked vampire may not drink blood.

A vampire who ends his turn through a sunrise can escape at the last moment into his tomb but he has no time to recover in the tomb or to drink blood.

He remains just like the staked vampire with only the Breath of the Immortality as fortification.

B. The Breath of Immortality

Regardless of where he ends his turn or what condition (staked or unstaked) he is in, a vampire always gets a free card as fortification at the end of his turn. This is simply the natural regeneration ability of the immortal.

A vampire in a castle can thus draw up to four cards from the vampire deck (paying for 3 of them and getting 1 free). A vampire in a tomb gets 4 cards as fortification (so long as he has not just escaped from the sunrise). A staked vampire gets only this one card at the end of his turn.

C. Drawing cards and the hand

If the vampire deck should be exhausted, reshuffle the discard pile to form a new draw deck.

If a vampire has more than a certain number cards after drawing cards, he must discard the surplus cards of his choice. The maximum number of cards that may be held in the hand is dependent on the number of players:

3-4 players: 12 cards

5 players: 10 cards

6 players: 8 cards

A player may draw cards in place of blood points but may not take blood points in place of free cards. That is, cards are always drawn for the Breath of Immortality and resting in the tomb - vampires may not take blood points in place of these card draws.

X. END OF THE GAME

The game ends when the last village card is turned face-up. The last player still finishes his turn as normal, however. The winner is the vampire with the biggest blood bank.

3.) EXPLANATION OF THE CARDS

This section should be referred to when necessary during the game.

I. BASIC CARDS (18)

Each player gets one each of the basic cards.

Vampire (6)

The special abilities of the vampires are an optional rule.

Players who prefer a completely balanced game should play without the special abilities since they add an element of luck.

Graf Superschluck (Count Biggulp):

Gets an additional point of blood when completely consuming female victims.

Graf Flattersturz (Count Ficklecrash):

Can fly; may play bat cards as if they were wolf cards; can drive a carriage by himself, without needing a hunchback.

Gräfin Wegekurz (Countess Shortway):

Has a tomb in her castle, so she doesn't need to play a movement card in order to leave the tomb.

Graf Knobelzahn (Count Garlictooth):

Is immune to garlic.

Gräfin Steinherz (Countess Stoneheart):

Is especially tough; vampire hunters need to use an additional stake whenever they want to stake her through the heart.

Gräfin Nebelstein (Countess Miststone):

Can pass through nailed shut windows and doors as if she were mist.

Schloss (Castle) (6)

The vampire castle is the residence of a vampire. It is the center of his power and he is safe from vampire hunters here. Vampires start their trips from here. Captured victims are held here.

A vampire who wishes to exploit the victims in his castle must be in the castle.

Text of the card:

„Captured victims are held here; a vampire who wishes to exploit the victims in his castle must be in the castle.“

Die Gruft (The Tomb) (6)

Roost of the vampires. Here vampires can fortify themselves by resting.

Dead victims are placed here. Vampires in the tomb cannot exploit victims in the castle. As part of their fortification and recovery, vampires who are in their tomb at the end of their turn may draw three free cards.

Text of the card:

Vampires who end their turn in the tomb draw 3 cards.

II. VAMPIRE CARDS (58)

If the vampire deck should be exhausted, reshuffle the discard pile to form a new draw deck.

Bewegungskarten (Movement cards) (27)

Vampires usually change form in order to move inconspicuously throughout the area. According to Bram Stoker, vampires can transform themselves into mist (10), wolves (8), or bats (6).

Movement by carriage (3) can be used only with a hunchback assistant (except for Count Flattersturz).

Buckliger Gehilfe (Hunchback Assistant) (9)

As detailed in countless films, any vampire who takes pride in himself must have a hunchback assistant.

The hunchback assistant can be sent out by the vampire to visit the village. He can therefore be played instead of a movement card (not, however, to move from the tomb to the castle or vice versa, since the assistant goes in place of the vampire). He is immune to garlic, church, and vampire hunters.

Also, the hunchback assistant can drive the carriage. As also documented in numerous films (e.g. Dracula 2, Dracula 3, Dracula 4, etc. - particularly at the start of the film), hunchback assistants can revive vampires after they have been staked through the heart. Usually they pull a stake from the ground and then replenish the hole with blood; whereupon it dramatically begins to steam.

A staked vampire can thus play a hunchback assistant to remove a stake from his heart (or to drive away Grobi) and then puts the hunchback on the appropriate discard pile.

VJ - Vampirjäger (Vampire Hunters) (3)

Vampires can be staked through the heart by the use of wooden stakes.

Vampire hunters can attack vampires during movement (and can thus be played anytime during the turn). Vampire hunter Grobi can hold vampires in their tomb without a stake. He is placed (instead of a stake) into the tomb with the vampire and he remains there until he is driven away by a hunchback assistant (Grobi believes that the hunchback has a contagious disease and is thus afraid of this skilled worker).

Text of the cards:

Vampirjäger „Schlagfix“: Vampire Hunter „Beatquick“:

Needs one less stake to stake a bat.

Vampirjäger „Haudrauf“ (Vampire Hunter „Trashon“):

Needs one less stake to stake a wolf.

Vampirjäger „Grobi“ (Vampire Hunter „Rudey“):

does need any stakes to stake a vampire in its tomb.

VG - Gehilfe des Vampirjägers (Vampire Hunter's Assistant) (1)

The assistant of the vampire hunters is especially unskilled. It is impossible for him to succeed in surprising a vampire with a stake while it is moving. Thus, he may only stake a vampire while it is in its tomb, asleep, and even then only on the second attempt (i.e. he needs two stakes).

Text of the card: Can stake vampires only in their tomb; to do this, he needs two stakes because he is especially unskilled.

Pf - Pflock (Wooden Stake) (7)

The most important tool of a vampire hunter. Depending on the movement type of the vampire, it is more or less difficult to get the stake in the right position. So, for example, you need three attempts in order to drive a stake through the middle of the heart of a bat in flight.

Text of the card: vampire in its tomb = 1 stake; wolf = 2 stakes; bat = 3 stakes.

2x - Doppelter Erfolg (Double Success) (2)

This card is only playable as part of movement to the village (by normal movement or with the hunchback assistant). The movement and double success cards must be played simultaneously. If the vampire is staked during this movement, the double success has no effect and is discarded.

If the vampire arrives in the village unhindered, however, he turns face-up the top two village cards and decides the sequence in which they will be executed.

If it is two victims, he may place both of them in front of his castle.

If both are events, he chooses the sequence in which they are executed. If one is a victim and the other an event, the victim may be brought to the castle before the event is executed.

Text of the card: Only playable as part of movement to the village; turn over the top two village cards.

gG - Günstige Gelegenheit (Good Opportunity) (1)

Immediately take from the victim of your choice as many blood drops as indicated by the number on the right of the victim card.

The game then continues normally, as if nothing had happened.

A Good Opportunity can be repulsed by defense cards.

Text of the card: Only playable if you are not staked; completely consume one victim in any castle and then place it into your tomb.

Fl - Flucht eines Opfers (Victim Escapes) (2)

The escape of a victim can not be prevented.

If the escaped victim was the only person lying under a protection card, the protection card is discarded. After the victim has escaped back to the village (into the deck), the village deck is reshuffled (but not including the cards in the village discard pile).

Text of the card: Play this card on a victim of your choice in a castle of your choice; that victim escapes from the castle back into the village.

Kf - Kruzifix (Crucifix) (1)

Protects all the victims at a castle until it is removed. It may only be played if a priest is among the victims at the relevant castle.

The crucifix may also be played outside your turn to prevent a robbery or a Good Opportunity. It may also only be played in this

manner if a priest is among the victims at your own castle. The crucifix and card(s) played by the attacker are then discarded. Victims that were protected from a robbery attempt by the crucifix may not be stolen or become the victim of a Good Opportunity. The crucifix card is not removed by the attack but remains in place where it is.

Text of the card: Protect all the victims in a castle; may be played only if a priest is among the victims; the crucifix can also prevent a robbery or a Good Opportunity.

wW - Weihwasser (Holy Water)

Protects two victims at a castle; otherwise it is exactly like a crucifix.

Text of the card: Protects two victims in a castle; may be played only if a priest is among the victims; holy water can also prevent a robbery or a Good Opportunity.

Bu - Buch (Book)

You can use a book, at just the right moment, to wedge between the teeth of a vampire. A book protects one victim at a castle until the card is removed. A priest is not required to play a book.

A victim protected by a book cannot become the victim of a Good Opportunity. The book may also be played outside your turn to prevent a Good Opportunity. A book does not, unfortunately, prevent a robbery. If a victim protected by a book (i.e. the book card is lying on the victim) is stolen, then the book is stolen, too (i.e. if the victim's castle location changes, the book card remains with that victim).

Text of the card: Protects one victim in a castle; can repulse a Good Opportunity, cannot prevent a robbery, however.

VP - Vampirparty (Vampire Party)

A party is held. The host gives one of his captured victims to his vampire guests. This party is naturally enjoyable for the victim guests, too, who afterwards present their veins even more readily. Play this card any time during your turn before the end phase „Drinking blood and the end of the turn“ begins. Until then, place this card as a reminder in front of your castle.

Text of the card: Only playable if you are not staked; sacrifice an unprotected victim that you have captured in your castle and place it into your tomb without getting anything for it; you get double the yield for victims held in your castle at the end of this turn.

N - Nebel (mist)

Cannot be staked during visits to the village.

W - Wolf (Wolf)

Takes 2 stakes to stake during visits to the village.

F - Fledermaus (Bat)

Cost 1 blood drops to play; takes 3 stakes to stake during visits to the village and foreign castles.

B - Buckliger Gehilfe (Hunchback Assistant)

Can visit the village; can drive the carriage; immune to garlic, church, and vampire hunters; can revive vampires after they have been staked.

K - Kutsche (Carriage)

Used to visit the village or foreign castles (can only be used together with a hunchback assistant); vampire can be staked through the heart while using.

III. DORFKARTEN (VILLAGE CARDS)

Sonnenaufgang (Sunrise) (2)

All vampires must immediately go into their tomb.

The active player, who turned over this card, ends his turn immediately. He may not rest in his tomb at the end of his turn since he reached it just barely in the nick of time. As a result, he doesn't get to draw three free cards for resting in the tomb. Victims lying in front of his castle are placed into his castle. No victims may be drunk!

Text of the card: All vampires must immediately go into their tomb; the vampire who turned over this card immediately ends his turn.

Maskenball (Masked Ball) (2)

The masked ball leads to great chaos.

Each vampire gives the player on his left one of the victims in his castle. If the person that he gives away is the only person lying under a protection card, the protection card is given away with him. If a player has no victims to give, he may still receive a victim from the player on his right. The vampire who turned over this card retreats into his castle and immediately ends his turn.

(See also: „Drinking blood and the end of the turn“)

Text of the card: The masked ball leads to great chaos; each vampire gives a victim from his castle to the player on his left; the vampire who turned over this card retreats into his castle and immediately ends his turn.

Unruhen (Unrest) (1)

Victims lying in front of a castle are not affected by this card. All victims already in castles are returned to the village (put back in

the deck). The village deck is then reshuffled (but not including the cards in the village discard pile). The vampire who turned over this card retreats into his castle and immediately ends his turn.

(See also: „Drinking blood and the end of the turn“)

Text of the card: All vampires (including those who are staked) must immediately set free all victims they are holding inside their castle; the vampire who turned over this card retreats into his castle and immediately ends his turn.

Engel (Angel) (1)

An angel appears in the village and performs a miracle. All dead victims are revived. Vampires put the revived victims from their tomb back into the village. The village deck is then reshuffled (but not including the cards in the village discard pile). The vampire who turned over this card retreats into his castle and immediately ends his turn.

(See also: „Drinking blood and the end of the turn“)

Text of the card: An angel appears in the village and performs a miracle; all dead victims are revived; the vampire who turned over this card retreats into his castle and immediately ends his turn.

Opferkarten (Victim cards) (28)

The number on the left of a victim card indicates the quantity of blood that a vampire receives each round if he has the victim as a guest in his castle. The number on the right of the card is the quantity of blood that a vampire receives if he immediately completely consumes the victim.

Not all victims have the same amount of blood or make an agreeable visitor in the castle. Some cards have negative values. Negative values can be offset by positive values of other cards.

A vampire who doesn't have any blood drops never has to pay anyone. There are no blood debts.

Der Lausbub (The Tyke)

The tyke is impudent and unruly and costs the vampire more in nerves than he can suck out in blood from him when he is a guest in his castle. The lord of the castle should gladly give the tyke a book to play with (the book protects the tyke from other vampires and the vampire from the tyke's pranks so that his negative value no longer counts). He is also useful as a gift to guests at parties or to pass along at masked balls.

Die freche Göre (The Naughty Brat)

Just like the tyke, only female, which might be interesting to Count Biggulp.

Der Trunkenbold (The Drunkard)

His blood is constantly mixed with rotgut of the cheapest sort, which vampires can't tolerate at all.

Vampires are happy when the drunkard protects himself from blood drinking and they are often likely to rest in their tomb in order to avoid the bitter blood of this guest.

Oma Hannelore (Grandmother Hannelore)

Her heart could not stand up to being regularly tapped by a vampire, so she is worth more or less nothing in the castle.

Der Alchemist (The Alchemist)

Alchemists constantly subject themselves to self-experimentation, therefore they must first be lodged far from their laboratory before their blood becomes enjoyable.

Oma mit Kinderwagen (Grandmother with stroller)

There was once a vampire film in which the Son of Dracula could not see blood (I believe it was called „Dracula Hunts Little Girls“). In general, he made himself difficult with victims so that they would bring him easy victims (a grandmother with stroller) and he finished by pushing the stroller for the grandmother, who poured out her heart to him. This scene formed a lasting impression of vampire pictures for me. Note: Count Biggulp gets no bonus if he drinks up a Grandmother with stroller.

Die Vogelscheuche (The scarecrow)

Constant nocturnal hunting in the dark and the proverbial old age (with the resulting deterioration of visual acuity) from time to time inevitably leads to unpleasant mistakes.

4. TIPS FOR THE FIRST GAME

For the first game, you should probably ignore the special abilities of the vampires and play without them. Each vampire is then played according to the same rules. Furthermore, each player should be sure that he keeps a hunchback on hand in case he is staked through the heart. Anyone who doesn't have a hunchback should, if possible, move only as mist.

5. THANKS

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OVERVIEW OF A GAME TURN

A vampire becomes the active player as soon as another player has completely finished his turn, that is, the previous player has taken any drops of blood he is due from the blood bank and, if necessary, has discarded any surplus cards.

If the new active player is immediately staked through the heart, for example, he starts his turn lying in his tomb, he must immediately end his turn.

Otherwise, he executes the following actions in the following sequence:

- 1.) Vampire Connection
- 2.) Play as many cards as he likes in any sequence.
Movement cards may only be played by unstacked vampires.
If he is staked through the heart during movement, he must immediately end his turn.
If, during a visit to the village, he turns over an event card, he must immediately end his turn.
- 3.) End of the turn
 - a) distribution of victims lying in front of his castle
 - b) drinking blood (only for vampires who end their turn in their castle)
 - c) drawing cards
 - d) discarding surplus cards