

You will need a MASTER GAME SET to play VAMPIRE as it is a Sequel to The Video Board Game **ATMOSFEAR™**.

COUNTESS ELIZABETH BATHORY

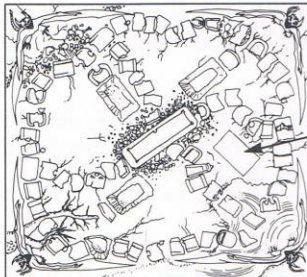
The Blood Countess Elizabeth Bathory is one of the most murderous Vampires in the history of horror. Born in Hungary in 1560, Bathory killed more than 650 young women and took early morning baths in their blood in a quest for eternal beauty.

There is some genealogical evidence to suggest Bathory might even have been related to Vlad 'Dracula'. Imprisoned in her own castle for her perverse crimes, she died at 64. Or did she?

ATMOSFEAR™IV is not just a race against the clock. It is a game of survival as, one by one, players are turned into Vampires.

The rules of the game remain the same and you will be playing with the same set of keys, playing pieces, numbered discs, coin, dice and the same graveyard game board and **NIGHTMARE** cards.

Simply replace the **TIME**, **FATE** and **CHANCE** cards with the new sets and then fix the adhesive **BLACK ROSE** label to the game board and place this additional set of cards on top.



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BLACK ROSE Cards

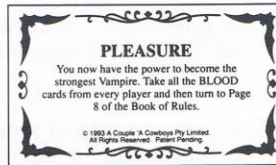
ATMOSFEAR™IV introduces an additional set of cards to the game - BLACK ROSE.

These cards are not won off the board. The only ways you can pick up one of these cards are if specifically instructed by The Countess, on a CHANCE card, or if a vampire fails in its attack on you – even then you have to guess what is on the card in order to keep it.

For example, at various points during the game The Countess will appear and ask you to choose between “Pleasure” and “Pain.”

You must choose one or the other, answering either “Pleasure” or “Pain” immediately.

The Countess will then instruct you to take a BLACK ROSE. “If what you have chosen is on the card, you may keep it...”



BLACK ROSE cards carry special pleasures and pains. They can turn you into a Vampire, protect you from one or even destroy one.

VAMPIRES

Vampires become an ever increasing threat during the game, for all it takes is for one player to be cursed, and nobody is safe!

If you are unfortunate enough to be cursed, you will be told to turn to Page 8 of The Book of Rules and to follow the instructions for your transformation into a Vampire.

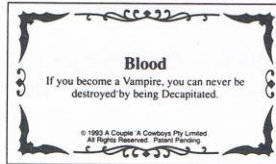
Some Vampires are very weak and can only prey on their victims on gravestones marked X, but others can become extremely powerful. It all depends on the number of BLOOD cards a player has before being turned into a Vampire.

VAMPIRE Cards

VAMPIRE cards are provided for any player who is cursed. They explain what a Vampire should do on their turn and what their powers are. DO NOT read these cards unless you have been turned into a Vampire.

BLOOD Cards

During the game, you might collect FATE cards called BLOOD, which increase the power of Vampires. These cards are useless if you are **not** a Vampire, but deadly in the hands of one, as the more Blood the creature has, the stronger it becomes.



BECOMING A VAMPIRE

There are several ways in which you could be turned into a VAMPIRE.

You could be challenged by The Countess to roll the dice "...and, if you roll a one, you are one of mine."

OR

You could pick up a BLACK ROSE or CHANCE card that turns you into a Vampire.

OR

You could be preyed upon by one.

OR

You finally collect six keys and make your way to the centre only to pick up the NIGHTMARE card with your greatest fear on it.

IF you are turned into a Vampire you must turn to Page 8 and follow the instructions.

In the event all players are turned into Vampires, the game is over.

The tape must be stopped and The Countess declared the winner.

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BEING ATTACKED BY A VAMPIRE

A weak Vampire - one without any BLOOD cards - can only prey upon one player at a time and can only attack their victim on certain stones.

The first sign that you have been singled out by a Vampire is when you are told **"You are my prey!"**

The Vampire will then wait for you to land on a specific stone, then scream your number out loud and roll the dice. If it rolls your number, you too become a Vampire.

However, if you are being preyed upon by a very powerful Vampire, it may be able to attack you on any stone and also thwart any attempt you make to save yourself.

PROTECTION

The only way you can protect yourself from a Vampire is through a FATE card providing you with **Sanctuary** or a BLACK ROSE card.

Some cards simply ward off one attack and must be returned to the back of the pack after use, while others can protect you throughout the game and even destroy a Vampire.

If a Vampire is destroyed, it is out of the game completely. It must return all its keys, return its BLOOD cards to the back of the pack and be content to just watch the proceedings.

Be extremely careful when destroying a Vampire, as if you come up against a very powerful one, it could end the game!

Some important points to try and remember:



- Whenever The Blood Countess requests you to “**Indulge Me!**”, you must immediately reply “**Forever! My Lady!**” or be penalised.
- Before play starts, establish who the youngest and oldest players are.
- Whenever The Countess appears, play must stop immediately and you should only speak in her presence, if you are spoken to directly.
- Read every card through thoroughly.
- If you are given an instruction or task, obey without question and listen carefully to everything The Countess says.
- Keep this Book of Rules close by, as players will be asked to refer to it at various stages throughout the game.
- Ensure everybody understands the rules of the game before PLAY, as you cannot pause or rewind the tape once the game begins.
- Finally. Take some time to create the perfect setting. **ATMOSFEAR™** always delivers the most frightening fun when played loud with the lights low.

Some hints on creating the best Atmosfear

1. Try and light only the table the game is being played on. Position players in a semi-circle facing the TV screen, ensuring all have the best view.
2. If you have a stereo system linked to your VCR, adjust the levels to achieve the highest level of sound without distortion. The louder you play the game, the greater the shock value.
3. The game is always best played after dark!

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Roll the dice and then read the corresponding numbered paragraph.

1. You will victimise the player marked with this number for the remainder of the game. If you can inflict any damage on any opponent at any point in time during the game, this player will be your first choice. And if you become a Vampire, they will be your first victim to prey on. If you are number 1, you are released from this task.
2. You will victimise the player marked with this number for the remainder of the game. If you can inflict any damage on any opponent at any point in time during the game, this player will be your first choice. And if you become a Vampire, they will be your first victim to prey on. If you are number 2, you are released from this task.
3. You will victimise the player marked with this number for the remainder of the game. If you can inflict any damage on any opponent at any point in time during the game, this player will be your first choice. And if you become a Vampire, they will be your first victim to prey on. If you are number 3, you are released from this task.
4. You will victimise the player marked with this number for the remainder of the game. If you can inflict any damage on any opponent at any point in time during the game, this player will be your first choice. And if you become a Vampire, they will be your first victim to prey on. If you are number 4, you are released from this task.
5. You will victimise the player marked with this number for the remainder of the game. If you can inflict any damage on any opponent at any point in time during the game, this player will be your first choice. And if you become a Vampire, they will be your first victim to prey on. If you are number 5, you are released from this task.
6. You will victimise the player marked with this number for the remainder of the game. If you can inflict any damage on any opponent at any point in time during the game, this player will be your first choice. And if you become a Vampire, they will be your first victim to prey on. If you are number 6, you are released from this task.

Cast the dice 4 times. Find the corresponding number and then read your reward.

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4. Receive a key.
5. Choose between "PLEASURE" and "PAIN" then take a BLACK ROSE. If what you have chosen is on the card, keep it. If not, return it.
6. Banished to the BLACK HOLE.
7. Move to the closest gravestone marked X.
8. Return the next key you receive.
9. TIME card.
10. FATE card.
11. Roll the dice and IF you roll your number, receive a key. If you fail, you must miss the number of turns you have rolled.
12. Roll the dice and miss the number of turns you have rolled.
13. SCREAM and receive a FATE card for each player you scare.
14. Any 'flesh' in the BLACK HOLE are released.
15. If you have any keys, return one.
16. Banish the opponent of your choice to the BLACK HOLE.
17. Roll the dice again and IF you roll a '1', turn to Page 8.
18. TIME card.
19. FATE card.
20. CHANCE card.
21. Move to the closest gravestone marked X.
22. Banished to the BLACK HOLE.
23. Roll the dice and IF you roll a '1', turn to Page 8.
24. Receive a key.



You are now a Vampire and the faithful servant of the Blood Countess. You cannot continue to play the game. Instead, you will spend the remainder of the hour in the service of Elizabeth Bathory, preying on new victims.

You are now immediately instructed to:

- Return all your cards **except** those marked with BLOOD.
- Take your playing piece and disc off the board but keep your keys.
- Take a Vampire card and read it carefully.

Do not read any further until you have completed all of the above tasks in complete silence!

Your transformation is complete. Now you can **'prey'** upon the victim of your choice. Choose **ONLY** one opponent, fix them with an ice cold stare, reach out and caress their neck then announce **"You are my prey"**.

Then watch and wait until that player lands on a gravestone marked **X**, or any stone specified on the VAMPIRE card or a BLOOD card. The instant your prey lands on that stone, seize the dice, scream their number aloud - the louder, the better the shock value - and roll the dice.

If you roll your victim's number, announce **"You are one of ours! Turn to page 8."** You can then select another victim.

If you fail to roll your victim's number ask them to choose between **"PLEASURE"** and **"PAIN"**. They must take a **BLACK ROSE** card which they may keep if they have chosen correctly. You must then wait until they land on another stone marked **X** before attempting again, unless you have been permitted to prey on your victim on other stones.

You still play on your turn - see the VAMPIRE card for details of what you should do.

If all the players are turned into Vampires, the game is over, the tape is stopped and the Blood Countess is declared the winner.