

# Vampire

- You may keep only your BLOOD cards and any keys you have collected. Return all your other cards to the back of the packs.
- You need not concern yourself with what Elizabeth Bathory may say or ask of the other players, unless of course she decides to destroy you completely. If it is your turn when she asks "Whose turn is it?", she is speaking to the flesh who plays after you.
- Choose a player you would like to turn into a Vampire. This is your prey. You may attack them if they land on:
  - a gravestone marked X
  - on your gravestone
  - on other gravestones specified on your BLOOD cards.
- You may also attack any player who lands on your own gravestone.
- To attack a player, wait until they are on one of these stones and then shout their number aloud whilst rolling the dice. If you succeed in rolling their number, your prey becomes a Vampire. You may then take a key and choose a new prey.
- If several Vampires have the same prey and that prey becomes a Vampire, then all the Vampires must choose a new prey.
- You will still play on your turn - see the other side of this card.
- If a card is played which makes you mortal flesh once more, you may keep all the keys you have collected.

## Instructions

When it is your turn to play, announce 'odd' or 'even' and roll the dice. If you are correct, roll the dice again and read the appropriate number below:

1. Take a BLOOD card from your prey.
2. You can attack your prey twice if they land on a gravestone marked X before your next turn.
3. On this turn only, you may attack your prey on any blank gravestone.
4. Give one of your BLOOD cards to an opponent.
5. Take a BLACK ROSE card from your prey and return it to the back of pack.
6. Take a FATE card but you can only keep it if it is a BLOOD card.

# VAMPIREOLOGY™

## GAME RULES

3-6 Players  
Ages 8+

### Contents:

Game Board  
2 Standard Dice  
12 Fighting Dice  
6 Character Playing Pieces  
6 Character Cards  
67 Fact/Fate Cards  
15 Bitten Cards  
6 Designation Cards  
16 Vampire Cards  
64 Gadget Cards  
15 Shard Cards  
Instructions

*Your name is Joshua T. Kraik and you run a Private Detective Agency in London, 1920. Recently, you received a letter from a dying friend, requesting your help on a mission that will take you to the four corners of the world in search of the pieces of a lost artefact – The Sword of Angels.*

*Set sail and collect the missing shards of the sword in this thrilling game of survival, where you will discover the terrifying story of vampires. The future of mankind relies on the successful retrieval of the sword which, when pieced back together, will destroy vampires for all eternity. Be prepared – the task is great and time is against you.*

## THE TRUE HISTORY OF THE FALLEN ONES

### IN THE BEGINNING OF TIME...

The origins of vampires date back to the time before time. According to legends of Heaven, the creatures that we now call vampires were descended from three angels – Moloch, Ba'al and Belial – who rebelled against God and fell from his grace. God sent a host of angels, led by the Archangel Michael, to battle the three rebels on the clouds of Heaven. The battle lasted three days; Michael and his host prevailed, and the three were slain, their bodies burned and cast down to Earth.

These three Fallen Ones should have passed out of memory, but wandering tribes on Earth found their smouldering ashes and began to worship them. This revived the creatures, who woke with a terrible thirst for blood. They drank deeply of the blood of humans and, refreshed, set out to seek revenge against Heaven. An appetite for blood stayed with them – it was the nectar that sustained and nourished them. They each went their separate ways to spread the curse of bloodthirst throughout the world but, before they parted, they agreed to the Rule of Three. This stated that each of the vampires was permitted to create three progeny, or Chosen Ones, who would be transformed to feed on human blood. Each of these Chosen could, in turn, create three of its own progeny. This rule ensured that vampire numbers would not overwhelm human populations – as the Fallen wished for human blood to remain available always, to save them from having to feed on less tasty animals. Ba'al, the Deceiver insinuated himself into the hearts and minds of men, submitting them to mind control and making them serve his needs. Moloch, the Destroyer, declared war on humankind, murdering for the sheer pleasure it gave him. Belial, the Tortured, retreated to the Earth's remote places to dwell on the price he had paid for his disobedience.

### THE PROTECTOR

As the curse of the Fallen spread throughout the Earth, Michael set out to find One who could stand between humanity and vampires. He found among mortals a Protector – a strong man, a hero – and counselled him in the ways of the vampire. For his time on Earth, the Protector was to be custodian of the true knowledge of vampires. He was charged with the destruction of these blood drinkers and ordered to seek out other creatures of the night to fight against them. When his days came to an end, he was to appoint a successor to take up his mantle. So began the line of Protectors – men with gifts of courage and intellect who would take the fight to the Fallen Ones. It was a hard and thankless task.

### THE FOUR SHARDS

After Archangel Michael's battle with the Fallen Ones, the shards of his sword fell to the four corners of the Earth. Legend tell us that in each of these corners, a great and beautiful garden sprang forth, an echo of paradise itself. At the heart of each garden was a silver birch tree, majestic and shining, which grew in the very spot where the shards fell. Over time, humans became blind to the beauty of the gardens, and the knowledge of their locations was lost. But deep beneath the earth, the source of the trees' power remains. It is the Protector's task to find the lost shards and make them one again. With this task complete, the vampires will be destroyed for all eternity.



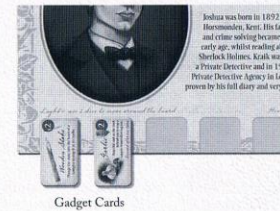
### OBJECT OF THE GAME

**Human:** As Joshua T. Kraik, you are now a Protector. You must be the first player to collect the four missing shards of the Sword of Angels and return to London.

**Rogue Vampire:** Turn all players into vampires and stop the sword from being pieced back together.

### SETTING UP

1. Separate the playing cards – Fact/Fate Cards, Vampire Cards, Designation Cards and Bitten Cards – and place these aside.
2. Shuffle the Fact/Fate Cards and place in a pile, face down, on the designated space on the board.
3. Shuffle the Vampire Cards and deal four cards, face down, to each of the four corners of the board. Turn over the top card of each pile to reveal the Guardian Vampires.
4. Shuffle the Gadget Cards and place in four piles face down on their designated spaces on the board.
5. Arrange the fighting dice into two sets. The black dice are for the vampires and the white dice are for the humans.
6. Count out enough Designation Cards for each player – one of these must be the Vampire Designation Card. Shuffle and deal one to each player, face down. These must be kept secret and not revealed to other players. Remove the other Designation Cards from play.
7. Count out the Shard Cards – there must be enough for all human players to be able to collect three different shards each. Remove any other Shard Cards from play.  
*Example: Four players will need nine Shard Cards – three lockets, three shards and three daggers.* Shuffle these cards and deal one card, face down, to each designated space on the board. Place the other Shard Cards in a pile, face down, next to the board.
8. Each player chooses a Character Card and matching coloured play piece. Place the Character Card in front of you with the human side up, and place the coloured play piece on the relevant coloured space on the board.
9. Each player draws a Gadget Card from the top of each deck and places them on their Character Card. If any of the Gadget Cards are Vampire Gadget Cards (these have a white V in a red circle, top right-hand corner) return it to the bottom of the deck and draw another card. Humans cannot carry Vampire Gadgets.
10. Take turns in rolling the dice. The player who throws the highest value goes first and play continues in a clockwise direction from this player.



### PLAYING THE GAME

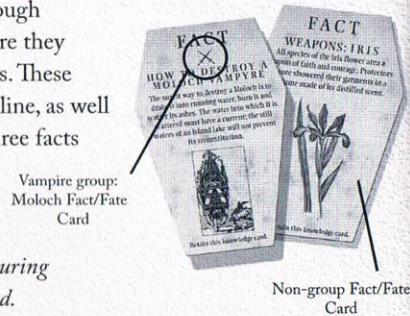
- All players use two dice to move around the board initially. Once revealed, vampires can only use one die, as can humans carrying heavy loads (see 'The Gadget Cards').

A quick note on the 'Rogue' Vampire. By now, one of you has received the 'You are a vampire' Designation Card. In order to gain the element of surprise with the other players, you start the game as human and keep your true identity secret, collecting human gadgets (not vampire ones) and Fact/Fate Cards and rolling two dice to move around the board, until you make your first attack! At such point, your identity as the Rogue is revealed.

You are now ready to play the game.

- As Joshua T. Kraik, one of the world's newest Protectors, you take turns in moving around the world in search of the missing shards. The shards are guarded by vampires that need to be defeated before the shards can be gathered. Vampires falls into one of three groups – Moloch, Ba'al or Belial. Each player must gather enough knowledge about the vampire they intend to fight before they attack. That knowledge is found on the Fact/Fate Cards. These cards contain historical facts about each vampire bloodline, as well as general vampire facts. Players must obtain at least three facts about vampires – two of these must be specific to the bloodline of the vampire they intend to attack.

*Example: If the guarding vampire you intend to attack is a Moloch, you must have at least two Fact/Fate Cards featuring the Moloch symbol at the top, plus any other Fact/Fate Card.*



### The Game Board

- Players can move around the board in any direction as long as they use up all their dice throws.
- A player's whole move must be in the same direction.
- On reaching the edge of the board, players can carry on to the other side of the board by following the arrows. The green areas of the board represent the paradise gardens where the shards fell. Players can only enter the gardens when they have acquired enough knowledge to fight the guardian vampire, and also found a spade (Gadget Card).
- No two players can land on the same space.
- Each space on the game board counts as one when moving from a roll of the dice. Depending on which space you land, there are four actions that can happen:



Blank Space – Do nothing.



Gadget Card – Draw a Gadget Card from either deck.



Fate/Fact Card – Draw a Fact/Fate Card and follow any instructions on the card. Knowledge Cards must be left visible to all players.

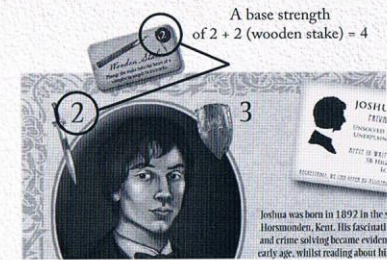


Fight the Guardian Vampire – If you have enough knowledge (see above).

### The Gadget Cards

- The chest symbol represents the Gadget Cards. If you land on one of these spaces, you can draw the top Gadget Card from either of the decks. If you want to keep it, place it on your Character Card for all to see. If you do not want to keep the card, place it face up in front of either deck to start a new pile. The next player landing on a Gadget space can choose whether to take that card

- Your character has basic strength and protection values found on the top left-hand side of each Character Card. Strength for fighting is shown as a sword and value, and a shield and value show what protection your character has. Increase these values by collecting gadgets. For example, a base strength of 2 added to a 'wooden stake' of 2 increases your strength to 4.
- Humans can't carry the vampire gadgets. Likewise, a vampire can't carry weapons and talismans – that is, unless you are posing as a human, before your identity as the Rogue is revealed.
- Carrying many gadgets will decrease the speed you can travel around the board. Your Character Card shows how many you can carry before you must only use one die.
- Players can drop any Gadget Card on their turn to reduce their weight. This must be done before they throw the dice. These should be placed on either of the face-up piles.
- Any player holding a Garlic Gadget Card can, on their turn, drop it on the space behind them on the board to block the path of an approaching vampire. It remains there until their next turn, where it is discarded and placed at the bottom of one of the gadget decks.



### The Fact/Fate Cards

- The vampire bat symbol represents the Fact/Fate Cards. If you land on one of these spaces you can draw the top Fact/Fate Card. Read the card and follow any instruction listed at the bottom.
- Some cards are to be retained. Others are to be returned to the bottom of the deck once used.



### Vampire Bloodline-Specific Knowledge Cards

These cards contain knowledge relating to each of the vampire bloodlines. Before battling a vampire, players must obtain at least three facts about vampires, two of which must be specific to the bloodline they intend to attack. Keep these cards visible to all players.



### General Vampire Knowledge cCards

These cards contain general knowledge about vampires. Keep these cards visible to all players.





### Flight! Card

Use this card to fly to anywhere on the board. It must be played at the start of your turn. Follow any instructions for the space you land on. This card can only be used once. Keep this card hidden from other players and return it to the bottom of the deck once used.



### Fourth Shard Card

This is the fourth and final Shard Card. It can only be retained if you are in possession of three other shards. If you do not have three other shards you must hand it over to the Rogue Vampire. If the Rogue is not revealed at this point, they must now make their true identity known by turning over their Character Card to the vampire side. In order for a human player to win the final shard they must attack and defeat the vampire who holds the card in their possession. They can only attempt this when they possess the other three shards.



### Steal! Card

This card allows you to steal any Gadget or Shard Card from any other player. It can be used immediately or kept for future use. This card can only be used once. Keep this card hidden from other players and return it to the bottom of the deck once used.



### Thief! Card

This card allows you to defend yourself against a potential thief. If an opponent plays the Steal Card against you, hold up this card and say 'thief'. Then, you and your opponent must discard both cards. This card can only be used once. Keep this card hidden from other players and return it to the bottom of the deck once used.



### Fresh Start Card

When this card is drawn from the deck, show it to all players. It removes the curses from human players and also removes any Garlic Gadget protections that have been placed on the board. Any human that is 'Bitten' can return the Bitten Cards to the vampire. However, any human that has been turned into a vampire remains as a vampire – that, unfortunately, is irreversible. Return this card to the bottom of the deck once used.



### Strength! Card

This card gives the holder extra strength and protection. It can be used when attacking the guardian vampires or when being attacked by a Rogue Vampire. Present it before the fight begins and add the extra values on the card to your existing values. This card can only be used once. Keep this card hidden from other players and return it to the bottom of the deck once used.

### Fighting the Guardian Vampires

- Once a player has gained enough knowledge and acquired a spade, they can enter the gardens and attack the guardian vampires.
- Land exactly on the tree symbol space to attack.
- If the Rogue Vampire is revealed at this point, they take on the role of the guardian. If not, any other player takes on the role of the guardian.
- The human player takes their set of six white fighting dice and rolls them. The number of swords thrown, added to the strength on the player's Character Card and any appropriate Gadget Card, form the player's attack value. The vampire must then throw their six black dice, adding the number of shields thrown to the protection value shown on the Vampire Card.
- If the outcome is a draw, both players throw again until a winner is determined.
- If the vampire loses the fight, the human player can turn over the Shard Card. If it is a shard they don't already have they can keep it near their Character Card. Place a new Shard Card face down in its place. If they already have that shard piece, they must leave it visible for the next player to retrieve. The Vampire Card is put to the bottom of the pile and the next Vampire Card is turned over.
- If the vampire wins, a Bitten Card is given to the human. There are three Bitten Cards: 'First feed', 'Second feed' and 'Third feed'. A player who receives three Bitten Cards becomes a vampire.



Base strength	2
Wooden stake	+2
Fighting dice	+4
Attack	= 8



### The Rogue Vampire

- On receiving the vampire Designation Card at the start of the game, it is the Rogue's objective to turn all players into vampires.
- The Rogue starts the game posing as a human and plays along using the same traits as humans until he/she gets the first opportunity to attack.
- To attack another human, the Rogue must be on the neighbouring space to the human.
- Next, the Rogue must reveal his/her identity by turning over the Character Card to the vampire side.
- Discard all Fact/Fate Cards and Gadget Cards. These are returned to the bottom of their corresponding decks.
- The attack is carried out in the same way as fighting the guardian vampires.
- The Rogue throws their fighting dice first, using swords for attack, then the human throws their fighting dice using shields for protection. Both scores are added to the character's base strength and protection values and a winner is found.
- If the vampire's attack is successful, he/she presents a Bitten Card to the victim. If the outcome is a draw or the vampire fails to win the attack, the human escapes and the vampire's turn is over.

### Human Becomes Vampire

- Each time a human loses a fight or attack, they receive a Bitten Card.
- The first card states that this is the 'First feed'; the second, 'Second feed'; and the third states that 'You are now a vampire'. Once a human player receives the third card, they must immediately turn over their Character Card and discard all Fate/Fact Cards and Gadget Cards. Any Shard Cards they hold remain in their possession.
- Once a player has been turned into a vampire, they continue the game in the same way as the Rogue Vampire. They cannot become human again.
- They can collect vampire gadgets and attack the remaining humans to turn them into vampires.

### Attacking the Rogue Vampires

- If the Rogue Vampire or any newly turned vampires have pieces of shard in their possession, human players can attack them to retrieve the shards.
- The human must land on the neighbouring space to the Rogue Vampire and attack in the same way as they would attack a guardian vampire.
- If the human player wins the attack, they can take all the shards from the Rogue. However, if they fail, they must receive a Bitten Card.

### Forcing out the Rogue

- There is one moment in the game where the Rogue will be forced to reveal his/her identity. One of the Fact/Fate Cards is the Fourth Shard. If this card is picked up by a human who has not already gained the other three shards, the Rogue must identify him/herself and take the Fourth Shard Card into their possession.

### The Fourth Shard of the Sword of Angels

- Once a human player has gathered three different shards from the four corners of the world, they must find the Fourth Shard. By this stage in the game, it is likely that it won't be in the Fact/Fate Card deck any more – it is most likely with the Rogue. In order to obtain this shard, the human player must attack and successfully win a fight against the Rogue.

## WINNING THE GAME

**Human:** The first human to successfully collect all four shards of the Sword of Angels and return to London (*the white circle space on the board*) wins the game.

**Vampires:** If all humans are turned into vampires, the Rogue Vampire wins the game.