





Series A abilities;

- A1) **dime vampires** have **2 claw**.
- A2) **nickel vampires** have **3 claw**.
- A3) **penny vampires** have **2 fang**.
- A4) **nickel vampires** have **3 fang**.
- A5) +1   for all vampires if 2 victims on scare area.
- A6) has 0 T.O. slot, when making a vampire, place a coin from hand on scare area to place your new vampire in the next available faster turn order slot.
- A7) **dime vampires** are worth **6vp**.
- A8) **nickel vampires** are worth **6vp**.
- A9) **penny vampires** are worth **6vp**.
- A10) **+1vp per penny victim in hand at endgame.**
- A11) **+2vp per dime victim in hand at endgame**
- A12) **+2vp per nickel victim in hand at endgame**

Series B abilities;

- B1) feed **4 vampires** with **3 victims**. during phase 1, may feed 4 hungry vampires with just 3 victims.
- B2) **+2vp** per set of **penny, nickel, and dime** victims at endgame.
- B3) **+3vp** if no **penny** vampires.
- B4) **+3vp** if no **nickel** vampires.
- B5) **+4vp** if no **dime** vampires.
- B6) during **populate**, may add **5th** coin to the **city**.
- B7) sacrifice one of your **victims**(from **hand** or **fatigue**) (place in **supply**) to move **2 victims** from your **fatigue** area to your **hand**.
- B8) on 1 of your **vampire's** turns, place **1 victim** from your **hand** into your **scare area** to allow that vampire to take a victim from **supply** instead of **city**.
- B9) on 1 of your **vampire's** turns, place **1 victim** from your **hand** into your **scare area** to allow that **vampire** to take **2 victims** instead of **1**.
(all rules for taking **victims** still apply.)
- B10) **+1vp per 2 victims**.
- B11) on 1 of your **vampire's** turns, place **1 victim** from your **hand** into your **scare area** to **re-populate** the **city area**. does not count as an action.
- B12) **+1vp per coin in scare at endgame.**

Series C abilities;

- C1) place coin in scare to give penny vampires **3 fang**.
- C2) place coin in scare to give dime vampires **3 claw**.
- C3) place coin in scare to give nickel vampires **3 claw** and **3 fang**.
- C4) **2vp** for each victim type that you do not have (pennies, nickels, or dimes).
- C5) place coin on scare to flip vampire from tails to heads.
- C6) flip vampire from heads to tails to to add its claw  to another vampires.
- C7) move a coin from scare to fatigue to bump one of your vampires into the next available faster **turn order slot**.
- C8) flip vampire from heads to tails to to add its claw  to another vampires.
- C9) sacrifice a victim from fatigue area to flip a vampire from **tails** to **heads**.
- C10) right after feed phase, sacrifice 1 of the coins you fed on (place it back in supply) to flip 2 of your vampires to **heads-up**.
- C11) **3vp** for each nickel in graveyard.
- C12) **3vp** for each dime in graveyard.

graveyards: for c11,c12: when taking a victim, you may place the victim in your graveyard instead of hand. coins in graveyard cannot be used during the game and are just for vp.

Vampires vs. cats: this game is fully compatible with werekittens. one player can take a cat and the other can take a vampire. Also in 3 player in any combination of cats and vampires