Blood Coven

2-3 player

15-20 minute

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Components: 10 pennies, 6 nickels, 6 dimes, 1 quarter, 1 Card per player

The Player Card: has **5 turn order spaces** numbered **1-5** in which vampires can be placed.

The Pieces: The pieces in this game are coins. The location and orientation of each coin indicates whether it is a **villager**, a **vampire**, or a **victim**.

Villagers: coins in **supply area** and **city** are villagers.

Vampires: coins on the **turn order spaces** of a player card are **vampires**. **heads-up vampires** are well fed and can take actions. **tails-up vampires** are hungry and can't take actions.

Victims: coins in a player's possession that are in a player's **hand, scare,** or **fatigue area** are **victims.** they can be fed on, turned into vampires, or fatigued to add extra **fang** or **claw** to a vampire.

Setup: each player take a **player card** and place in front of self.
- each player take 3 starting coins. take **1 penny, 1 nickel,** and **1 dime.** one of these coins will be your starting vampire and the other 2 will be your starting victims.

  If you take the **dime** as starting **vampire**, place it on **turn order** slot **3, heads-up**.

  If you take the **nickel** as starting **vampire**, place it on **turn order** slot **4, heads-up**.

  If you take the **penny** as starting **vampire**, place it on **turn order** slot **5, heads-up**.

Fatigue Area: victims that were fed upon go here until they recover.

Supply Area: place all remaining coins between players(supply area).
- Place Quarter between players.

Claw and **fang**
 In this game, all **actions** require the use of a **vampire's claw** or **fang** number.

use the **claw** number when **vampire** is taking a **victim.**(turning a villager into a victim.)
pennies have **3 claw**, **nickels** have **2 claw**, **dimes** have **1 claw.**

use the **fang** number when **vampire** is making a vampire. (turning a victim into a vampire.)
pennies have **1 fang**, **nickels** have **2 fang**, **dimes** have **3 fang.**

Gameplay: is divided into 3 phases

Phase 1 feed/ scare:
 feed: if any **vampires** are tails-up, they must be fed or they will die at the start of **phase 2**.
   to feed a vampire, place any coin from hand (**victim**) on top of the hungry vampire.
 scare: place coin(s) on **scare area** if you want to **sacrifice** them during phase 2.
   place coin(s) here to activiate certain **special abilities.**
- players do **not** need to place all of their coins during this **phase.**
- first player to finish placing coins takes the **quarter.**

Populate City: Starting with player who has **quarter,** players take turns taking coins from the **supply area** and placing them in the **city area,** until there are **4 coins** in **city.**
(the **city area** is **between the players,** next to supply area**)**.
- Whenever a player takes the last coin from the **city area,** **populate city**.
- any time that there are not **4 coins** in **city** at end of **Phase 1**, add coins until there are 4 in **city**.
   (populating **city** always starts with player who has **quarter**.)

Phase 2 Action : at start of this phase , do these things in order;
- any coins in **fatigue area** are returned to hand.
- any **vampires** that are tails-up with no coin on them starve(return to supply).
- move any coins that are on top of vampires into fatigue area.
each **vampire** takes its **action** in order. **vampire 1** can take action, then **vamp 2** take action, then **3, 4,** etc.
- each vampire, on its **turn**, may take **1 action**. there are **3 possible actions** a **cat** can take.
- only **heads-up** vampires can take actions. flip vampire to **tails** after it has taken its **action.**
- if both players are taking **action** with vamps with **same number**, player with **quarter** goes first.

Actions: below are the 3 actions
1) Take victim: If **vampire** has **claw** that is higher than or equal to **claw** of a **villager** in the **city**, vampire may take that **villager** into hand as a **victim.** victims can be fed upon to keep your vampires alive, and sacrificed to temporarily increase a vampire's claw or fang.
   Claw is: **1** for dimes, **2** for **nickels,** and **1** for **pennies.**

2) Make vampire : if **vampire** has **fang** that is equal or higher than the **fang** of one of the coins in player's hand. vampire may, convert that victim into a vampire.
   - place new vampire, tails-up in slowest available turn order slot.
   - if your vampire's fang is higher than the victim's fang, you may move it up one turn order slot for each extra point of fang that your vampire has.
   Fang is: **3** for dimes, **2** for nickels, and **1** for **pennies.**
   example: if my dime vampire converts a penny from my hand (dime has fang of 3, penny has 1). so my new penny vampire may be placed 2 turn order slots faster than the lowest spot(3-1=2).

   Blood Rage: if you move a coin from your scare area to your fatigue area, you may add its fang or claw to your vampire's fang or claw.

3) re-populate : move a coin from scare area to fatigue to move any coins left in **city** back in **supply** and then **populate city** normally.

Phase 3: refresh : (if no **coins** in **city** or **supply**, go to **Endgame.** if not, continue)
   - move any **victims** from **scare area** to fatigue area.
   - begin new **round**.

Endgame and Scoring : Game ends at **end of round** in which **no coins** are left in **city** or **supply.**
 - before scoring, you must feed all of your vampires.
 - if any **vampires** are tails-up, remove them from the game (the game is still over).

Vampires : 3vp penny vampire, **4vp** nickel vampire, **5vp** dime vampire
Victims : 1vp for each victim.

Player with most vp wins.