

Feeding: After all monsters have taken their Turns, players may feed cards from their hands to their Vampires.

Follow these 3 steps in order to Feed;

- 1) flip over the cards you fed on last Round. (ignore this step on first Round).
- 2) feed cards from your Hand to your Vampires.
Remember Vampires die if they begin a Round with no Blood on them.
 - Place card from your Hand face up to the left of your Vampire(s) (this area is called the "Fatigue Area") to feed it to one of your Vampires.
 - Place a number of Blood Cubes on a Vampire equal to the card's **Vigor** (Vampires don't share cards) (you may feed multiple cards to one Vampire).
- 3) Return the Cards that you fed upon last Round to your hand (the cards you flipped over during Step 1).

After feeding is complete, begin next Round. Any Vampires with no Blood Cubes on them die immediately. Place them at the bottom of the deck.

Card Location : The location of cards is very important;

- Cards in the City Area are ordinary villagers. (not vampires)
- Cards in your hand are villagers that you have charmed and are healthy enough to be fed upon or Converted into Vampires (members of your Herd).
- Cards in your Fatigue Area are members of your Herd that are too drained to be fed upon or Converted into Vampires (fatigued members of your Herd).
- Cards attached to your Starting Vampire are your Vampires.



Fatigue Area



Vampire Area

Endgame and Scoring :

Game ends at the end of any Round in which ;

- there are no cards remaining in the Villager Deck.
- any player has 8 Vampires (including your starting Vampire)
- any player has created 5 or more Vampires with the same Family Jewel colour.

Scoring :

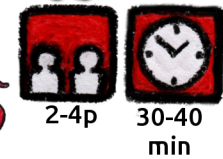
- score 1vp for each Blood Cube on your Vampires.
- score 2vp for each Vampire that you converted. (don't count starting vamp)
- score 13vp if you have created Vampires with every Family Jewel Colour.
or
choose 1 colour. Score 3vp for each Vampire you have with that colour jewel.

visit www.niceboardgames.com for more info

CULTS & COVENS

VAMPIRES

Age 13+



You are an ambitious vampire with a taste for fancy folks. Charm tasty citizens to create a herd to feed upon. Convert the best of them into vampire minions to add to your coven and gain influence.

Components



50 Villager Cards



4 Vampire Cards

The Citizen Card : These cards represent the citizens in the city.

Each card has several stats that work differently for different monsters.

Vigor :

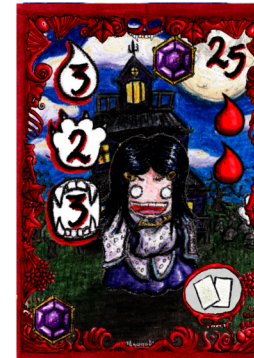
This is the number of Blood Cubes you get from this card.

Force :

Spend this many Blood Cubes to take this Card into your Hand.

Will :

Spend this many Blood Cubes to turn this Card into a Vampire.



Family Jewel:

Represents the card's family. Score points for sets of jewels at endgame.

Turn Order:

Monsters (cats, vampires, priests) take turns in order. Monsters with low numbers go first and higher numbers go after them.

Corpulence:

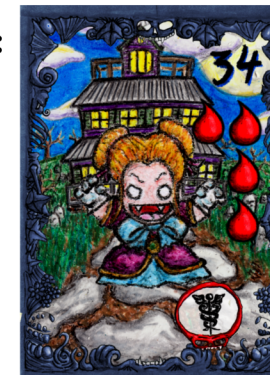
Red drops represent the physical size of the villager.

Vampires may hold this number of Blood Cubes on themselves.

The Vampire Card :

These cards represent the Starting Vampires that players can choose.

If your Starting Vampire starves, it is removed from game. The rest of your Vampires are placed at the bottom of the deck... (you lose)



Turn Order:

Vampires take turns in order. Each Round, the monster with lowest number goes first, then all other monsters take their Turns in order.

Blood Capacity:

This is the number of Blood Cubes this Vampire can hold.

Ability :


Some Vampires have a special ability that they can use every turn.

Setup :

- Each player select a Starting Vampire and place 4 Blood Cubes on it.
- Thoroughly shuffle the Villager Cards.
- Draw 6 Villager Cards and Place them face-up between the players.

City :

This area is called the City. Vampires can charm cards from the City to bring them into their hand (herd).

At the start of the game replace any cards that have a Force  of 3,

shuffle them back into deck.

(after setup, all Villager Cards are welcome in the City Area)



- Whenever a player takes the last card from the City, it refills immediately.
- Draw 6 Villager Cards and Place them face-up between the players.

Gameplay :

This game is played over the course of several Rounds.

- During each Round, each Vampire, starting with the one with the lowest Turn Order Number, takes its Turn in order until each Vampire has taken its Turn.
- After all Vampires have taken their Turns, Vampires get to feed on their Herd.

Blood Cubes : Vampires must spend Blood Cubes to take actions.

- Blood cubes are not shared. Vampires can only spend their own Blood Cubes.
- At the end of each Round, any Vampire with no Blood Cubes on it dies.

Players each begin with 1 Vampire, but as they create more Vampires, they get to take more Turns each Round.


At the beginning of each Round,

- Add cards to the City until it has 6 cards in it.

- Each Vampire, on its Turn, can Charm 1 card and Convert 1 card.

Charm cards to take them from the City and put them in your hand.

Convert the cards in your hand into Vampires.

Charm : A Vampire can take a card from the City by spending its force  in Blood Cubes. Blood Cubes must be spent off of Vampire whose turn it is.

- Spend blood cubes equal to the Villager Card's Force.
- Take the Villager Card into your Hand.

The card is now part of your Herd and can belong to you for the rest of the game. Cards in your herd can be fed upon or can be converted into Vampires.

Convert : A Vampire can convert 1 card from its Hand into a Vampire on its turn. Spend blood cubes equal to the card's Will  to convert 1 card from your Hand into a Vampire.

As you acquire new Vampires, nest them in turn order as pictured here.

If 2 Vampires have same Turn Order # the one with the red border goes first.



Special Abilities : Some Vampires have special abilities that they can use on their Turns. Use of Abilities is always voluntary. Abilities are not shared. Ever. Abilities take effect at the very start of the turn, before vampire takes actions.

There are 6 different powers in this version of the game ;



Draw : Draw a card and add it to the City Area.



Double Charm : Charm 2 cards instead of 1 on this Vampire's turn. Vampire can also convert 1 Card.



Charm Bonus : Reduce the Charm Cost of the card this Vampire is taking by 1. (It always costs at least 1 Blood Cube to charm.)



Convert Bonus : Reduce the Convert Cost of the card this Vampire is converting by 1. (It always costs at least 1 Blood Cube to convert.)



DaySnacker : Spend 1 blood cube to immediately feed a card from your hand to one of your Vampires. (must be used before taking actions)



Medic : Spend 1 Blood Cube to return a card from your Fatigue Area to your Hand.

Each Vampire can only use its ability once per Turn.

Scare the City : This is a special action that can be used once per Round by each player.

To use this ability, one of your vampires may, on its turn, **instead of** taking its Charm and/or Convert actions, may choose to "Scare the City".

To Scare the City, place any cards that are in the city on the bottom of the deck. Draw 6 new cards to fill the city.