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Game: **DRACULA**
Pub: **Rio Grande Games (2003)**

Page 1: **Rules summary**

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For best results, print on card, laminate and trim to size.



DRACULA



SETUP

Players choose **Dracula** or **Dr. van Helsing**.

Each player takes their 15 small **Encounter cards**, 10 large **Action cards**, 4 **Energy tokens**, and their Figure.

Both players shuffle their Action cards, and draw 5 for their starting hand. Set the other 5 cards aside.

Players each select 6 of their Encounter cards. These are combined, shuffled, and dealt randomly onto the 12 spaces on the board. Players keep the rest of their Encounter Cards as their supply.

Place Dracula on the **Ship space** and van Helsing on the **Carriage House**. Dracula takes the first turn. If playing more than one game, the loser of the previous game takes the first turn.

PLAYING THE GAME

There are two parts to a players turn:

1. Move his figure **and then**
2. Play an Action card

Players **must** move their figure.

Movement must be orthogonal and may not cross barriers. A player may move to the same space several times in a turn.

Both players in same place

If both players' figures end their move in the same space, the moving player *may* force both players to reveal all the Encounter cards in their supply.

He may then look at the Encounter card in that space.

Encounter cards

Players *may* choose to look at an Encounter card in any space.

A player may not look at the card in the space where he began his turn.

If a player finds one of his own Encounter Cards, he puts it in his supply without showing it to his opponent, then places any card in his supply on the board (it can be the same card). He may continue to move if desired.

If a player finds one of his opponent's cards, he turns it face up and resolves the required action as follows. His movement ends.

Action cards

Players **must** play one action card. This one card is used for both battle and movement, and is played when he ends movement (*ie.* when he reveals an opponent's Encounter card, or chooses to stop).

A player may invoke the **Special Action** if desired.

A player must play an Action card with a number equal to or greater than the number of spaces he moved his figure.

If he moves more spaces than the number, he loses one **Energy cube** for each extra step he took.

Players may then **move** or **place** a barrier matching the color on the card if desired (or any barrier in the case of a grey color). Barriers are placed between spaces and cannot be placed next to each other. There must always be a path open to every location on the board.

If the player has used his last Action card, pick up the unused 5 cards. If these have also been used, shuffle all cards and deal 5 more at random.

Cards

Opponent's Target (Victim/Coffin): the player places it face up in front of him. He must replace the card with one of his own.

Opponent's Companion (Vampire/Vampire Hunter): Resolve a battle by using the player's Action card and comparing battle **strengths**.

Symbol of Power (Cross/Amulet): The player automatically loses one Energy token. The card is turned back face down.

Empty: The player *may* place one of his own Encounter cards on the space.

Battle

If the player's strength is higher, the Encounter card is discarded and replaced with one of the player's Encounter cards from his supply.

If the companion's strength is higher, the Encounter card is turned back face down and the player loses 1 Energy token.

If the strengths are tied, the Encounter card is turned back face down and the player loses no Energy.

Recovering energy

If a player has 2 or fewer Energy tokens, he can give his opponent 1 Target card and recover 2 Energy Tokens. However, he may not do that if he has just lost his last token (and thus lost the game).

VICTORY CONDITIONS

A player wins when he locates all 5 of his opponent's target cards (either collected off the board and/or revealed in the opponent's hand.)

If both player's 5 target cards are revealed simultaneously, the player whose turn it is is the winner.

A player loses when he loses his last Energy token.