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Game: **FURY OF DRACULA (3rd edition)**

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FURY OF DRACULA

SETUP

Place the board within reach of all players. Place the **influence marker** on space 0 of the **influence track** and the **time marker** on the Monday day space on the **time track**.

One player is **Dracula** and sits near the side of the board showing the trail; the remaining players each choose a **hunter** and take a **character sheet** and **figure**, and one **hunter reference card**. Dracula takes the **reference map**.

If there are 3 hunter players, one player controls 2 hunters.
If there are 2 hunter players, each player controls 2 hunters.
If there is one hunter player, that player controls all 4 hunters.

Shuffle all **item cards** and place them facedown near the board. Shuffle both the hunter and Dracula **event cards** into a single deck and place it near the item deck. Sort the **hunter combat cards** by type and place them in 3 piles near the item deck.

Shuffle the **encounter cards** and **Dracula combat cards** into 2 separate decks and place them facedown near Dracula's side of the board. Organize the **location cards** numerically and stack them on top of Dracula's **power cards** to create his location deck. Place this deck near Dracula's other decks.

Place the **ticket tokens** facedown near the board and randomize them. Separate the remaining tokens by type and place them in piles near the board.

Dracula draws 5 encounter cards as a starting hand, and takes **1 rumor token**.

Each hunter places their figure on one of the cities on the map.

The Dracula player chooses a starting location and secretly searches their location deck for the matching card. They then place that card facedown on the first space on the trail. Dracula cannot choose a sea zone, Castle Dracula, or a city that a hunter occupies as their starting location. Dracula then places their figure on the red circle near the first space on the trail.

During the game, players can talk with each other and share information about their cards, but all communication must be open and in the presence of Dracula. If hunters share cards with each other, they must share those cards with Dracula.

SEQUENCE OF PLAY

1. HUNTER PHASE

Each hunter performs 1 action during the day and **1 action during the night**.

During each day and each night, hunters perform actions in activation order (follow the activation order number in the upper-left corner of your character sheet). A hunter can forfeit their action by passing.

A *delayed* hunter must stand their figure upright instead of performing an action.

Move action

Move your hunter to your new location, which must be either a **city** or a **sea zone**.

Hunters can only perform move actions during the day. A hunter may move by **road**, **railway**, or **sea**:

Road Move from one city to an adjacent city. Two cities connected by one road are *adjacent*.

Railway Move by rail by spending a ticket token, returning it facedown to the token pool. Use a value on the spent ticket token to determine how many railways you can use to move to a new city. The hunter does not move into any of the locations they pass through.

If a hunter moves using only white railways, they must use the white value to determine the distance they can move.

If a hunter moves using only yellow railways or a combination of white and yellow railways, they must use the yellow value for the distance they can move. If a ticket token does not have a yellow number, it cannot be used to move using yellow railways.

Sea A hunter in a **port** (anchor icon) can move to an adjacent sea zone. If a hunter is in a sea zone, they can move to either an adjacent port or an adjacent sea zone. Two sea zones that share a border are *adjacent*.

If a hunter is in a sea zone during the day, they must move. If a hunter is in a sea zone during the night, they must pass.

Supply action

If your hunter is on a large city, draw the top item card from the item deck and place it in your hand. If your hunter is in a small city, you do not draw an item card.

Then, draw an **event card**. These are drawn differently depending on whether it is day or night:

Day During day, hunters take a card *from the top of the event deck*. If the top card of the event deck has a **hunter icon**, the hunter places it in their hand. If the top card has a **Dracula icon**, the card is discarded facedown.

Night During night, hunters take a card *from the bottom of the event deck*. If the event card on the bottom of the deck has a **hunter icon**, the hunter places it in their hand. If the bottom card has a **Dracula icon**, Dracula places it in his hand.

Trade action

Choose another hunter in the same city. The hunters can show each other their item cards and ticket tokens and give any of them to each other.

The hunters who are part of the trade action can trade cards in secret and communicate in private, without Dracula seeing those cards or hearing that conversation.

You cannot perform a trade action in a sea zone.

Special action

Resolve either an effect from an event card in your hand or an ability from your character sheet that specifies that it can be used as an action.

Reserve a ticket action

Take a ticket token from the token pool, look at it and place it in your play area. After drawing a ticket token, a hunter may keep it or discard it. **Each hunter can have 2 ticket tokens at a time** and if they already have 2, must first discard one of them before drawing a new one.

Rest action

Recover 1 damage.

Search action

When a hunter is on a location with encounter cards they may perform this action to resolve all of the encounter effects on those cards, ignoring the matured effects.

Hunters cannot search a city that has a fog token.

2. DRACULA PHASE

Dracula moves and then places an encounter card at his new location.

1. Movement step

Slide hideouts Dracula slides all his **hideouts** (all cards and tokens on one of the trail's spaces) 1 space along the trail in the direction of the arrows. When a hideout slides off the sixth space, Dracula must either **mature** that hideout or **convert it to a lair**.

Choose card Dracula secretly chooses a location card or a power card from the location deck and places it facedown on the first space of the trail.

The location on a location card Dracula chooses *must* be adjacent to his current location. Dracula can move by road and by sea, but **he cannot move by railway**.

The blue back of sea location cards will alert the hunters that Dracula has moved by sea. **Each time Dracula moves from a port to a sea zone, he suffers 2 damage, and each time he moves from a sea zone to another sea zone, he suffers 1 damage.**

If Dracula moves to a city occupied by a hunter, Dracula is revealed: place the Dracula figure on the board in that location.

2. Encounter step

Place encounter card Dracula chooses an **encounter card** from his hand and places it facedown on top of the hideout on the first space of the trail.

Place rumor token Dracula may then place **1 rumor token on one of the hideouts on the first 3 spaces of the trail**.

Dracula cannot resolve an Encounter step if, during his Movement step, Dracula played a sea location card, a city location card that contains one or more hunters, the *Dark Call* power card, or the *Feed* power card.

If Dracula ever has fewer than 5 encounter cards in hand, draw back up to 5 cards.

DAWN AND DUSK

During the hunter phase, **dawn occurs before day** and **dusk occurs before night**. During dawn and dusk, players advance time and then fight Dracula if he is in the same location.

At dawn, the time marker advances from a night space to a day space, and at dusk, the time marker advances from a day space to a night space.

 When the time tracker advances from Sunday night to Monday day, place a **despair token** on one of the spaces in the center of the time track, and Dracula gains 1 **rumor token**.

Despair tokens have an effect over how much the influence track is advanced when hunters are defeated. Additionally, Dracula's *The Fury of Dracula* ability triggers after all 3 despair tokens are placed on the board.

EVENT CARDS

To play an event card, read the text on the card and resolve the effect; then place the card faceup in the event discard pile.

If an event card has multiple effects, players must decide which effect to use when playing the card. When played as an **ally** with an ongoing effect, the card is placed in the ally slot on the board. When a Dracula card is played as an ally, Dracula places it faceup in his play area.

There can be only **1 hunter ally in play at a time**. If a hunter chooses to use the ally effect on an event card and there is already one in play, the old ally is replaced with the new ally. Dracula can also only have 1 ally in play at a time. An ally removed from play is placed faceup in the event discard pile.

Each hunter sheet has 2 cards slots, one at the top for item cards and one at the bottom for event cards. Hunters can place cards on these slots rather than holding them in their hands. A hunter's hand limit for each type of card is shown on these slots. Dracula has a hand limit of 4 event cards.

MATURING ENCOUNTERS

During the Dracula phase, if there are 6 hideouts on the trail when all hideouts on the trail slide to the right, the hideout on the sixth space may be **matured** or converted to a **lair**.

Dracula may resolve the **matured effects** (if any) on any encounter cards in that hideout, then discards them. Dracula then clears the hideout by returning any damage tokens on it to the token pool, removing any rumor tokens on it from the game, and returning the location or power card to the location deck.

The *New Vampire*, *Aristocratic Vampire*, and *Reckless Vampire* encounters are called **vampire encounters**. The matured effect on a vampire encounter instructs a player to clear specific hideouts on the trail. When a hideout is cleared, all location cards in that hideout are returned to the location deck, all encounter cards in that hideout are discarded, and all tokens in that hideout are placed in the token pool.

LAIRS

Instead of maturing a hideout, Dracula may convert a hideout to a **lair** by placing it on one of the 3 lair slots on the side of the board. If there are already 3 lairs, Dracula may clear a lair to create room for a new one. A hideout in a sea location cannot be converted to a lair.

When a hideout becomes a lair, Dracula places an encounter card from his hand on the lair. A lair can have multiple encounter cards on it. When Dracula moves during future phases, Dracula can convert a lair back to a hideout by placing it on the first space of the trail. To do this, Dracula must be able to move to the location in that lair following normal movement restrictions. Dracula still places another encounter card as if he had placed a location card from the location deck.

Dracula may clear a lair at any time, and must clear a lair if all encounter cards are removed from that lair.

FINDING THE TRAIL

After a hunter ends their movement on a city, Dracula checks all of the cards on the trail. If that location is a hideout, Dracula reveals the location card from that hideout by flipping it faceup. It remains faceup until returned to Dracula's location deck.

Ambushing After a hunter ends their movement on, or is moved to, a hideout or lair that has one or more encounter cards in it, Dracula can choose to **ambush** that hunter. Dracula reveals and resolves an encounter card in that hideout, ignoring the matured effect. It is then discarded unless it specifies otherwise.

Dracula may ambush with an encounter card that is already revealed. If there are 2 or more encounter cards in a hideout or lair, Dracula may ambush the same hunter multiple times (once for each card) in the order of his choice.

If Dracula chooses not to ambush, the encounter card remains as part of that hideout, and Dracula may ambush in the future when a hunter ends their movement on that location.

Revealing Dracula If a hunter ends their movement on the city where Dracula is located (the location card on the first space of the trail), Dracula is **revealed**. Place Dracula's figure on the board on that city. Then, a combat occurs during the next dawn or dusk. **Dracula cannot be revealed while he is on a sea zone.**

RUMOR TOKENS

If Dracula matures a vampire encounter from a hideout with a rumor token, **advance the influence track by an additional 3 spaces**.

Each hideout or lair can contain a maximum of 1 rumor token. After a hideout is cleared, or if a lair is discarded, return any rumor token on that hideout or lair to the token pool.

COMBAT

If a hunter is on Dracula's current location at dawn or dusk, combat occurs. A delayed hunter on Dracula's current location participates in the combat.

If combat is at dusk or night, Dracula resolves the *at night* effects of his combat cards.

The hunter takes 1 *Dodge*, *Punch*, and *Escape* card from the hunter combat card piles and adds them to their hand of item cards (these do not count toward their hand limit).

Dracula shuffles the Dracula combat deck and draws 5 cards.

Resolve combat by following these steps:

1. Choose combat cards: Each player chooses 1 card from their hand and places it facedown. The hunter must choose one of their cards that has a **banner** (red or yellow).

2. Choose engaged hunter: Dracula chooses one of the hunters in the combat to become the engaged hunter. Only that hunter can block Dracula's combat card. If there is only 1 hunter in the combat, that hunter is the engaged hunter.

3. Reveal combat cards: All characters in the combat simultaneously reveal their chosen cards.

4. Compare combat icons: Check if the combat icon on Dracula's card matches a highlighted combat icon on the banner of the **engaged** hunter's card. If it does, the effect on Dracula's revealed combat card is canceled; and Dracula flips that card facedown.

5. Resolve Dracula's effect: If Dracula's revealed combat card was not canceled, Dracula resolves the effect on the card then flips that card facedown. Dracula's *Pride* ability restricts when he can play *Escape as Mist* and *Escape as Bat*.

If all hunters in the combat are defeated after Dracula resolves his card's effect, the combat immediately ends.

6. Resolve hunter's effect: Each hunter in the combat resolves the effect of their card (it remains in the play area). If a hunter's card is canceled, it is flipped facedown and not resolved.

If an effect on a hunter's card defeats Dracula, the hunters immediately win the game.

7. Check combat status: If Dracula has played 6 combat cards, the combat ends immediately.

8. Refresh hands: Dracula draws the top card of the Dracula combat deck. Combat cards played during this round remain in front of the hunter who played it. Hunter combat cards played during the previous round are returned to their owner's hand.

Players continue resolving combat rounds until a combat ends in one of these ways: Dracula has played 6 combat cards; Dracula wins the game by advancing the influence track to space 13; the hunters win the game by defeating Dracula; all hunters involved in the combat are bitten, defeated, or have escaped; or Dracula resolves *Escape as Bat* or *Escape as Mist*.

After combat ends, each hunter in the combat places their hunter combat cards (*Dodge*, *Punch*, and *Escape*) back in the combat card piles near the board. Dracula shuffles all Dracula combat cards into his deck.

Damage

Each time a hunter or Dracula suffers damage, place **damage tokens** from the token pool on the character sheet equal to the amount of damage suffered.

If a hunter or Dracula recovers damage, they return damage tokens to the token pool from their character sheet equal to the amount of damage recovered.

When a vampire from an encounter card suffers or recovers damage, the tokens are placed on, and removed from, the card.

If an effect instructs a *vampire* to suffer damage, this also refers to Dracula if he is in the combat.

If the total value of damage tokens on a character sheet or vampire encounter card equal or exceeds that character's health value, that character is **defeated**.

When a hunter is defeated, advance the influence track 2 spaces plus the number of despair tokens on the time track.

Remove the hunter figure from the board. During the next dawn, the hunter is placed on the nearest hospital space to where they were defeated. The hunter discards all of their event and item cards and returns all damage, bite, and ticket tokens to their pools.

Bitten hunters

When a hunter is **bitten**, they place a **bite token** on an empty bite space on their character sheet. If a hunter has 1 or more bite tokens on their character sheet, they are **weakened**.

A weakened hunter must keep 1 event card and 1 item card revealed (*Mina* is permanently weakened, so she always keeps an event card and an item card revealed).

Revealed item and event cards are placed on the item and event cards slots on the top and bottom of each character sheet. A hunter can change which cards are revealed at any time. Revealed item cards are hidden during combat. If a hunter must reveal a card for an effect, they can use the card that is revealed from being weakened.

If a hunter is bitten but has no spaces to place their bite token, they are **defeated**.

Fighting vampires

If a hunter performs a search action and an encounter card instructs him to *fight this vampire*, a combat occurs. Use the same rules for combat as they would in a combat with Dracula (Dracula controls his vampires).

Combat with a *Reckless Vampire* can only occur with one hunter while combat with a *New Vampire* can occur with multiple hunters in the same location if those other hunters become delayed.

If a vampire is defeated, its encounter card is discarded. If a vampire is still alive after a combat ends, any damage it suffered stays on its card.

If Dracula plays an *Escape* card for a vampire before he has played 3 combat rounds, the card is canceled. If Dracula resolves *Escape as Bat*, combat ends, but neither Dracula nor the vampire are moved from their current locations.

WINNING THE GAME

Dracula wins the game by advancing the influence track to space 13. Dracula can advance the influence track as follows:

Maturing a vampire encounter card advances the track by a number of spaces specified on that card.

Resolving the *Fangs* combat card against a *mesmerized* hunter advances the track by 1.

Defeating a hunter advances the track by 2, plus 1 for each despair token on the time track.

The hunters win the game if Dracula has 15 damage tokens on his character sheet.

DRACULA ERRORS

If a player discovers that Dracula has committed an error, Dracula must reveal his current location, clear all hideouts on the trail (leaving his current location on the first space of the trail), and suffer 5 damage.

FURY OF DRACULA
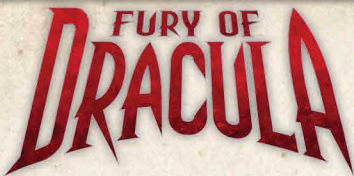
HUNTER ACTIONS

A *delayed* hunter must stand their figure upright instead of performing an action.

Move

Move by road from a city to an adjacent city.

Move by railway by spending a ticket token and moving to a city using either the white number (if using just white railways) or the yellow number (if using just yellow or a combination of yellow and white railways).

Move by sea to go from a port to a sea zone or from a sea zone to an adjacent sea zone or port. **A hunter in a sea zone during the day must move. A hunter in a sea zone during the night must pass.**

Reserve a ticket Draw a ticket token. You may have up to 2 ticket tokens.

Rest Recover 1 damage.

Search If in a hideout or lair, reveal and resolve any encounter cards there. **You cannot search a city with a fog token**.

Special Resolve an effect or ability that needs to be played as an action.

Supply If in a large city, first draw an item card (you do not get an item card in a small city). Then draw an event card. **Day:** from the *top* of the deck, keep a hunter card or discard a Dracula card. **Night:** from the *bottom* of the deck, keep a hunter card or give a Dracula card to Dracula.

Trade Choose a hunter in the same location and secretly trade item cards and ticket tokens with that hunter.

ROUND SUMMARY

Hunter phase

1. Dawn

Advance the time marker on the time track. Combat occurs if one or more hunters are in the same location as Dracula.

2. Day

Each hunter performs 1 action in activation order.

3. Dusk

Advance the time marker on the time track.

Combat occurs if one or more hunters are in the same location as Dracula.

4. Night

Each hunter performs 1 action in activation order. **No move actions at night**.

Dracula phase

1. Movement step

Dracula slides all cards on the trail 1 space to the right. When a hideout slides off the sixth space, Dracula must either **mature** that hideout or **convert it to a lair**.

He then chooses a location card or power card from his deck and places it facedown on the first space of the trail. **No rail movement**. **Moving from a port to a sea zone causes 2 damage; moving from a sea zone to another sea zone causes 1 damage**.

2. Encounter step

Dracula places an encounter card on the first space of the trail, then may place 1 **rumor token** on one of the first 3 spaces of the trail. **Draw back up to 5 cards if necessary**.

COMBAT

Hunter adds 1 *Dodge*, *Punch*, and *Escape* card to their hand of item cards. Dracula shuffles his combat deck and draws 5 cards.

1. Choose combat cards: All players in the combat choose cards to play.

2. Choose engaged hunter: If there are multiple hunters in the combat, Dracula chooses 1 hunter to be the engaged hunter.

3. Reveal combat cards

4. Compare combat icons: If the combat icon on Dracula's card matches a highlighted combat icon on the engaged hunter's card, Dracula's card is canceled.

5. Resolve Dracula's effect: If Dracula's card was not canceled, resolve its effect.

6. Resolve hunter's effect: Resolve the effect on each hunter's chosen card.

7. Check combat status: If Dracula has played 6 combat cards, the combat ends.

8. Refresh hands: Dracula and each hunter refreshes their hand.

When a hunter is defeated, advance the influence track 2 spaces plus the number of despair tokens on the time track.

A **bitten** hunter is **weakened** and must keep 1 event card and 1 item card revealed.

If Dracula plays an *Escape* card for a vampire before 3 combat rounds, the card is canceled.

FURY OF DRACULA

HUNTER TOKENS

Consecrated Ground and Heavenly Host: If the consecrated ground token is placed on a location that is on the trail, that location and any encounters on it are revealed. Dracula cannot enter that location. If the location is Dracula's current location, he must move to a new location during the next Dracula phase.

If Dracula's current location has either a consecrated ground or heavenly host token, he cannot play *Feed*, *Dark Call*, or *Hide*. In *Wolf Form*, he cannot choose a location that would require using roads that connect to a city with either token.

Consecrated ground tokens remain on the board until discarded by a card effect.

Heavenly host tokens have the same effect as consecrated ground tokens, but **they are removed at dawn**.

SPECIAL LOCATIONS

Castle Dracula: The location card for Castle Dracula has a different back so hunters know when the card is played.

When Dracula places this card on the trail, he heals 5 damage. A hunter on Castle Dracula cannot supply or reserve a ticket.

Hospitals: Hospitals are spaces attached to Madrid, Rome, and Budapest. Characters cannot move to a hospital space.

When a hunter is defeated, they are placed at the nearest hospital (measured by roads) at dawn. If there are 2 equidistant hospitals, Dracula chooses one. The hunter figure is placed on the top portion of the hospital location and is considered adjacent to and **not in that city location**.

Then, the hunter discards all of their event and item cards and returns all damage, bite, and ticket tokens to their pools. While a hunter is at a hospital, they can perform a supply action, but only draws 1 Item card. During the day, the hunter can perform a move action to move from the hospital to the attached city.

DRACULA TOKENS

Bats

Bats tokens are placed under hunter figures as a reminder that Dracula can move that hunter to an adjacent city as the hunter's next action the next time that hunter is able to perform an action. After moving a hunter, Dracula removes the token.

If is delayed or in a city with fog tokens, Dracula moves the figure during the hunter's next action in which that hunter can move.

Fog

Dracula must place fog tokens in a city, and if 2 fog tokens are placed, they must both be in the same city.

Hunters cannot perform search actions while on a city with a fog token. They cannot move or be moved in a way that would cause them to enter, leave, or pass through a city that contains a fog token. Dracula may choose to not start a combat in a city that contains a fog token.

At the end of each dusk, Dracula must remove 1 fog token from each city on the board that has at least 1 fog token.

Roadblock

A hunter cannot move through a road or railway that contains a roadblock token.

When Dracula places a roadblock token, place it on either a road or railway (place the token with the road or railway side faceup, as appropriate). At the end of each dusk, Dracula must remove 1 roadblock token from the board.

When placing multiple roadblock tokens at the same time, Dracula can place them on any combination of roads and railways.

Roadblock tokens do not affect adjacency.

Storm

Dracula must place each of the storm tokens on different sea zones. A hunter cannot move into a sea zone that contains a storm token, but Dracula can.

At the end of dusk, Dracula must remove 1 storm token from the board.

POWER CARDS

Dracula has 5 **power cards** that can be placed on the trail instead of a location card during Dracula's movement step. Power cards cannot become lairs. They cannot be used again until they slide off the sixth space of the trail.

Feed

Place this card on the trail instead of a location card; **do not place an encounter card on it**.

Then, recover up to 3 damage. You cannot play *Feed* while your current location is a sea zone.

Dark Call

Place this card on the trail instead of a location card; **do not place an encounter card on it**.

Then, suffer 2 damage and draw 5 encounter cards. There is no limit to the number of encounter cards that Dracula can have in hand.

You cannot play *Dark Call* while your current location is a sea zone.

Wolf Form

Place this card on the first space of the trail along with a facedown location card from your location deck (you still play an encounter card). Then, suffer 1 damage.

The location card you choose can be up to 2 cities away from your current location by road, allowing you to move further and pass undetected through an adjacent city that a hunter occupies.

While Dracula's current location is a sea zone, he may use *Wolf Form* to move to either an adjacent port or a city one road away from an adjacent port.

If a location card with *Wolf Form* becomes a lair, return *Wolf Form* to the location deck. *Wolf Form* can be played with *Hide.*

Misdirect

Choose a hideout on the trail and clear it, and place *Misdirect* on the cleared space.

Then place a card (location or power) on the first space of the trail as normal.

Encounter cards cannot be played on *Misdirect*.

You cannot use *Misdirect* to clear a hideout that contains a power card, Castle Dracula, your current location, or the location associated with *Hide*.

Hide

Hide has the same card back as the location cards. Place it facedown on the first space of the trail and place an encounter card on it. You cannot resolve the matured effect of that encounter.

Hide is associated with the previous location that you occupied as long as that location remains on the trail.

If a hunter ends their movement on a location that is associated with *Hide*, you can ambush a hunter with any number of encounter cards on both that location and the *Hide* card.

If a associated location card is revealed, the *Hide* power card is also revealed. If the associated location card is removed from the trail, the encounter cards on *Hide* cannot be searched and Dracula cannot ambush hunters with those cards.

While your current location is a sea zone, you cannot play *Hide*. *Hide* can be played with *Wolf Form*.