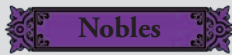# VAMPIRE EMPIRE

🦇 Introduction 🦇

In a foreboding castle somewhere in central Europe a strange fear has descended upon the inhabitants. One morning the body of a young girl was found, as pale as a sheet of paper, dry and totally drained of blood. Vampires are on the prowl! Who is the monster who murders innocents during the night? Someone from the ruling nobles? Or perhaps one of their servants? Not even the clergy can be ruled out. Before the truth will be discovered, more than one person may face unjust accusations thrown out by the devious servants of darkness. Will the vampires be successfully caught before they endanger the entire society, or will the castle and city fall forever into darkness?

🦇 Game Idea 🦇

Vampire Empire is a card game of bluff and deduction for two players.
In the old castle and neighbouring city, three Vampires are hiding. The task of the human player is to find out which three of nine characters are in fact monsters hiding in human form and eliminate them. The Vampire player must bluff cleverly, give confusing clues, and trick the humans into attacking innocent citizens. The Vampire player does this to kill the most important characters in the city or to conquer the castle.
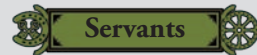
🦇 Components 🦇

9 double-sided character cards (human / vampire)

Nobles	Clergy	Servants
Lady - Lord - Officer	Monk - Nun - Bishop	Maid - Cook - Butler

9 character tokens
40 vampire deck cards
40 human deck cards
12 attack/defence markers
1 bag
9 sleeves

☠ Anatomy of Cards ☠

Each player has his own deck of cards. There are six types of cards:

✿ Combat cards: NOBLES, SERVANT, CLERGY

Name of the card

Combat value

Profession: the colour of the border and an icon determines the profession of the card. Some combat cards have a two coloured border. These cards can be used for both professions.

Card type

Description of action
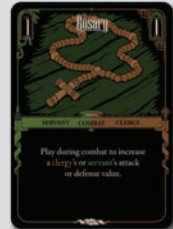
✿ VAMPIRE cards

Name of the card

Combat value

Card type

Description of action

Note: Some vampire cards have a two coloured border. These can be used in combat to support a character with that profession or a revealed vampire.

✿ HOLY WATER cards

Name of the card

Combat value

Card type

Description of action

Note: Some holy water cards have a two coloured border. These can be used in combat to support a character with that profession or against a revealed vampire.

✿ SUPPORT cards

Name of the card

Costs during the day (human player's turn)

Costs during the night (vampire player's turn)

Card type

Description of action

☠ Set Up ☠

- ✿ Put all nine character cards into sleeves with the human side face up.
- ✿ Put all nine character tokens into the bag and mix them thoroughly.
- ✿ Shuffle the character deck and place it face down on the table.
  This deck is called **the city**.
- ✿ Draw the top three cards and place these face up in a line next to the city.
  This line of cards is called **the castle**.
- ✿ Put all attack/defence tokens on the table in easy reach of both players.
- ✿ Decide who will play the vampires and who will play the humans. Each player takes the corresponding deck, shuffles the cards and places the deck face down in front of him. Both players draw eight cards from their respective decks.
- ✿ The vampire player draws three tokens from the bag, looks at them, and puts them face down in front of him without showing them to his opponent. These three characters are vampires, initially only known by the vampire player.
  The human player draws two random tokens from the bag, looks at them, and puts them face down in front of him without showing them to his opponent. These two characters are trustworthy humans, whom the human player knows from the start.
  Leave the other four tokens in the bag. These tokens are also humans, but their identities are not known from the beginning. The human player has to discover their identities during the game.

moat   *deck*   *cellar*

VAMPIRE PLAYER:

the Castle   *the City*

HUMAN PLAYER:

cellar   *deck*   *moat*

☠ Playing Area ☠

City and castle

Each player has his own playing area. Between both players is the city (face down character deck) and the castle (three face up character cards). The castle should always have 3 characters. If at any time during the game a character disappears from the castle, a new card should be drawn immediately from the city to replace it.
Note: The castle can have less than three characters only when the city is empty (more than 6 characters has been killed).

Moat and cellar

Players place their decks face down in their own playing areas. Throughout the game they'll create two discard piles: **the cellar** and **the moat**.

The discard pile on the right of the draw deck is the moat. The moat holds all cards played by a player. Cards in this pile can never be used again in this game.

The discard pile on the left of the draw deck is the cellar. Cards in this pile can be used when the draw deck runs out for the first time. Only during step 1 of a player's turn cards may be discarded to the cellar.

Note: Players discards cards to both discard piles face down.

If the deck has run out of cards and the player has to draw a card, he shuffles the cards in the cellar to make a new deck. The cellar is created only once!

After creating a new deck from the cellar, all discarded cards must go to the moat.

💀 Game Sequence 💀

The game is played in alternating turns. The vampire player begins.

The player who is currently taking his turn is called the active player. Human player turns are called days, and vampire player turns are called nights.

A turn consists of the following steps and must be done in this specific order:

1. Discard cards and draw new cards (optional)
2. Reveal the identity of a vampire (optional; vampire player only)
3. Perform one action (mandatory)

1. Discard cards and draw new cards

The active player discards any number of cards and then draws new cards from his deck to have eight cards in his hand. For each discarded card the player has to decide whether he places the card in his cellar or his moat. When discarding two or more cards it's possible to discard to both the cellar and the moat.

Note: If you have more than eight cards in your hand, because of the effect of previously played support cards you'll have to discard cards to your moat and/or cellar before you can draw up to 8 cards.

2. Reveal the identity of a vampire

The active vampire player may during his turn reveal the identity of one of the vampires, turning its token face up. From now on, this character is a revealed vampire.

If the character is in the castle or enters the castle, turn its card in its sleeve to display the vampire side instead of the human side.

3. Perform one action

The active player must choose one and performs one of these actions: hide a character in the city, use holy water, combat or pass.

◆ **Hide a character in the city (vampire player only)**
The active vampire player can hide one of the characters (revealed or unrevealed)
presently in the castle into the city.
To do this he plays any three vampire combat cards from his hand, takes
a character card from the castle, places it on the bottom of the city,
and draws a new character from the top and place it in the castle.

◆ **Use holy water (human player only)**
The active human player can use "holy water" to learn a characters identity.
To do this he plays any two "holy water" cards from his hand and asks the vampire
player about the identity of any character (whether in the castle or in the city).
The vampire player must tell whether this character is a vampire or not. If it is
a vampire, the vampire player reveals its token. From now on, this character
is treated as a revealed vampire (see "Revealing the identity of a vampire ").
Otherwise the human player must remember that this character is not a vampire.

If the human player successfully revealed a vampire, he may attack this revealed
vampire immediately if the revealed vampire is in the castle. He may use the holy
water card with the lower value of the two he used for detection, and also add
additional cards from his hand. (If the holy water cards have an equal value,
only one may be used in the combat.)

◆ **Combat**
Combat is a way to eliminate an opponent's characters. Only characters in the
castle can take part in combat.
To start a combat, the active player chooses one of the characters in the castle and
declares which other character in the castle it attacks.

I. Choosing a character:
The human player can only attack with a character not revealed as a vampire.
The vampire player must attack with a revealed vampire if at least one revealed
vampire is in the castle. Otherwise he can attack with any non-revealed
character (who might be human or vampire).
The active player must choose one of the other two characters in the castle to
attack. The other player may play cards to support the defending character.

II. Combat:
The combat lasts a maximum of two rounds.
In each round the active player starts by playing one or more valid combat
cards from his hand. The sum of the combat value of the played cards is the
attack value.
Then his opponent plays zero or more valid combat cards. The sum of
the points of the played cards is the defence value.
If the attack value is greater than the defence value, the defending character
dies. Otherwise the defender survives and a second combat round occurs.
Cards are played and summed just like in the first round, with the same

character attacking the same defending character. The cards of the first round remain in play and contribute to the attack value of the character.

VALID COMBAT CARDS:

• Both human and vampire player can play cards matching the profession of the character they support (note: some combat cards have a two coloured border (BROWN/VIOLET/GREEN/WHITE/RED) meaning they can be used with both of these professions).

• The human player can only play "holy water" in combat against a revealed vampire (note: some holy water cards have a two coloured border (BROWN/VIOLET/GREEN + WHITE) meaning they can be used against a revealed vampire or to support a character of that profession).

• The vampire player can also play vampire combat cards (cards with a red border) when supporting a revealed vampire (note: some combat cards have a two coloured border (BROWN/VIOLET/GREEN + RED) meaning they can be used as a vampire card or to support a character with that profession).

III. Determine winner:

If the attack value is greater than the defence value at the end of either combat round, the attacked character dies. The vampire player must reveal whether the dead character was a human or a vampire. If it was a vampire, then its token is turned face up.

In either case, the dead character is removed from the castle, and a new character is drawn from the city (if still available) to replace it. Remove the killed character from the game. Players may check at any time which characters have been killed earlier.

If the defence value is equal or greater than the attack value after both combat rounds, then the fight is over with no further effect. Both characters stay alive.

Combat example:

In the castle, there are three characters: the bishop, the lady and the officer. The lady is a revealed vampire. It is the human player's turn. She wants to kill the lady so she decides to attack the lady with one of the other characters. In her hand she has more clergy cards than noble cards, so she decides to attack with the bishop and plays two clergy combat cards: 2 and 1, making a total attack value of 3. Now the vampire player plays cards to defend. He wants to defend the lady and plays a noble combat card with a value of 2 and a vampire combat card with a value of 2, making a total defence value of 4. So the lady was successfully defended in the first

round of combat.
Therefore there is a second combat round. The human player continues the attack by playing a clergy combat card with a value of 3 and a holy water card with a value of 2, for 5 more points (which are added to the 3 points from the first round). The vampire player plays a vampire combat card with a value of 3 and another vampire combat card with a value of 1 for 4 more points (which are added to the 4 points from the first round). Thus the attack total is 3+5=8 and the defence total is 4+4=8, so the lady survived the bishop's attack. No cards are removed from the castle.

◆ **Pass:**

The player discards two cards from his hand to his moat and ends his turn.

☻ Playing support cards ☻

Support cards can normally be played by any player, even if it's not your turn, any time after step 2 and before or after (not during) step 3. Some cards have descriptions which specifically allow you to play them during combat (in step 3).
A support card's description always takes priority over the general rules of the game. You have to pay costs before playing a card. The number next to the sun icon shows the cost to play this card during the day (human player's turn). The number next to the moon icon shows the cost to play this card during the night (vampire player's turn). To pay the cost the player has to discard that number of cards from his hand to his moat.
After playing a support card, continue play at the point it was interrupted.
For example, if the human player interrupts a combat by playing "Sacrifice" and cancels the effect of a combat card, his opponent can play another combat card, because the combat continues.

Notes on some support cards
People support cards
There are three people support cards in each deck. The vampire player has the organist, the lady-in-waiting and the kitchen boy. The human player has the novice, the squire and the ostler. When you play such a support card you decide whether it will increase a character's attack or defence value, and then put an appropriate attack/defence marker on the character card. This marker stays on the card as long as this character is in the castle. If this character leaves the castle for any reason the marker is discarded. The modifier applies only in the first round of each combat.

Note that you may not start a fight if you cannot exceed the defender's initial defence, so (for example) to attack a character which has +1 defence you must play at least 2 points of attack.

Note: When a character with an attack/defence marker is revealed as a vampire its marker stays on this card as long as this character is in the castle.

Important: An attack marker only applies when a character attacks. A defense marker only applies when a character defends.

Choosing cards

When a support card says that you may choose a card from a deck, cellar or moat, this means that you take all of the cards from this pile, look at them, choose the card you want, then reshuffle the remaining cards.

☠ End of the Game ☠

The game may end in one of three ways:

- ✿ All humans die or all vampires die: the player whose character survived wins.
- ✿ There are three revealed vampire in the castle: the vampires conquer the castle and the vampire player wins.
- ✿ Both players run out of cards in their decks and hands: check scores based on surviving characters (in the castle and in the city). The human player receives 1 point for each surviving human. The vampire player receives 2 points for every surviving vampire. The player with the most points wins the game. Ties are possible.

  Note: If one player runs out of cards only the other player takes turns until one of the above conditions have been met.