

Players and their objectives

- **Humans** - survive without getting bitten and collect as many artifact points as possible.
- **Vampire** - convert every human into a vampire. Players can be infected by anyone when they trade with another player and receive the “Bite” card, except when receiving it straight from the deck.

Resources

Cards and decks

- **Draw deck.** Contains game cards face down. Once empty, shuffle the cards in the discard deck and reuse them.
- **Discard deck.** All cards discarded go in this deck.
- **Role cards.** Two cards - humans and vampires
- **Cards in the hand.** Maximum 6.
- **+1/+3/+5** are the score cards and any other card is an action card, that must be discarded upon use, except for “Bite” and “Garlic”
- **Stored score points.** Each player has their own. Only the score cards can be added and added in only in the vault room. One card in a turn.

Procedures

Rooms and their effects

- **Vault:** Store any amount of held point card
- **Bathroom:** Discard any cards in your hand
- **Coat Room:** Steal a random card from another players hand
- **The Oracle:** See one players hand
- **Private Chambers:** Draw one card from the draw deck
- **Library:** Take 2 “Modify Tokens”

Start / Game preparation

- 1) Place room cards on the board. Suggested configuration for 4 players: 1x Vault, 1x Bathroom, 1x Coat Room, 1x The Oracle, 1x Private Chambers, 1x Library.
- 2) Create a pile of 4 role cards each for a player: 1 vampire, 3 human. Every player draws from the pile, looks at the card, memorizes their role and adds it back to the role card deck.
- 3) Give every player 1 card from the draw deck each.

Game turn sequence

- 1) Place a card face up from the top of the deck on every room slot.
 - a) If there are any cards remaining on the room slot, additional cards go on top of them.

- 2) Every player throws 2 6 sided dice chooses which one of them represents the player's turn priority (from 1 for going first to 6 for going last) and which - the room they will go into. At this point the player can modify their turn priority with "Modify Token". Or reroll one or both dice with the "Reroll" card.
 - a) If several people have the same priority number, they are prioritized based on the room number (lower score - higher priority). If these match too, players with conflicting dice need to perform a new separate dice roll with the highest points granting priority, which has to be repeated until the conflict is resolved.
 - b) Place player pieces in a row according to the turn priority for clarity.
- 3) Based on the priority every player takes a turn in this sequence:
 - a) Every room, except for the main hall, can store up to 2 players. Any other player that would enter the room, has to pick the closest free room based on the dice number proximity (If room 6 is taken, the player has to pick between room 5 and 1 if they are free. If both are take, then the player has to pick from 4 and 2)
 - b) Use any amount of "Modify Token" to change the room number.
 - c) Take the cards from the room. If the player cannot take all the cards in the room, they can pick whichever cards they want and put the rest back in the room.
 - d) The player uses unlimited action cards from their hand.
 - e) The player executes room's special action.
 - f) If a second player has entered the room, after they perform the above actions, the two players pick one of their own cards each and then give them to each other without revealing the cards.
 - i) If the player has only bite cards or no cards at all, they can discard one bite card and let the other player draw a card from the draw deck.
- 4) On the 6th and the 9th clock tick, players pick their role from the role deck and place the card face down. After the cards are shuffled they are revealed, showing the amount of vampire and human players present. The role cards are then returned to the role deck.
- 5) Move the round clock piece to the next position.
- 6) Start again from step 1.

Ending the game

The game ends under these scenarios:

- When the round clock piece cannot move any further;
- When an individual human player collects **20** points total in the safe and in their hand;
- When all the human players are turned into vampires;

A winner is:

- The first vampire, if no humans survive, with every other player ranked by their total score cards;
- The last surviving human;
- The first player reaching target stored points;
- The player with the highest count of stored point;

Simple card and token meanings

+1/+3/+5	Score cards
Modify token	+/- 1 to turn priority or room number
Reroll	Reroll one or both of dices
Bite	Convert the receiver into a vampire
Garlic	Prevents the giver from being turned into a vampire when receiving "Bite" card whilst trading
Spy glass	Look at one random card from any other players hand
Thief	Pick any one random card from any other players hand
Identify	The target player has to pick the appropriate role card from the role deck and show it only to the caster
Trash bag	Discard this any up to 2 any other cards in your hand

Simple player sequence in the room

1. Modify room number with "Modify Tokens" or "Reroll" cards
2. Take cards in the room
3. Use action cards
4. Execute rooms special action
5. If the second player is in the room and has completed the above sequence, complete a trade