

FURY OF DRACULA



RULES REFERENCE

Stop!

This Rules Reference does not teach players how to play *Fury of Dracula*. It is recommended that players first read the Learn to Play booklet, and then use this Rules Reference while playing the game to answer rule questions as they arise.

Using This Reference

This document is a reference for all game rules. Unlike the Learn to Play booklet, this document does not teach players how to play the game. It is recommended that players first read the Learn to Play booklet and then consult this reference as questions arise during the game. This document contains a glossary, which lists detailed rules and card clarifications in alphabetical order by topic.

The Golden Rules

The golden rules are fundamental concepts on which all other game rules are built.

- † This Rules Reference is the definitive source of rules information. If something in the Rules Reference contradicts the Learn to Play booklet, this document takes precedence.
- † If the rules text of a card or game component contradicts information from the Rules Reference, the component-specific rules text takes precedence.
- † If a card effect uses the word “cannot,” that effect cannot be overridden by other game effects.
- † If an effect uses the word “may,” that effect is optional.

Advanced Setup

After players have finished their first game of *Fury of Dracula*, they are ready to play the advanced game. To set up an advanced game, players perform the following steps:

1. **Place Game Board:** Unfold the game board and place it in the center of the play area within reach of all players.
2. **Set Influence Track:** Place the influence marker on space “0” of the influence track.
3. **Set Time Track:** Place the time marker on the Monday day space on the time track.
4. **Assign Roles:** One player chooses to control Dracula; he should sit near the side of the board showing the trail. The remaining players each choose a hunter to control. Each player takes a character sheet and figure, each hunter takes one hunter reference card, and Dracula takes the reference map.
5. **Prepare Hunter Cards:** Shuffle all item cards and place them facedown near the game board. Then, shuffle both the hunter and Dracula event cards together into a single deck and place it near the item deck. Sort the hunter combat cards by type and place them in three distinct piles near the item deck.
6. **Prepare Dracula’s Components:** Sort the encounter cards and Dracula combat cards into two separate decks and individually shuffle them. Place these decks facedown near Dracula’s side of the game board. Then, 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 encounter and combat card decks.
7. **Create Token Pool:** Place the ticket tokens facedown near the game board and randomize them. Then, separate the remaining tokens by type and place them in piles near the game board.
8. **Draw Encounter Cards and Gain Rumor Token:** Dracula draws five encounter cards for his starting hand. Then, Dracula takes one rumor token from the token pool and places it in his play area.
9. **Choose Hunter Starting Locations:** Each hunter places his figures on one of the cities on the map.
10. **Choose Dracula’s Starting Location:** Dracula chooses a starting location. Instead of placing his figure on the game board, he secretly searches his location deck for the card matching the location where he wishes to start. Then, he places 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 his starting location. After placing a location card, Dracula places his figure on the red circle near the first space on the trail.

Glossary



This glossary lists all gameplay terms and rules in detail.

If you are unable to find a topic in this glossary, check the index on page 15.

Abilities

Each character sheet contains two or more abilities. Some of these abilities enhance specific actions, some of them provide persistent effects, and some of them can be used as part of a special action.

Related Topics: Actions

Actions

During the hunter phase, each hunter performs one action during the day and one action during the night.

- † During each day and each night, hunters perform actions in activation order.
- † Hunters can only perform move actions during the day.
- † If a hunter is in a sea zone during the day, he must move by sea—he cannot pass.
- † If a hunter is in a sea zone during the night, he must pass—he cannot perform an action.
- † If a hunter is delayed, he must stand his figure upright instead of performing an action.
- † A hunter can forfeit his action by passing.

Related Topics: Movement, Reserve a Ticket, Search, Supply, Trade

Activation Order

During the hunter phase, the hunters perform actions in activation order. Each character sheet has its activation order number printed in the upper-left corner. The activation order is as follows:

1. Lord Godalming
2. Dr. Seward
3. Van Helsing
4. Mina Harker

Related Topics: Actions

Adjacency

If a city is connected to another city by one road, those cities are adjacent to each other. If a sea zone shares a border with another sea zone, those sea zones are adjacent.

- † A sea zone that has an anchor icon is adjacent to the port that is near that icon.
- † Railway connections do not affect adjacency.
- † Roadblock tokens block movement, but do not affect adjacency.

Related Topics: Movement

Allies

Some event cards have “Ally” effects, which allow them to be played as allies. Allies provide either the hunters or Dracula with unique abilities.

- † When an event card is played as an ally, it remains in play and provides an ongoing effect.
- † When a hunter plays an event card as an ally, he places it faceup on the ally slot on the board. When Dracula plays an event card as an ally, he places it faceup in his play area.
- † The hunters can collectively have only one ally in play at a time. If there is already a hunter ally in play and a hunter plays another event for its ally effect, the new ally replaces the existing one, which is discarded.
- † Dracula can have only one ally in play at a time. If there is already a Dracula ally in play and he plays another event for its ally effect, the new ally replaces the existing one, which is discarded.

Related Topics: Event Cards

Ambush

Dracula can ambush hunters to resolve effects on his encounter cards that are in hideouts or lairs.

After a hunter is moved to a hideout or lair, Dracula reveals the location card in that hideout or lair. Then, Dracula can then choose an encounter card in that hideout or lair to ambush with. He reveals the card and resolves the text on that encounter card, ignoring any mature effect.

- † Dracula may ambush with an encounter card that is already revealed.
- † If a game effect moves a hunter to a location that is a hideout or lair, Dracula can ambush that hunter.
- † After resolving the encounter card’s effect, Dracula must discard that card unless it specifies otherwise.
- † If there are two 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.

Related Topics: Encounter Cards, Hideouts, Lairs, Maturing

Banners

Banners appear along the left side of hunter combat cards and some item cards. Cards with a banner are used during combat.

- † During combat, when a hunter chooses a card from his hand, he must choose a card that has a banner.
- † Each banner shows one or more combat icons, highlighted in white. Combat icons on the banner cancel Dracula's combat cards as explained in the "Combat" section.
- † "Punch," "Dodge," and "Escape" have a yellow banner to identify them as combat cards. These cards are not items, they cannot be discarded, and they do not count against a hunter's hand limit for item cards.
- † Item cards that have a red-colored banner can be used during combat.

Related Topics: Combat

Bats Token

Dracula's "Bats" encounter card allows him to place one bats token under a hunter's figure on the board.

- † The bats token functions as a reminder that Dracula can move that hunter to an adjacent city during that hunter's next action.
- † When Dracula moves a hunter using his "Bats" card, he moves that hunter instead of the hunter performing his action as normal.
 - » If a hunter has a bats token underneath his figure and he is delayed, that hunter stands his figure upright during his next action as normal. Then, Dracula moves the hunter to an adjacent city during the hunter's next action after he is no longer delayed.
 - » If a hunter has a bats token underneath his figure and he cannot move because he is on a city that has one or more fog tokens, Dracula moves the hunter to an adjacent city during the hunter's next action during which that hunter can move.

Related Topics: Encounter Cards, Fog Tokens, Movement

Bitten

Hunters can be bitten either during combat or from the "Seduction" event card.

- † When a hunter is bitten, he gains a bite token by taking one bite token from the supply and placing it on an empty bite space on his character sheet.
- † While a hunter has one or more bite tokens, he is weakened.
- † If a hunter is bitten and has no empty bite spaces on his character sheet, he is defeated.

Related Topics: Combat, Defeated, Weakened

Cancel

Some game effects cancel cards.

- † When an event card is canceled, the effects on that card are ignored and that card is discarded.
- † When a combat card is canceled, the effects on that card are ignored and that card is flipped facedown and remains in the play area.

Related Topics: Combat, Event Cards

Castle Dracula

Castle Dracula is a location on the board.

- † The location card for Castle Dracula has a unique card back so hunters will know when Dracula has moved to Castle Dracula.
- † When Dracula places the "Castle Dracula" card on the trail during his movement step, he recovers five damage.
- † Both Dracula and the hunters can move to Castle Dracula.
- † A hunter cannot perform a supply action or a reserve a ticket action while he is on Castle Dracula.

Related Topics: Damage, Locations

Combat

A hunter can participate in combat with either Dracula or Dracula's vampires. If a hunter defeats Dracula in combat, the hunters win the game. If a hunter defeats a vampire in combat, that hunter can prevent Dracula from resolving the mature effect of vampires and advancing the influence track.

- † If a hunter is on Dracula's current location during dawn or dusk, he must start a combat with Dracula.
 - » If combat is at dusk or night, Dracula resolves the "at night" effects of his combat cards.
- † If an encounter card instructs a hunter to "fight this vampire," he starts a combat with that vampire.
- † Combat with a vampire encounter can occur when either a hunter resolves a search action or Dracula ambushes a hunter.
 - » Combat with an "Reckless Vampire" can only occur with one hunter while combat with a "New Vampire" can occur with multiple hunters in the same location if other hunters at that location become delayed.

Combat is played over a series of rounds. Each round occurs in this order:

1. Choose Combat Cards: Each player in the combat chooses one card from his hand, placing it facedown.

- † Dracula must choose one of his combat cards.
- † The hunters must choose one of their cards that has a banner. This includes item cards with a red banner or combat cards (“Punch,” “Dodge,” and “Escape”) with a yellow banner.

2. Choose Engaged Hunter: Dracula chooses one of the hunters in the combat to become the engaged hunter. If there is only one hunter in the combat, he is the engaged hunter.

3. Reveal Combat Cards: All characters in the combat simultaneously flip their chosen cards faceup.

4. Compare Combat Icons: Check if the combat icon on Dracula’s revealed card matches a highlighted combat icon on the banner of the **engaged** hunter’s revealed card. If it does, the effect on Dracula’s revealed combat card is canceled, and combat proceeds to step 6. Otherwise, combat proceeds to step 5.

5. Resolve Dracula’s Effect: If Dracula’s revealed combat card was not canceled (see step 4), Dracula resolves the effect of his revealed combat card. Then, he flips that card facedown and it remains in the play area.

- † After Dracula resolves the effect on an “Escape as Bat” or “Escape as Mist” card, the fight immediately ends. Note that the “Pride” ability on Dracula’s character sheet restricts when he can resolve these cards—see “Escape as Bat” and “Escape as Mist” sections for more information.
- † If all hunters in the combat are defeated after Dracula resolves his revealed card’s effect, the combat immediately ends.

6. Resolve Hunter’s Effect: Each hunter in the combat resolves the effect of his revealed card.

- † If an effect on one of the hunters’ revealed cards defeats Dracula, the hunters immediately win the game.
- † If a hunter’s card is canceled, it is flipped facedown and not resolved.

7. Check Combat Status: If Dracula has played six combat cards, the combat ends immediately.

8. Refresh Hands: Dracula and the hunters each refresh their hands and then begin a new combat round.

- † Dracula draws the top card from his combat deck and places it in his hand.
- † Combat cards played during this round remain in front of the hunter who played it.
- † Hunter’s combat cards played during the previous round are returned to their owner’s hand.

Related Topics: Ambush, Banners, Damage, Defeated, Search, Vampire Encounters, Winning the Game

Consecrated Ground

The “Consecrated Ground” event card places consecrated ground and heavenly host tokens on cities.

- † Dracula cannot enter a city that has a consecrated ground or heavenly host token.
- † If Dracula’s current location has either a consecrated ground or heavenly host token, he cannot play “Feed,” “Dark Call,” or “Hide.”
- † When using “Wolf Form,” Dracula cannot choose a location that would require using roads that connect to a city with either a consecrated ground or heavenly host token.
- † At the end of the next dawn after a heavenly host token is played, discard all heavenly host tokens. Consecrated ground tokens remain on the board until discarded by a card effect.

Related Topics: Event Cards, Power Cards

Damage

Dracula, hunters, and vampires suffer damage primarily during combat, but they can also suffer damage through other game effects.

- † When a character suffers damage, he takes a number of damage tokens from the supply equal to the amount of damage suffered and places them on his character sheet. When a vampire from an encounter card suffers damage, its damage tokens are placed on its encounter card instead.
- † When a character recovers damage, he removes a number of damage tokens from his character sheet equal to the amount of damage healed and returns them to the supply. When a vampire from an encounter card recovers damage, its damage tokens are removed from its encounter card instead.
- † If there are number of damage tokens on a character sheet equal to that character’s health value, that character is defeated. When a vampire from an encounter card has a number of damage tokens equal to its health value, that vampire is defeated and the encounter card is discarded.
- † Some item, combat, and event cards instruct a “vampire” to suffer damage. If Dracula is in a combat, “vampire” refers to Dracula. If a vampire from an encounter card is in a combat, “vampire” refers to that vampire.
- † Damage tokens that are marked with a “5” represent five single damage tokens. Players may swap a “5” token for five single tokens or five single tokens for a “5” token at any time.

Related Topics: Combat, Defeated, Vampire Encounters

Dark Call

“Dark Call” is one of Dracula’s power cards.

When “Dark Call” is placed on the trail, Dracula suffers two damage and draws five encounter cards.

- † Since Dracula does not have a maximum hand limit, Dracula does not discard encounter cards after playing “Dark Call.”
- † “Dark Call” is placed on the trail instead of choosing a location card.
- † Encounter cards cannot be placed on “Dark Call.”
- † While Dracula’s current location is a sea zone, he cannot play “Dark Call.”

Related Topics: Power Cards, The Trail

Dawn and Dusk

Dawn occurs before day, and dusk occurs before night.

- † At dawn, the time marker is advanced from its current night space to the next day space.
- † At dusk, the time marker is advanced from its current day space to the next night space.
- † When the time marker advances from Sunday night to Monday day, place one despair token on the space in the center of the time track. Also, Dracula gains one rumor token.
- † There are event cards that can be played during dawn or dusk. If a character chooses to play one of these cards, he does so after the time marker is advanced.
- † If one or more hunters are in the same location as Dracula during dawn or dusk, a combat occurs after the time marker is advanced.

Related Topics: Combat, Despair Tokens, Rumor Tokens

Defeated

Dracula, hunters, and vampires can be defeated.

- † If there are number of damage tokens on Dracula’s character sheet equal to his health value, he is defeated and the hunters immediately win the game.
- † A hunter is defeated when either there are a number of damage tokens on his character sheet equal to or exceeding his health value or if he is bitten and has no empty bite spaces on his character sheet.
- † When a hunter is defeated, the influence track is advanced by two plus the number of despair tokens on the time track.

- † When a hunter is defeated, he determines the nearest hospital—the one that is the fewest roads away from his current location. Then, that hunter’s figure is removed from the board.
 - » If multiple hospitals are tied for the being the nearest to the location where a hunter was defeated, Dracula chooses on which of those hospitals to place the hunter.
 - » The nearest hospital for hunters who are defeated in Britannica is in Madrid, and the nearest hospital for hunters who are defeated in Caglairi is in Rome.
- † When a vampire from an encounter card is defeated, the encounter card is discarded.
- † During the next dawn after a hunter is defeated, place the hunter at the nearest hospital.
- † When a hunter is placed at a hospital after being defeated, he removes all damage tokens and bite tokens from his character sheet and discards all of his item and event cards.

Related Topics: Bitten, Combat, Damage, Hospitals, Regions, Winning the Game

Delayed

Some game effects can cause a hunter to become delayed. When a hunter becomes delayed, that hunter’s figure is placed on its side.

- † A delayed hunter must stand his figure upright instead of performing his next action. Then, he is no longer delayed.
- † If a delayed hunter is on Dracula’s current location, he participates in the combat.
- † If a delayed hunter would become delayed again, there is no effect.
- † If a card effect allows a hunter to choose to become delayed, a delayed hunter cannot choose to resolve that effect.

Related Topics: Actions

Despair Tokens

Despair tokens track the number of weeks that have passed during a game. Additionally, the number of despair tokens on the board has some game effects.

- † After a hunter is defeated, the influence track is advanced by two plus the number of despair tokens on the time track.
- † If Dracula plays “Escape as Mist” or “Escape as Bat” before he has played a number of combat cards greater than the number of despair tokens on the time track, the card is canceled.
- † When the time marker advances from Sunday night to Monday day, place one despair token on the space in the center of the time track. Also, Dracula gains one rumor token.
- † If all three despair tokens are on the time track when Dracula chooses a city location card, advance the influence track by three.

Related Topics: Combat, Defeated, Rumor Tokens

Dracula Errors

If a player discovers that Dracula has committed an error (e.g., moved between two cities that are not connected by a road or if he is unable to make a legal move when placing a card on the trail during the Dracula phase), Dracula suffers a penalty by following these steps:

1. Dracula reveals his current location.
2. Dracula clears all hideouts on the trail, leaving his current location on the first space of the trail if it was not already there.
3. Dracula suffers 5 damage.

Related Topics: Hidden Information, Movement, The Trail

Dracula Phase

The Dracula phase occurs after all hunters have had an opportunity to perform actions at night. Dracula's phase is composed of a movement step and an encounter step.

Movement Step

Dracula resolves his movement step as follows:

1. **Slide Hideouts:** Dracula slides all hideouts one space along the trail in the direction of the arrows.
 - » When a hideout slides off the sixth space of the trail, Dracula must either mature that hideout or convert it to a lair.
2. **Choose Card:** Dracula secretly chooses either a location card or a power card from his location deck and places it on the trail.
 - † If Dracula chooses a location card, he must be able to move to the location that corresponds to the chosen card while obeying the rules for moving by either road or sea.
 - » If Dracula's current location is a city, he can choose a location card of an adjacent city.
 - » If Dracula's current location is a port, he can also choose a location card of an adjacent sea zone.
 - » If Dracula's current location is a sea zone, he can choose a location card of either an adjacent sea zone or an adjacent port.
 - † If Dracula chooses a city that contains one or more hunters, he plays that card faceup and does not place an encounter during the encounter step.
 - † If Dracula chooses a power card, he follows the specific instructions for playing that power card.
 - † If Dracula cannot play a card, he has committed an error and suffers the penalty.

Encounter Step

Dracula resolves his encounter step as follows:

1. **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.
2. **Place Rumor Token:** Dracula may place a rumor token on any of the encounter cards in the first three spaces of the trail.
 - † Dracula cannot resolve an encounter step if he 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 during his movement step.

Related Topics: Adjacency, Dracula Errors, Encounter Cards, Hideouts, Rumor Tokens, The Trail

Dracula's Current Location

Dracula's current location refers to the location on the board that Dracula currently occupies.

- † The leftmost location card on the trail is Dracula's current location. This is typically the hideout on the first space of the trail. The "Hide," "Dark Call," and "Feed" power cards are ignored when determining Dracula's current location.
- † While Dracula's current location is not revealed, Dracula's figure is placed on the space above the first space of the trail.
- † When Dracula's current location is revealed, Dracula's figure is placed on that location of the board.

Related Topics: Reveal, The Trail

Encounter Cards

Dracula uses encounter cards to hinder the hunters or advance the influence track.

- † Dracula places encounter cards on the trail during the encounter step of the Dracula phase.
- † Encounter cards cannot be placed on sea zones, "Dark Call," "Feed," or "Misdirect."
- † Encounter cards remain facedown until they are either revealed or discarded.
- † All encounter cards have an effect, and some encounter cards have a matured effect.
 - » Dracula can resolve an encounter card's effect when he ambushes a hunter.
 - » If a hunter performs a search action in a hideout or lair that has one or more encounter cards, Dracula must resolve an encounter card's effect, ignoring the matured effect. If there are multiple encounter cards in that location, the hunters choose the order in which they are resolved.
 - » When Dracula matures a hideout that slid off the sixth space of the trail, he can resolve the matured effect on any encounter cards in that hideout.

- † If Dracula ever has fewer than five encounter cards in his hand, he draws cards from the top of his encounter deck until he has five encounter cards in his hand.
- † Dracula can have more than five encounter cards in his hand.
- † After a hideout is converted to a lair, Dracula places an encounter card on that lair.
- † A hideout or lair can contain multiple encounter cards.

Related Topics: Ambush, Hideouts, Maturing, Vampire Encounters, Winning the Game

Escape as Bat

“Escape as Bat” is a Dracula combat card.

When resolving “Escape as Bat,” the combat ends immediately. Then, Dracula may choose a location card of a city that is up to two roads away from his current location. If he does, he clears the hideout and places the chosen location card and the “Escape as Bat” card on the first space of the trail. If he does not, he stays at the same location.

- † The roads that connect Dracula’s current location to the chosen location cannot connect to a city with a consecrated ground or heavenly host token.
- † If Dracula plays “Escape as Bat” before he has played a number of combat cards greater than the number of despair tokens on the time track, the card is canceled.
- † If Dracula plays “Escape as Bat” during a vampire encounter, the combat ends, but neither Dracula nor the vampire encounter card are moved.
- † While “Escape as Bat” is part of a hideout, it has no effect. It serves as a reminder that this card was played to move to this location, and reduces the number of “Escape as Bat” cards in Dracula’s combat deck until it is cleared or slides off the sixth space of the trail.

Related Topics: Combat, Despair Tokens, Vampire Encounters

Escape as Mist

“Escape as Mist” is a Dracula combat card.

- † If Dracula plays “Escape as Mist” before he has played a number of combat cards greater than the number of despair tokens on the time track, the card is canceled.

Related Topics: Combat, Despair Tokens, Vampire Encounters

Event Cards

Event cards provide both hunters and Dracula with helpful allies and abilities.

- † Each event card provides timing text that describes when the card can be played.
- † Dracula and Dr. John Seward can have up to four event cards in their hands. Each other hunter can have up to three event cards in his hand.

- † When a character receives an event card, he must read the timing of when the card can be played. If it does not say play immediately, he places the card in his hand of event cards.
- † If a player draws an event card that would cause him to exceed his hand limit, he may play one or more of his event cards obeying the card’s timing text. Then, he must discard down to his hand limit.
- † Some event cards have an “Ally” effect. Players can choose to either play those cards immediately for an effect or as an ally, which remains in the play area and provides an ongoing effect.
- † The event card discard pile can contain both faceup and facedown cards as Dracula event cards discarded from the top of the event deck are facedown.
- † Event cards that are played or removed from a player’s hand are discarded faceup.
- † Event cards that are removed from the top of the event deck during a supply action are discarded facedown.
- † Some event cards require an action to play. To play these event cards, a hunter must perform an event action during either day or night.

Related Topics: Allies, Hidden Information, Supply

Feed

“Feed” is one of Dracula’s power cards.

When “Feed” is placed on the trail, Dracula recovers three damage.

- † “Feed” is placed on the trail instead of choosing a location card.
- † Encounter cards cannot be placed on “Feed.”
- † While Dracula’s current location is a sea zone, Dracula cannot play “Feed.”

Related Topics: Damage, Power Cards, The Trail

Fog Tokens

Dracula’s “Fog” encounter card allows him to place one or two fog tokens on the board.

- † Dracula must place fog tokens in a city, and if he places two fog tokens, they must both be played in the same city.
- † At dawn or dusk, if Dracula is in a city with a hunter and a fog token, Dracula can choose to not start a combat with that hunter.
- † A hunter cannot move into or out of a city that has a fog token.
- † A hunter cannot perform a search action in a city that has a fog token.
- † At the end of dusk, Dracula must remove one fog token from each city on the board that has at least one fog token.

Related Topics: Encounter Cards, Locations

Great Strength

“Great Strength” is a hunter event card.

- † If Dracula resolves “Fangs” on a mesmerized hunter at night, “Great Strength” prevents the player from gaining the bite token and being defeated. However, the influence track is still advanced.
- † When damage is prevented, none of that damage is suffered.

Related Topics: Bitten, Damage, Event Cards

Heavenly Host

See “Consecrated Ground.”

Hidden Information

Fury of Dracula is a game about hidden information, deception, and team work. Hunters are encouraged to discuss strategies and share information, obeying the following rules:

- † All players can search through any discard pile at any time. However, facedown event cards in the event discard pile cannot be turned faceup and must remain hidden.
- † When resolving the matured effect of the “Hoax” encounter card, Dracula can look at the facedown Dracula event cards in the discard pile.
- † Hunters can talk freely and disclose any information about their cards. However, Dracula must be able to hear all discussions, and any information shared among hunters must also be shared with Dracula.
- † Players participating in a trade action, or using Van Helsing’s “Leader” ability, can discuss strategies, share information, and view each other’s cards in private without Dracula hearing what is discussed or seeing what is shown.

Related Topics: Dracula Errors, Encounter Cards

Hide

“Hide” is one of Dracula’s power cards that allows him to remain on a location.

When “Hide” is placed on the trail, it is associated with the leftmost location card on the trail (usually the second space of the trail). These two cards remain associated until the location card is removed from the trail.

- † When a hunter ends a move in the associated location, or otherwise reveals that card, “Hide” is also revealed.
- † When “Hide” slides off the sixth space of the trail, Dracula cannot resolve the matured effect of any encounter cards in it.
- † “Hide” can be used with “Wolf Form.”
- † A hunter who is in the location associated with “Hide” can be ambushed by any number of encounter cards from both the hideout at that location, and encounter cards in the hideout with “Hide.”

- † If the associated location card is removed from the trail, the encounter cards in a hideout with “Hide” cannot be searched and Dracula cannot ambush hunters with those cards.
- † “Hide” is placed on the trail instead of choosing a location card.
- † When Dracula plays “Hide,” he places an encounter card during the encounter step as though he had chosen a location card.
- † While Dracula’s current location is a sea zone, he cannot play “Hide.”

Related Topics: Misdirect, Power Cards, The Trail

Hideouts

A hideout is all cards and tokens that exist on a single space of the trail.

- † When Dracula places a location card or a power card on an empty space of the trail, he has created a hideout.
- † When a hideout slides along the trail during the Dracula phase, all cards and tokens that comprise that hideout slide together.
- † Dracula can look at the cards in a hideout at any time.
- † If any cards in a hideout are revealed, they remain faceup until they are returned to a deck or hand.
- † After a hunter is moved to a hideout, Dracula reveals the location card in that hideout and may ambush the hunter.
- † During the movement step of the Dracula phase, when a hideout slides off the sixth space of the trail, Dracula must either mature that hideout or convert it to a lair.
- † If a hideout is cleared, the location card is returned to the location deck, any encounter cards are discarded, and, if there is a rumor token, it is placed in the token pool.

Related Topics: Ambush, Lairs, Maturing, Reveal, The Trail

Hospitals

There are three hospitals on the board. Each hospital is attached to one of the following cities: Madrid, Rome, or Budapest.

- † Characters cannot move to a hospital space.
- † When a hunter is defeated, he is placed on the nearest hospital space at the next dawn.
- † While on a hospital space, the only actions a hunter may perform are a modified version of either the supply or move action, as follows:
 - » **Supply:** The hunter may perform a supply action to draw one item card. He always draws one item card but cannot draw an event card.
 - » **Move:** The hunter may move from the hospital to the city attached to that hospital.

- † For the purposes of game rules and effects, if a hunter is in a hospital space, he is adjacent to and **not** in the location attached to that hospital.
- » A hunter on a hospital space cannot participate in a combat or be affected by encounter or event cards that are in the attached city.
- » If a hunter is on a hospital space, he is not in that city to participate in trade actions, be used with Mina's "Psychic Bond" ability, or the "Blood Transfusion" or "Hypnosis" event cards.
- » If a hunter is in a hospital space that is attached to a hideout or lair, Dracula does not reveal that location card.

Related Topics: Actions, Adjacency, Defeated, Locations

Lairs

A lair is any group of cards and tokens that exist in one of the three lair slots to the side of the trail.

- † When a hideout slides off the sixth space of the trail, Dracula must either mature that hideout or convert it to a lair.
- » To convert a hideout to a lair, Dracula places that hideout on one of the three lair slots on the board.
- » If there are already three lairs, Dracula may clear a lair to create room for a new one.
- » Lairs are only converted from hideouts that have slid off the sixth space of the trail.
- » When a hideout is converted to a lair, Dracula places an encounter card facedown from his hand on the lair.
- † After a hunter is moved to a lair, Dracula reveals the location card in that lair and may ambush the hunter.
- » If a lair has no encounter cards in it, Dracula clears the lair.
- † During the movement step of the Dracula phase, Dracula can move to a lair following normal movement rules.
- » If Dracula moves to a lair, he converts the lair to a hideout by taking the lair from its lair slot and placing it on the first space of the trail. (Dracula does this instead of placing a location card from his location deck on the trail.)
- » After converting a lair to a hideout, Dracula still resolves his encounter step by placing a facedown encounter card from his hand on that hideout.
- † When Dracula clears a lair, he places all encounter cards from that lair in the encounter card discard pile. Then, he returns any damage and rumor tokens in that lair to the token pool, and returns the location card in that lair to the location deck.

Related Topics: Hideouts, The Trail

Locations

Each city and sea zone on the board is a location. Locations cards on the trail and on lair slots are associated with cities and sea zones on the board.

- † Castle Dracula is a location that functions like a city for the purposes of movement.
- † Hospitals are thematically part of a location, but are not treated as locations for the purposes of game rules and effects.
- † If a hunter is in a location that corresponds to a location card in a hideout or lair, that hunter is treated as being in the same location as all the tokens and cards in that hideout or lair.
- † A hunter is "in a location with an encounter card" if that encounter card is in a hideout or lair with a location card that corresponds to the location that the hunter occupies.

Related Topics: Castle Dracula, Hospitals, Regions

Maturing

When a hideout slides off the sixth space of the trail, Dracula must either mature that hideout or convert it to a lair.

- † When Dracula matures a hideout that slid off the sixth space of the trail, he reveals and resolves the matured effect on any number of encounter cards that are in that matured hideout. Then, all encounter cards from the matured encounter are discarded.
- † After resolving all matured effects, Dracula clears the hideout. He returns any damage tokens in that hideout to the token pool, removes any rumor tokens in that hideout from the game, and returns any location or power card in the hideout to the location deck.

Related Topics: Encounter Cards, Hideouts, Lairs, The Trail

Mesmerize

"Mesmerize" is a Dracula combat card.

- † If Dracula is in a combat with multiple hunters, only the engaged hunter becomes Mesmerized until the end of combat.
- † If a hunter is Mesmerized more than once, there is no additional effect.

Related Topics: Combat

Misdirect

“Misdirect” is one of Dracula’s power cards, and it allows Dracula to sow confusion about the trail.

When “Misdirect” is placed on the trail, Dracula chooses a hideout on the trail. He clears that hideout from its trail space and places the “Misdirect” card on that space.

- † When Dracula plays “Misdirect,” the chosen hideout cannot contain Castle Dracula, a power card, or the location associated with “Hide.”

Related Topics: Power Cards

Movement

Movement is the method by which hunters and Dracula move to locations on the board. Hunters can move by road, railway, or sea. Dracula can move by road or by sea, but he cannot move by railway.

- † A hunter’s current location is where his figure is on the board. When the hunter moves, he physically moves his figure to the new location.
- † Dracula’s current location is the **leftmost location card** on the trail, which is typically the hideout on the first space of the trail. When Dracula moves, he secretly chooses one card from his location deck that corresponds to an adjacent location and places it facedown on the first space of the trail.
- † Dracula’s figure remains near the first space of the trail until Dracula’s current location is revealed, at which point he places his figure on that location of the board.
- † Hunters can only perform move actions during the day.

Road

- † To move by road, the character moves to an adjacent city.

Railway

- † To move by railway, a hunter must spend a ticket token, returning it from his play area facedown to the supply and then mixing the ticket token pool.
- † After spending a ticket token, the hunter can move to a city that is up to a number of railways away from his current location equal to the number on the spent ticket token.
- † Train tickets have white and yellow values.
 - » If a hunter moves using only white railways, he must use the white values on ticket tokens to determine the distance he can move.
 - » If a hunter moves using only yellow railways or a combination of white and yellow railways, he must use the yellow values on ticket tokens to determine the distance he can move.
- † When a hunter moves by railway, he does not move into any of the locations he passes through.

Sea

- † When a character moves by sea, he can move from a port to an adjacent sea zone, from a sea zone to an adjacent sea zone, or from a sea zone to an adjacent port.
- † Cities along the coastline have anchor icons, denoting them as ports. A port is adjacent to the sea zone in which its anchor icon appears.
- † Caglairi has two anchor icons, making it adjacent to both the Mediterranean Sea and the Tyrrhenian Sea.
- † Two sea zones are adjacent if they share a border.
- † A hunter can move by sea only during the day.
- † If a hunter is in a sea zone during the day, he must move by sea—he cannot pass.
- † If a hunter is in a sea zone during the night, he must pass—he cannot perform an action.
- † If a hunter is in a sea zone that is a hideout, Dracula does not reveal that location card.
- † When Dracula moves from a port to a sea zone, he suffers two damage.
- † When Dracula moves from a sea zone to a sea zone, he suffers one damage.
- † While Dracula’s current location is a sea zone, he cannot play “Feed,” “Dark Call,” or “Hide.” He can play “Misdirect” as normal, and he can play “Wolf Form” to move to an adjacent port or a city one road away from an adjacent port.
- † While Dracula’s current location is a sea zone, he does not place an encounter card during the encounter step.

Related Topics: Adjacency, Locations, Movement

Power Cards

Power cards allow Dracula to move in unique ways, recover damage, or draw additional encounter cards.

- † Dracula has five power cards that he can place on the trail instead of a location card during his movement step: “Dark Call,” “Misdirect,” “Feed,” “Hide,” and “Wolf Form.” Two of these cards, “Wolf Form” and “Misdirect,” also instruct Dracula to place a location card.
- † Power cards should be kept with the location cards for ease of use and to disguise when Dracula uses the “Hide” card.
- † Power cards cannot become lairs.
- † Dracula cannot choose a power card instead of a location card during setup.
- † Like location cards, power cards cannot be used again until they slide off the sixth space of the trail.

Related Topics: Hideouts, The Trail

Regions

A region is a group of contiguous cities that are in a colored section of the map on the board. Some game effects, such as Mina Harker's "Psychic Bond" ability, reference regions.

The regions are based on the geopolitical situation of 1898, and are named as follows:



- | | |
|---------------|--------------------|
| 1. Brittanica | 5. Italia |
| 2. Iberia | 6. Austro-Hungaria |
| 3. Gallia | 7. Baltica |
| 4. Germania | |

Related Topics: Locations

Reserve a Ticket

As an action, a hunter can reserve a ticket. To reserve a ticket, a hunter draws one of the facedown ticket tokens from the supply, looks at it, and places it in his play area.

- † A hunter needs a ticket to move by railway.
- † A hunter can look at the facedown side of his ticket tokens at any time.
- † After drawing a ticket token, a hunter can choose to keep it or discard it.
- † Each hunter can only have two ticket tokens at a time.
 - » If a hunter already has two ticket tokens and performs a reserve a ticket action, he must first discard one of his two existing ticket tokens before drawing a new one.

Related Topics: Actions, Movement, Trade

Rest

If a hunter performs a rest action, he recovers one damage.

- † If a hunter performs an rest action in the same city as Dr. John Seward, he recovers two damage instead of one.
- † Dr. John Seward always recovers two damage when he performs a rest action.

Related Topics: Actions, Damage

Reveal

Some game effects reveal cards to all players.

- † When a card in a hideout or lair is revealed, that card remains faceup until that hideout or lair is cleared or matured.
- † When a card is revealed from a player's hand, it is shown to all players and then returned to the player's hand.
- † A weakened hunter must play with **one event** and **one item** card revealed at all times (except during combat).
 - » The revealed item card is placed on the item slot at the top of a hunter's character sheet. The revealed event card is placed on the event slot at the bottom of a hunter's character sheet.
 - » A hunter may change which of his cards are revealed at any time.
 - » If a hunter is instructed to reveal a card for an effect, he can use the card that is revealed from being weakened.

Related Topics: Combat, Dracula's Current Hideout, Hideouts, Lairs, Weakened

Roadblock Tokens

Dracula's "Roadblock" event card and "Saboteur" encounter card allow him to place roadblock tokens on the board, which prevent hunters from using specific roads or railways.

- † Each roadblock token has two sides. One side is used for blocking roads and one side is used for blocking railways.
- † Hunters cannot move using a road or railway that has a roadblock token.
- † At the end of dusk, Dracula must remove one roadblock token of his choice from the board.
- † When Dracula places a roadblock token, it is placed on top of a single road or railway.
- † When placing multiple roadblock tokens at the same time, Dracula can place them in any combination of roads and railways.

Related Topics: Adjacency, Event Cards, Locations, Movement

Rumor Tokens

Rumor tokens allow Dracula to increase the amount of influence he gains when he matures a vampire encounter card.

- † Dracula begins the game with one rumor token.
- † Each time a despair token is placed on the board, Dracula gains one rumor token.
- † During Dracula's encounter step, after Dracula places an encounter card, he can place a rumor token in a hideout in **one of the first three spaces** of the trail.
 - » Each hideout or lair can contain a maximum of only one rumor token.
- † If Dracula resolves the matured effect of a vampire encounter card and that hideout has a rumor token on it, the influence track is advanced by an additional three spaces.
- † After a hideout is cleared, or if a lair is discarded, any rumor token on that hideout or lair is returned to the token pool.

Related Topics: Despair Tokens, Hideouts, Maturing, The Trail, Vampire Encounters

Search

The search action allows a hunter to reveal Dracula's encounter cards that are in hideouts or lairs.

- † When a hunter performs a search action, Dracula must reveal any encounter cards that are not already revealed from the hideout or lair the hunter currently occupies. Then, he resolves the text on that encounter card, ignoring any matured effect, in the order of the hunter's choice.
- † Hunters cannot search in a city that has a fog token.

Related Topics: Encounter Cards, Fog Tokens, Hideouts, Lairs

Storm Tokens

Dracula's "Summon Storms" event card allows him to place three storm tokens on the board.

- † Dracula must place each of the storm tokens on different sea zones.
- † A hunter cannot move into a sea zone with a storm token on it, but Dracula can.
- † At the end of dusk, Dracula must remove one storm token of his choice from the board.

Related Topics: Event Cards, Movement

Supply

When a hunter performs a supply action, he draws an event card and possibly an item card.

- † If the hunter is on a large city, he draws an item card from the top of the item deck and puts the card into his hand of item cards.
- † During the day, if the top card of the event deck shows a hunter icon, he draws it. If the top card of the event deck shows a Dracula icon, it is discarded facedown.
- † During the night, he takes the bottom card of the event deck. If it shows a hunter icon, he draws it; if it shows a Dracula icon, Dracula draws it.
- † Some event cards have effects that can only be played immediately. So, when a player draws an event card, he must read it.

Related Topics: Actions, Event Cards

Trade

The trade action allows two hunters to trade item cards and ticket tokens and privately share information with each other.

- † When a hunter performs a trade action, he chooses another hunter in the same city as him. The two hunters can show each other their item cards and ticket tokens and give any of those cards and tokens to each other.
 - » When a hunter performs a trade action, he and the other hunter who is part of that trade action can trade cards in secret and communicate in private, without Dracula seeing those cards or hearing that conversation.
 - » A hunter cannot perform a trade actions if he is in a sea zone.
- † The "Leader" ability on Van Helsing's character sheet allows him to trade with a hunter who is in **any** city.
 - » When using his "Leader" ability, Van Helsing can choose to trade with any hunter in any city on the board. The two hunters can share information as normal; however, they can only trade event cards. They cannot trade item cards or ticket tokens.

Related Topics: Actions, Event Cards, Hidden Information, Locations

The Trail

The trail consists of the six spaces on the board that Dracula uses to track his movement and place encounter cards. Some rules and card effects reference the spaces of the trail by number. The spaces are referenced first through sixth starting with the leftmost space.



Related Topics: Hideouts, Lairs, Maturing, Movement

Vampire Encounters

Combat with a vampire can be initiated from Dracula's "New Vampire" and "Reckless Vampire" encounter cards. The rules in this section apply only to vampire encounters; when the word "Dracula" is used, it is referring to the Dracula player.

- † If a hunter either resolves a search action or is ambushed in a hideout or lair and an encounter card is revealed that reads, "fight this vampire," a combat occurs.
- † Combat against vampires uses the same rules as combat against Dracula with the following exceptions:
 - » "New Vampire" and "Reckless Vampire" encounter cards have their own health values. When one of these vampires suffers damage, it is tracked on the card using damage tokens. If a vampire has a number of damage tokens on its card equal to or greater than its health value, that vampire is defeated.
 - » When a vampire is defeated, its encounter card is discarded. If combat ends without the vampire being defeated, the damage it suffered remains on the card.
- † If Dracula plays "Escape as Mist" or "Escape as Bat" before he has played three combat cards, the card is canceled.
 - » If Dracula resolves "Escape as Bat," combat ends, but neither Dracula nor the vampire are moved from their current locations.

Related Topics: Combat, Encounter Cards

Weakened

A hunter with one or more bite tokens is weakened.

- † A weakened hunter must play with one of his item cards and one of his event cards revealed.
 - » A hunter places his revealed item card faceup on the card slot at the top of his character sheet; he places his revealed event card on the card slot at the bottom of his character sheet.
 - » A hunter can change which cards are revealed at any time.

- † Mina is permanently weakened. She is treated as always having a bite token, even after she is defeated.
 - » The bite token space on Mina's character sheet has an image of a bite token to represent her permanently weakened status.
 - » Mina is defeated each time she is bitten as she has no empty bite spaces on her character sheet.
 - » Mina must always play with one of her item and one of her event cards revealed (except during combat).

Related Topics: Bitten, Reveal

Winning the Game

Players win the game in the following ways:

- † Dracula wins the game by advancing the influence track to space "13."
 - » If Dracula is defeated at the same time that he would advance the influence track to "13," the hunters win the game.
 - » During combat with multiple hunters, if the influence track is advanced to space "13" and Dracula would be defeated during a later step of that combat, Dracula wins.
- † Dracula can advance the influence track in several ways, as follows:
 - » Maturing a vampire encounter card advances the track by a number of spaces specified on that card.
 - » Resolving the "Fangs" combat card advances the track by one.
 - » Defeating a hunter advances the track by two, plus one for each despair token on the board.

Related Topics: Combat, Damage, Defeated, Despair Tokens

Wolf Form

"Wolf Form" is one of Dracula's power cards, and it allows him to change into a wolf who moves quickly through the countryside.

When "Wolf Form" is placed on the trail, Dracula suffers one damage and moves to a city that is up to two roads away from his current location. "Wolf Form" is placed along on the trail with the location card of the city he moved to.

- † If a location card with "Wolf Form" becomes a lair, "Wolf Form" is returned to the location deck.
- † "Wolf Form" can be played with "Hide."
- † When Dracula plays "Wolf Form," he still places an encounter card during the encounter step.
- † 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.

Related Topics: Power Cards, The Trail

Index



A	
Actions	3
Activation Order	3
Adjacency	3
Advanced Setup	2
Allies	3
Ambush	3
B	
Banners	4
Bats Token	4
Bitten	4
C	
Cancel	4
Castle Dracula	4
Clear	See Hideouts
Combat	4
Consecrated Ground	5
D	
Damage	5
Dark Call	6
Dawn and Dusk	6
Defeated	6
Delayed	6
Despair Tokens	6
Dracula Errors	7
Dracula Phase	7
Dracula's Current Location	7
Dusk	See Dawn and Dusk
E	
Encounter Cards	7
Escape as Bat	8
Escape as Mist	8
Event Cards	8
F	
Feed	8
Fight	See Combat
Fog Token	8
G	
Great Strength	9
H	
Heavenly Host	9
Hidden Information	9
Hide	9
Hideouts	9
Hospitals	9
I	
Influence Track	See Winning the Game
L	
Lairs	10
Locations	10
Lucy's Revenge	See Great Strength
M	
Maturing	10
Mesmerize	10
Misdirect	10
Movement	11
P	
Power Cards	11
R	
Railway	See Movement
Regions	12
Reserve a Ticket	12
Reveal	12
Roadblock Tokens	12
Roads	See Movement
Rumor Tokens	13
S	
Search	13
Sea Zones	See Movement
Storm Tokens	14
Supply	13
T	
The Trail	14
Trade	See Hidden Information
V	
Vampire Encounters	14
W	
Weakened	14
Winning the Game	14
Wolf Form	14

Quick Reference



Hunter Actions

- † **Move:** Move by road, railway, or sea.
 - » 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 to go from a sea zone to an adjacent sea zone or port.
- † **Reserve a Ticket:** Draw a ticket token from the token pool. A hunter can have up to two ticket tokens.
- † **Rest:** Recover one damage.
- † **Search:** If in a hideout or lair, reveal and resolve any encounter cards there.
- † **Special:** Resolve an effect on an event card or an ability on a character sheet that needs to be played as an action.
- † **Supply:** If it is day, draw a hunter event card or discard a Dracula event card from the top of the deck. If it is night, take the card on the bottom of the event deck and draw it or give it to Dracula, as appropriate. If in a large city, draw an item card before drawing an event card.
- † **Trade:** Choose a hunter in the same location. Then, secretly trade item cards and ticket tokens with that hunter.

Round Summary

Hunter Phase

1. **Dawn:** The time marker advances on the time track and combat occurs if one or more hunters are in the same location as Dracula.
2. **Day:** Each hunter performs one action in activation order.
3. **Dusk:** The time marker advances on the time track and combat occurs if one or more hunters are in the same location as Dracula.
4. **Night:** Each hunter performs one action in activation order. Hunters cannot perform move actions at night.

Dracula Phase

1. **Movement Step:** Dracula slides all cards on the trail. Then, he chooses and plays either a location card or power card from his location deck.
2. **Encounter Step:** Dracula places an encounter card on the first space of the trail.

Combat Rounds

Combat is resolved over a series of rounds. Each round has eight steps that occur in the following order:

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 one hunter to be the engaged hunter.
3. **Reveal Combat Cards:** All chosen cards are revealed.
4. **Compare Combat Icons:** If the combat icon on Dracula's chosen card matches a highlighted combat icon on the engaged hunter's chosen card, Dracula's chosen card is canceled.
5. **Resolve Dracula's Effect:** If Dracula's chosen card is not canceled, he resolves its effect.
6. **Resolve Hunter's Effect:** Resolve the effect on each hunter's chosen card.
7. **Check Combat Status:** Check to see if the combat has ended.
8. **Refresh Hands:** Dracula and each hunter refreshes his hand to prepare for the next combat round.

Combat Icons

There are seven combat icons that appear on combat cards and item cards. Each icon thematically matches the effect of the card on which the icon appears. The seven combat icons are:

	Fangs		Plotting
	Strength		Escape as Bat
	Claws		Escape as Mist
	Mesmerize		