

# BloodLust

The leader of the vampire coven is dead, destroyed by a vampire slayer. The new leader will be determined by the coven member who increases their Bloodline the most. Players take the role of vampires within the coven trying to become the new leader by building their Bloodline. Players use their special abilities and game events to help them before the sun rises or vampire slayers end their quest. The longer players stay on the hunt the better their chances to increase their Bloodline. The risk is the sun rises and they lose all of their gains for that night or a vampire slayer finally tracks them down to stop their BloodLust.

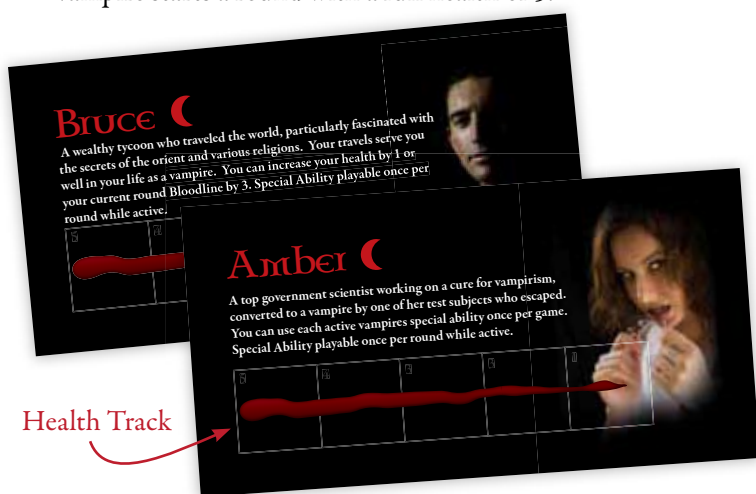
## COMPONENTS:

In addition to this rules sheet, the game includes these components:

- Draw Cards (60)
- Vampire Special Ability Boards (10)
- 1 Counter Sheet of Markers
- Game Board

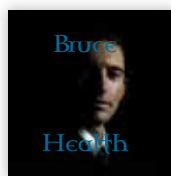
## GAME CONCEPTS

Each player represents a vampire within a vampire coven that is seeking to become the new leader of the coven. Each vampire has special abilities that can be used once per round. At the start of the game each player receives one of the vampire character boards to use throughout the game. These can be selected randomly by players selecting blindly from the boards placed face down or players may select their favorite. Each vampire starts a round with a full health of 5.



Health Track

The game is played in a series of rounds. A round represents one night for the vampires to increase their Bloodlines by being active on the hunt as long as possible before daylight arrives. Vampires still active when daylight arrives lose all Bloodline



Health Marker

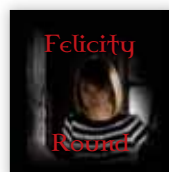
gains for the round (night). Players can choose when to leave a round before daylight arrives by becoming inactive, thus preserving their Bloodline gains for the round. They may also be forced to leave a round before daylight when their health falls below 1.

A round ends when all players are no longer active or when daylight arrives. A round can also end when all the draw cards have been played. The total number of Rounds played before a game ends is determined by the players before starting the game. Generally 3 to 4 rounds is a good number but players may choose any length.

During the round cards are drawn from the draw deck. Each card has various effects that are applied to the players when drawn. "Event" cards drawn may be held by the drawing player and used during the course of a round. Event cards may only be played when the sign on the event card matches the sign on the drawn card showing.

Players track their Bloodline gains score for a round on the Scoring Chart on the game board with their vampire character round markers. The Bloodline round score for each player at the end of a round is added to their total Bloodline score. These are tracked on the game board Bloodline Scoring Track with their vampire character total markers. High total Bloodline score at the end of the game is the winner and declared the new leader of the vampire coven.

Bloodline Round Scoring Marker



Felicity

Round



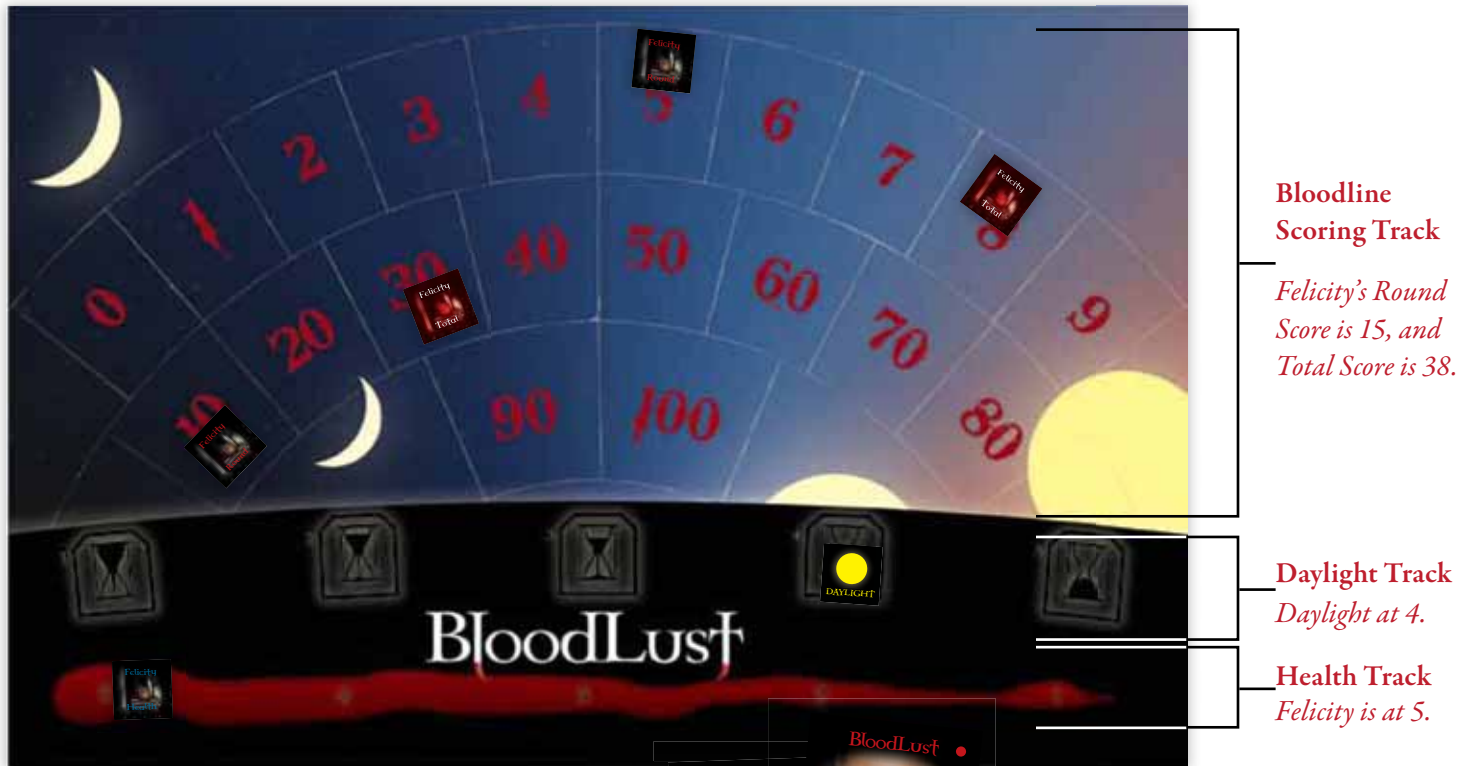
Felicity

Total

Bloodline Total Scoring Marker

## PREPARE FOR PLAY

The game board is placed within easy reach of all players and each player places their character “Round” and “Total” scoring markers (one of each) on the 0 space on the Bloodline Scoring Track. Players use their character scoring markers to track the increase in each player’s Bloodline. Place their health marker on the 5 space on their health track on the character card. Finally, place a marker for each player in an opaque container and draw one at random. The player to whom the drawn marker belongs makes the first draw during the first round and is the “leader” (dealer) for the round.



## SEQUENCE OF PLAY

At the beginning of each round the leader thoroughly shuffles together the deck of 60 Draw cards and places them face down in the center of the play area. The leader draws the first card in a round and players alternate drawing cards clockwise while still active in the round.

**ACTIVE** At the beginning of each card draw, all players secretly decide to stay “Active” or become “Inactive” for the current round by respectively revealing their Active or Inactive decision marker from a closed hand. All players make this revelation simultaneously. Players choosing to become inactive add their Current Round Bloodline gains to their total Bloodline gains on the Bloodline Scoring Track and the player is considered inactive for the remainder of the round (exception: Event Cards may still be played if noted on the card). Players staying active continue in the round and apply the results of the next card drawn in the round.

The player drawing a card secretly examines it. Depending on the type of card, he or she does the following:



**BLOODLUST:** The card is placed face-up in the discard pile. Each active player increases their Bloodline for the round on the Bloodline Scoring Track by the amount shown on the card.

**VAMPIRE SLAYER:** The card is placed face-up in discard pile. Depending on the Vampire Slayer card drawn, each active player for the round does the following:

- Move the player’s round scoring marker down by the amount shown on the card.
- Move the player’s health marker down by the amount shown on the card.
- Chooses to reduce Bloodline or health.





**DAYLIGHT:** The card is placed face-up in the discard pile. Move the daylight marker on the game board Daylight Track up accordingly. Each active player in the round increases their current round Bloodline score by the amount stated on the card.

**NIGHT:** The card is placed face-up in the discard pile. Move the daylight marker on the game board Daylight Track down accordingly. The Daylight track can not fall below zero.

**EVENT:** If the player drawing does not currently possess an event card, the player places it face-down in front of him or her for later use, per the description provided on the event card. If the player already possesses an event card, he or she must pass one of them, face-down, to another player that does not have an event card. If every player possesses an event card, the card must be discarded. Each event card indicates when it can be played.



Event cards can only be played when the sign [● ● ☾] on the event card matches the sign on the last card played. Event cards cannot be played retroactively. If multiple event cards are played simultaneously (or the timing of a played card is in doubt), the current leader determines the order in which they take effect



**THE INVITATION:** The card is placed face up in the discard pile. Each active player has a choice of accepting or declining the invitation. This is done by secretly revealing from a closed hand their choice. If declining show a decline invitation marker. If accepting, show an accept invitation marker of their guess of the sign on the next card

drawn. Depending the guess results adjust Bloodline score or health markers accordingly.



The Invitation Markers share the card sign symbols which are Full Moon, Half Moon and Quarter Moon.

After the results of the each card draw have been resolved, players decide if they will stay active or inactive for the round. Players who chose to become inactive leave the current round and add their current round Bloodline gains to their total Bloodline score. Those staying active participate for another card draw and resolve the result. This process continues until the current round ends.

## ENDING THE ROUND

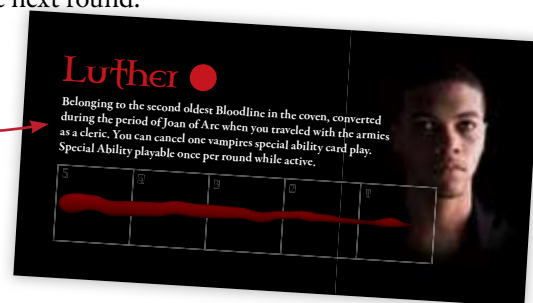
A round can end in one of three ways: 1) all players are inactive in the current round 2) the draw deck is completely played through 3) when the daylight marker on the Daylight Track equals or exceeds 5. At the instant that a drawn daylight card or played daybreak card pushes the total value over this limit, all current round Bloodline gains of players still active are lost and zero (0) is gained for those players for that round.

Immediately upon ending the round, the leader is the next player to the right of the leader that started the previous round. Each player sets their round scoring marker to 0 on the Bloodline Scoring Track and the draw deck is reshuffled with all cards.

## SPECIAL ABILITIES

Each of the characters in the game has its own special ability described on it's character board. These abilities are "played" as if they were event cards except they are not dependent on the sign of the drawn card. Once a player uses the ability, it cannot be reused until the next round.

### Special Ability



## NEGATIVE SCORING

No player's Bloodline score for the round or total may fall below zero. If a player's Bloodline score for the round drops below zero, the balance below zero is ignored and they can keep playing in the round if they have remained active.

## WINNING THE GAME

The player with the highest total Bloodline score on the Bloodline Scoring Track at the end of the last round played for a game is the winner.

## OPTIONAL RULES

1. When playing with only two or three players, players may want to use two characters each. These characters are considered to be in collusion with one another and may therefore share event cards (but may still only hold one each).
2. Rather than play a specific number of rounds, players may optionally play until one reaches a specified score on the Bloodline Total Scoring Track (example: 50 points). This goal must be determined before play begins.
3. Special abilities may only be played when the last card played equals their sign.
4. Players may use the Health Track on the game board so all players may readily see each others health status.
5. To speed play, players may verbally state “active” or “inactive” prior to each card draw instead of using the markers. Start with the leader and move clockwise.

## EXAMPLE OF PLAY

For the purpose of this example, we'll assume that several card draws of the current round have gone by. There are 4 active vampire players. Each vampires health is at 3. The Daylight Track is at 3.

Before the next card draw, all players make the decision if they'll stay active or become inactive by revealing their active/inactive marker from a closed hand. Luther opts to become inactive, at which point he leaves the game and adds his current round Bloodline score to his total Bloodline score. Mastema, Felicity, and Jake decide to stay active. The next card drawn is a Bloodlust card of 2. Each of the active players adds 2 to their current Bloodline round score. All players again decide to remain active. The next card drawn is a Vampire Slayer card that reduces each active players health by 2, reducing all active players to a health of 1. Jake plays his special special ability of reducing another characters health, he plays it on Mastema and forces him from the round by reducing Mastema's health to 0. Mastema leaves the round and adds his current Bloodline round score to his Bloodline total score.

Jake and Felicity stay active for another draw. A Bloodlust 3 card (showing the full moon sign) is drawn. Felicity has been holding the Sanctuary event card with a full moon sign. Felicity plays the card now on Jake voiding his Bloodline gain for that draw. Felicity would then add the 3 from the Bloodlust 3 card to her round total. Jake would not as the Sanctuary card has voided his gain. Felicity goes inactive and Jake stays active prior to the next card draw. Felicity adds her Bloodline round score to her Bloodline total score. The next card drawn is a Bloodlust 1 card that Jake adds to his Bloodline round score. Jake remains active for another draw and a Daylight 2 card is drawn taking the Daylight track to a 5 which ends the round. Jake loses all Bloodline gains for that round and adds 0 to his Bloodline total.

All the cards, including unplayed event cards, are reshuffled into the draw deck by the new leader for the next round. Each player places his scoring round marker on the 0 space on the Bloodline Scoring Track and the new round begins for all players!

## CREDITS

**Design by:** Mike Wylie and Grant Wylie

**Layout and Design:** Sean Cooke

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