DRACULA

Immersive Play

Welcome to a culinary world of fangs and pitchforks. Dracula is a game of social deduction, creative storytelling and deceptive role-playing. Each round is a plea for your life, avoiding Dracula's hunger, as you make the best excuse for yourself.

But, not all villagers are what they appear to be. Friendships can easily be broken, as it is between them or you, when Dracula makes his choice for dinner.

DRACULA

Welcome to Transylvania where the local Villagers have received the unwanted pleasure of joining Dracula for dinner. One player will be the famous Count and the rest will be Villagers trying to convince Dracula that anyone else would make a better meal. Players will take turns using EXCUSE cards to craft their plea's and take cues from ACT cards to support their plea. But watch out, your fellow Villagers might stab you in the back using their EXCUSE cards to save their own skin!

AFTER ALL DRACULA
IS HUNGRY AND ONE
UNLUCKY PERSON IS
GOING TO BE DINNER!

CONTENTS:

155 x Excuse cards
40 x Victory tokens
30 x Act cards
20 x Role cards

WIN:

The game ends, when all players have had their round as DRACULA. All players count their **Victory** tokens. The player with the most **Victory** points, is the winner.

Game Setup:

The player that most recently made a blood donation (or picked at random) will start with the DRACULA **Role** card face-up. The remaining players are each referred to as a VILLAGER.

Choose and reveal any desired **Role** cards, based on the table below, so every player know which role is in play during the rounds.

Player Count	Elite Cards	Special Cards	Villager Cards
3	1	1	0
4	1	1	1
5	1	2	1
6	2	2	2
7	2	2	3
8	2	3	2

Round:

Each round consist of turns. The game is played in clockwise order, and the VILLAGER to the left of DRACULA begins the first turn as the active player.

At the start of each round, shuffle all the **Role**, **Excuse** and **Act** cards face-down separately, to form their individual decks. Place them in the center of the table.

ROLES & EXCUSES:
Give each VILLAGER a random **Role** card face-down. This card must be kept secret until the end of the round.

Deal each VILLAGER 3 **Excuse** cards. Place 10 additional **Excuse** cards face-up in the center of the table.

Every VILLAGER now have 3 minutes to swap **Excuse** cards from their hand with any face-up on the table. Remove the left over cards from play.

DRACULA draws an **Act** card per VILLAGER in play, and keeps them hidden.

VICTORY POINTS:
The round continues until every VILLAGER have had their turn. At the end of the round, DRACULA choses one VILLAGER to eat.

Then every VILLAGER will reveal their **Role** card and gain their **Victory** points. The DRACULA **Role** card is then passed to the player on the left to become the new DRACULA, starting a new round.

Turn:

Before starting each turn, DRACULA chooses any one **Act** card from their hand, to be used as modifier for this turn and should be placed face-up in the middle of the table.

A turn consist of two phases; excuse phase and village phase.

EXCUSE PHASE:
The active player will plead their case to DRACULA, as to why they should not be eaten ("Please Dracula, don't eat me because..."). While making their pleading story, hiding their true identity, they must incorporate and reveal all their **Excuse** cards from hand into their narrative, and the current **Act** card revealed by DRACULA, before they finish their story.

VILLAGE PHASE:
After the story phase, the VILLAGER on the left and the VILLAGER on the right of the active player, may play a single **Excuse** card from their hand on top of an **Excuse** card already in play, to undermine the current **Excuse**'s in play.

The active player must now continue their story, explaining why the previous story was false and the new **Excuse** card is the true story ("Okay Dracula, so this is what really happened...").

During this phase, every other VILLAGER and DRACULA can participate in roasting or supporting the statements of the active player. Once the active player has told their story, the turn ends.

The next player in clockwise order begins the next turn. They are now the active player.

HEAVY LOAD

BAD BLOOD TYPE

GOOD FRIEND WITH VAN HELSING

ACT

CREDITS

"The game you are about to play has been through a lot. It has been conceptualized, developed, written, tested, visualized, forged, backed, printed and ultimately unboxed by you. We believe that everyone at our studio plays an important role, bringing life to this game, regardless of job title or influence.

This is why you won't find a name on the box. Instead, we wish to give credit to all our amazing, creative and hard working people, united. We are proud of what we can accomplish together and we enjoy bringing games to life, so that you can experience immersive play and quality time from quality games."

Special thanks goes to: Jacob Lindborg & Morten Fausing, for concept. Louise Bannebjere, for immersion. Stephanie Gustafsson, for layout. Andreas Barbesgaard, for interaction. Jeppe Jelvin, for story. Andreas Sveistrup, for production. Mihajlo Dimitrievski, for artwork. Henrik Kemp, and all our backers and supporters, giving us strength, courage and momentum.

SETUP:

Player Count	Elite Cards	Special Cards	Villager Cards
3	1	1	0
4	1	1	1
5	1	2	1
6	2	2	2
7	2	2	3
8	2	3	2

ROUND:

Shuffle all the **Role**, **Excuse** and **Act** cards face-down separately, to form their individual decks. Place them in the center of the table. Deal each VILLAGER 3 **Excuse** cards. Place 10 additional **Excuse** cards face-up in the center of the table.

DRACULA draws an **Act** card per VILLAGER in play, and keeps them hidden.

TURN:

Before starting each turn, DRACULA chooses any one **Act** card from their hand.

EXCUSE PHASE:
The active player will plead their case to DRACULA, starting with an introduction of their made-up character.

VILLAGE PHASE:
After the story phase, the VILLAGER on the left and the VILLAGER on the right of the active player, may play a single **Excuse** card from their hand on top of an **Excuse** card already in play, to undermine the current **Excuse**'s in play.