

# DRACULA'S CURSE™



RULEBOOK

# WELCOME TO DRACULA'S CASTLE

Enter Dracula's Castle in an attempt to kill the dark lord himself and put an end to his reign of terror. Throughout your time in Dracula's Curse, your friends may become your enemies, and your enemies your friends.

## COMPONENTS



7 Slayer/Vampire cards



21 Subclass cards



7 Character tokens



40 Curse cards



60 FORCE cards



60 SPEED cards



60 MIND cards



30 Blood point tokens



33 Combat cards



10 Vampire Quest cards



78 Castle tiles  
+ 1 Castle starter tile



30 Life tokens



1 Dracula Cloak card



1 Dracula Keep  
+ 10 Dracula Keep rooms



4 Dracula tokens



5 Dracula trap cards



1-6  
PLAYERS



14+  
AGES

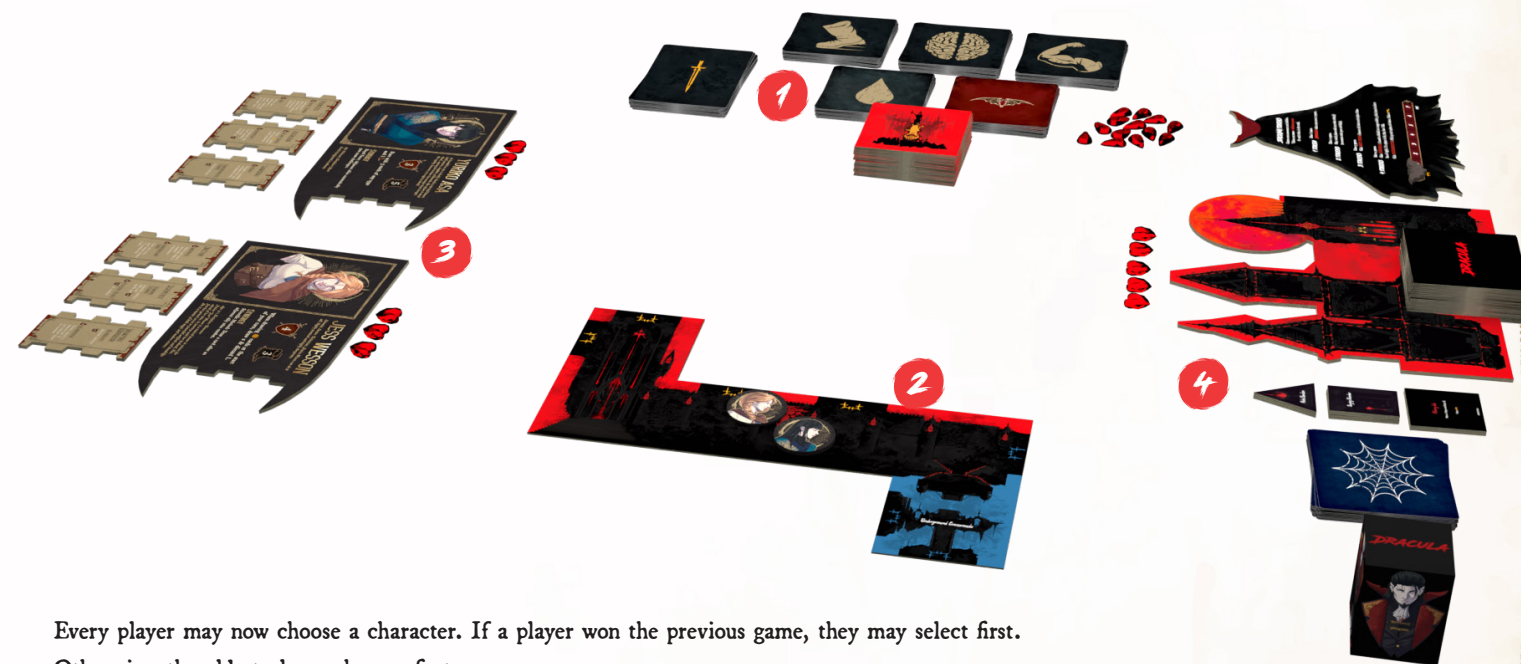


90-120  
MIN

## GAME SETUP

To begin play, shuffle every deck of cards and castle tiles. After shuffling, place the Curse, Combat, Vampire Quest, SPEED, FORCE, and MIND decks on the table **1**.

Then, find the starting castle tile and place it in the middle of the play area **2**.



Every player may now choose a character. If a player won the previous game, they may select first. Otherwise, the oldest player chooses first.

If you chose a Slayer character, gather their character card, three subclasses with corresponding character initials in the corner, and 3 heart tokens (you will start with 3 Life) **3**.

If you are the player playing as Dracula, gather the Dracula character card, Dracula castle tiles, Dracula Keep tile and Keep room tiles, Trap card deck, Dracula tokens, and 5 heart tokens (you will start with 5 Life) **4**.

The player controlling Dracula must also take the following steps prior to the game beginning:

- 1**. Choose 2 boss monsters to add to the Combat deck (see p. 6 for details).
- 2**. Prepare Dracula's starting hand of castle tiles (see p. 6 for details).

Play begins with the player who chose their character first, then proceeds clockwise around the table.



# GAMEPLAY

## TURN STRUCTURE

### SLAYERS / VAMPIRES

At the start of each player's turn, players will draw one card from the FORCE, SPEED, or MIND deck.

Each player may hold a **maximum of 5 cards** of any type in their hand at one time. The types of cards you will find in these decks will either be attacks, spells, quick use abilities, traps, items or traits.

Written on the character cards you will find the Slayer's AR **1** and movement speed **2**.

Each Slayer has a unique class feature on their card **3**. These will take effect at the start of their very first game turn and be available to them throughout play (unless killed and turned into a Vampire).

After drawing their card, a player may take any number of actions on their turn:

**Movement:** Players may move any number of tiles up to their maximum movement, unless they enter combat or encounter an event, at which point, the player may no longer move that turn.

**Trading:** Players may trade any items or cards with other players that share the same tile with them. The only rule is that for every card given, the receiving player must also give one card in return (though the card types do not have to match).

**Combat:** Players may enter combat with another player (a Slayer may not attack another Slayer. They may only initiate combat with vampires).

**Play Ability cards:** Players may use any cards in their hand.

**Equip or unequip items:** Players may equip or unequip items or traits at any time (outside of combat).



**DAMON DANTES**  
How Damon came to attain his immense fortune no one knows. Whatever his intentions, he has taken it upon himself to aid and protect his friend Yuriko.

**1** **5** **2** **3**

Start game with 1 and 2 cards. Give 1 additional to Slayer of your choice.

**SYNERGY**  
Peoples Champ: Give your to other adjacent players at will (any time).

Age: 42 | Birthplace: Europe (unknown)  
Damon is a generous benefactor with an unknown background.



**AR: Attack Rating**  
Your strength in combat.



**Movement**  
Determines how many castle tiles you can traverse during your turn. Movement is made orthogonally.

**Transmute:** Players may transmute (discard) an item or trait anytime on their turn, outside of combat, into 1 .

**Purchase a subclass:** Players may purchase a subclass of their choice for 3 . The second will cost 5 and the third will cost 7 .

**Explore:** To explore deeper into the castle, players will draw a castle tile which matches the color door they are moving through. The color corresponds with the level of the castle - **gold:** main level, **red:** upper level, **blue:** underground. When players explore, there is a good chance they will encounter an event. These can be Curse events, Combats, and SPEED, FORCE, MIND challenges (see p.9 for details). When players encounters an event, their movement for the turn ends (some cards and abilities will alter this).

**Investigate a Dracula Token:** Players may enter into a tile with a Dracula token to reveal its effect. After resolving the effect, they remove the token from the board.

## UNLOCKING THE UNDERGROUND

When the game begins, the Underground Crossroads tile will be locked. In order to unlock this tile for traversal, players will have to explore the Underground (tiles with blue doors). When a player locates the Crypt tile and passes the , the Underground Crossroads will then be flipped over, revealing its door and allowing players to freely traverse from the Castle starting tile through the Underground Crossroads and vice versa.



## DRACULA

At the start of Dracula's turn, he will gain 1 Essence . Then he **MUST** do the following:

**1.** Place a facedown Dracula castle tile. If Dracula has none in his hand, he must draw one and immediately place it. If impossible to play (due to no connecting doors), he will continue to draw until able to play one (see p.6 for details). He keeps all drawn tiles in hand.

**2.** Beginning on turn 5, move **ALL** Dracula tokens (see p.6 for details).

On Dracula's turn, he **MAY** do the following:

- Build a room in his Keep (see sidebar).
- Perform any Keep room ability by paying the cost.

Dracula may perform these actions at any applicable time:

### Reap a Monster soul

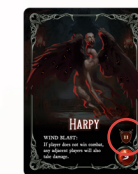
If a monster loses combat, Dracula may "reap" that monster's soul for 1 . The soul value of a monster is represented in the bottom right-hand corner of the combat card as seen in the example to the right. If Dracula chooses to reap a fallen monster's soul, he may put that monster's card into his hand. Dracula may play this card and add that monster's SV (Soul Value) to another combat encounter.



Monster soul value

### Play a Reaped soul

When another player draws a combat card, but **BEFORE** playing any cards or their abilities of their own, Dracula may play the monster card and add the SV of that monster to the value of the Combat card. See example below:



Current combat card



Reaped soul from Dracula's hand



Monster's New Attack Value

He may also pay 1 to have that monster's ability be used against the player in that same combat encounter. This allows Dracula to unlock powerful combinations, that would otherwise not have been possible.



## BUILDING A ROOM IN YOUR KEEP

Dracula's character progression is tied to the rooms he has built in his personal keep. These rooms give him new abilities and augment the castle in ways that make it harder for Slayers to traverse. Dracula may not build more than 1 room per turn, but otherwise may build as much as he likes as long as he has enough Essence and the proper pre-requisites.

The rooms in Dracula's Keep must be built from the bottom up.

There are three types of rooms: Square, Rectangle and Triangle shaped rooms.



The rooms toward the top of the Keep are the most powerful. In order to build a rectangle room, Dracula must first build the square room underneath it. Similarly, to build a triangle room, Dracula must have first built a square room, then a rectangle room.



# SPECIAL RULES FOR DRACULA

As the dark lord Dracula, you have many ways in which you may affect the castle and ultimately defeat the Slayers.

## BEFORE PLAY BEGINS

### BOSS MONSTERS

Dracula has 6 Boss monsters each with their own strengths and weaknesses at his disposal that he can place into the combat deck. At the start of the game, he will **choose 2** of the Bosses and place them into the combat deck. The combat deck is then shuffled.

### CASTLE TILES

Dracula has his own stack of Dracula castle tiles he can use to impede the other players progress through the castle. Roughly 75% of the Dracula tiles are bad for the players that explore them, and the remaining 25% offer benefits to the brave players who explore those rooms. Dracula's castle tiles are always played facedown.





At the beginning of the game, Dracula will pull out the **Grand Staircase** tile, and another Main floor (gold door) tile of his choosing. He will then shuffle the Dracula rooms tile and draw until he finds two more Main floor tiles. These 4 tiles will comprise Dracula's starting hand.

Unlike Slayer characters, Dracula has **no hand limit**.






## DURING THE GAME

### DRACULA TOKENS

Once you have played your 4 starting Dracula room tiles, on your following turn (beginning of your 5<sup>th</sup> turn) you will place your tokens facedown in the castle. **These tokens cannot be placed adjacent to any Slayer or any other Dracula token** (once placed, tokens may then be moved closer to each other, stacked, and/or moved offensively towards Slayers/Vampires). The same rules apply when placing tokens via the "Mist Form" or "Regenerate" abilities. On every turn after this, you **must** move all Dracula tokens.


-    tokens - Movement: 1
-  token - Movement: Up to 2

When a Slayer/Vampire character enters a tile with a Dracula token, they may investigate the token. Investigating is optional only if the player doesn't end their movement in the tile. If their movement ends in the tile, they **must** investigate. During investigation, the token is revealed and its effect carried out. The effect is indicated by an icon on the bottom of the tile, which are hidden to the Slayer/Vampire characters until interacted with. After the effect is resolved, the token is **removed from the board**.

-  **Combat:** Player will discard the first combat card on top of the deck and draw and fight the next monster card.
-  **Curse:** Player will draw a Curse card.
-  **Dracula Gain Essence:** Dracula will gain 1 .
-  **Encounter Dracula:** Dracula loses 1 Life.

When a Dracula token enters a space with a Slayer, that player loses 1 Life and the token is **removed from the board**.

#### Stacking Tokens

Once a token lands on a space with another token, they must stack. Once stacked, the functions of the icons are no longer in effect. If a player investigates a stack of tokens, the tokens are **removed from the board** and the player gains 1 .

If all tokens are removed from the board, Dracula can reset them on his next turn (using the same placement rules as before).


Stacking tokens have the following effects:


**2 TOKENS:** Move up to 2 spaces OR switch places with another token/token stack.

**3 TOKENS:** Move up to 3 spaces.


Gain **MIST FORM:** Spend 1  to reset all tokens.

**4 TOKENS:** Move up to 4 spaces.

Gain **FIREBALL:** Spend 1  to launch a fireball at a target within 3 tiles (must be direct line of sight). If hit, they lose 1 Life.


Gain **REGENERATE:** Pick up and reset all tokens at no cost, then gain 2 .

#### Dracula's True Form Revealed

Once all 4 tokens are stacked, Dracula's true form is revealed and the tokens can no longer be investigated. Dracula may initiate combat with  25.

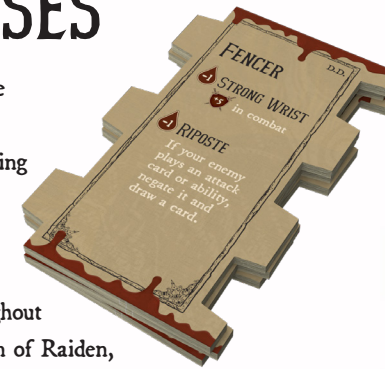


# EQUIPMENT AND TRAITS

A player may have a maximum of two traits "equipped" at any time (*however, a player can hold an as many traits as they like, within their hand limit*). At any time, a player may have a maximum of one item equipped to each of the helmet, body, foot, accessory, and weapon slots. However, a player may dual wield two 1-handed items unless unable to do so for another reason. During a player's turn, but outside of combat, they may trade-in/transmute an unlimited number of item or trait cards for 1  each.

# SUBCLASSES

Each character has 3 unique subclasses, which can be identified by the corresponding character initials in the top right corner of the subclass card. These subclasses are available to purchase throughout the game with the exception of Raiden, who begins the game with his singular subclass card.




When a character dies and is reborn as a vampire, they flip over their subclass cards to reveal vampire subclasses.

# WIN CONDITIONS

The game will be over when all Slayers have been turned into vampires (Dracula victory), Dracula is dead (Slayer victory), or a win condition on a Vampire Quest card is met.

# DEFEATING DRACULA

To defeat Dracula, players must first find the **Grand Staircase** tile. Once a player locates and ascends the Grand Staircase, they will find themselves in the Upper Keep (denoted with red doors, rather than gold doors). After Slayers explore the Upper Keep, they will find the **Ascent** room tile, which is the final staircase and leads to a combat with Dracula. If a Slayer reaches Dracula's throne room, he has nowhere to hide and must do combat with the Slayer.

Flip over the Dracula Cloak card to find his combat strength, which is based on his remaining Life and .


Alternatively, Slayers may kill Dracula by finding and landing on his Dracula tokens moving throughout the dungeon. Should Dracula run out of Life, he will die and the Slayers will win.

# DRACULA VICTORY

Dracula wins by turning all Slayers into vampires.


When a player runs out of life, they will no longer be a Slayer.

When reborn as a vampire, a player must:

1. Turn their character card and token over to the vampire side, and place the token on the castle entrance tile.
2. Choose one item to keep, then discard everything else they had (cards, items, traits, subclasses, and .
3. Lose their next turn.
4. At the beginning of their next turn, draw a Vampire Quest card.

**Note:** If you drew the "Join Dracula" Vampire Quest card and Dracula wins, you share the victory due to your unholy alliance.

## VAMPIRE QUEST CARDS

There are 10 total vampire quest cards in the game. There is a 60% chance the vampire will join Dracula, 20% chance that they will rejoin the Slayer team, and a 20% chance of something else occurring. The player vampire may NOT reveal this card to any other player. However, they may tell other players anything they choose in an attempt to bluff either Dracula or the Slayers. A vampire player may still traverse the castle, explore, fighting monsters, and leveling up. However, when they land on a DRACULA tile, they feed on the rooms dark energy and receive 1  upon flipping it over. They must still do the event or combat if the room has one.




# COMBAT






## VS. MONSTERS

When a player lands on a castle room tile with a combat icon (shown below), they must do combat with a monster. Monsters come in three different difficulty types - You will draw a card from the combat deck with the matching symbol.






-  Combat Tier 1  
Lowest difficulty
-  Combat Tier 2  
Medium difficulty
-  Combat Tier 3  
Highest difficulty

## RESOLVING COMBAT



When a player enters combat versus a monster, they will first begin by confirming their own Attack Rating (  ):

To find a Slayer's , take the character's base  and add the total from items, companions, and traits. A player may then spend  to use abilities or play any cards they think will aid them, or even use an ability to escape the combat. If a player loses a combat, they lose 1 Life. The combat card is then added to the combat card discard pile (unless Dracula chooses to reap the monster's soul). When a monster is killed in combat, the player will gain 1  as a reward. Some difficult monsters or room events will reward the player with an additional , but these occurrences are rare.

## VS. PLAYERS

When a player goes into combat versus another player, both players will begin by declaring their  (base  + all items and any cards that augment it). The attacking player will then choose any cards that they wish to play and declare their final . The defending player can then do the same. Once both final  are declared, the winner is decided. If the  values are tied, the defending player will win.

### TIP:

Sometimes it's better to save your  or cards, rather than play them in a combat you're destined lose. Wisely managin both your  and cards will be key to victory!



If a Vampire player wins a combat encounter against a Slayer, they feed on that player's life. The Slayer will lose 1 Life and the Vampire will gain 1 Life.

## TEAM SYNERGY

Each Slayer has a team synergy they can provide to their allies. In order to provide the synergy bonus, a player must be on the same or adjacent tile as the other teammate (through doorways, blocked walls do not count). A player may benefit from only one teammate's synergy at a time (*vampires do not receive synergy*).

## AFTER COMBAT

After resolving a combat encounter, the player may not move or initiate another combat until their next turn.




# MASTER THE CASTLE

## FORCE/SPEED/MIND CARDS

In the realm of Dracula's Curse, the FORCE, SPEED, and MIND cards are the keystones that define gameplay, shaping cunning strategies and thrilling outcomes. Let's delve into each deck, unraveling the intricacies and providing valuable insights.

## FORCE CARDS

FORCE cards stand as the linchpin of combat, proving indispensable in the heat of battle. Here are expert tips for unleashing the full potential of FORCE cards:

**Gain strength in Combat.** FORCE cards amplify a player's  during combat. Employ them strategically to overpower adversaries and monsters alike.

**Equip impressive Traits.** Such as:



Ensure you're prepared for any challenge.



Showcase your exceptional strength.



Enable diverse tactical choices during encounters.

**Utilize powerful Items.** Such as: Bloodmail (armor), The Godkiller (sword), Plate Helm (helm)

## SPEED CARDS

SPEED cards are pivotal for swift movement, evasion, and outmaneuvering opponents. Here's how to master SPEED cards with finesse:

**Become swift and evasive.** SPEED cards ensure quick positioning and strategic advantage. Utilize them to escape peril, sidestep traps, or catch adversaries off guard.

**Equip impressive Traits.** Such as:



Your enemies will fall to your versatile combat.



Gain an advantage through swift decision-making.



Strategic positioning and rapid response.

**Utilize powerful Items.** Such as: Master Whip (weapon), Assassins Cowl (helm), Revolver (weapon).

## MIND CARDS

MIND cards enable players to decipher the castle's riddles and outmaneuver their adversaries. Here's how to use MIND cards to embody arcane wisdom and strategic brilliance:

**Master arcane magic.** MIND cards offer formidable spells and artifacts, empowering players to command the elements, extract secrets, and outmaneuver opponents through cunning stratagems.

**Equip impressive Traits.** Such as:



Empower diverse gameplay styles.



Ensure a robust hand for tactical mastery.



Allow for versatile and unexpected moves.

**Utilize powerful Items.** Such as: Ancestral Robes (light armor), Circlet (helm), Arcane Nexus (weapon)

## LIFE AFTER DEATH

### SO... YOU'RE A VAMPIRE

Congratulations, or perhaps condolences, on joining the undead realm of Dracula's Curse! Here's a glimpse into what awaits you:

#### Embracing Immortality

Your objectives shift from mere survival to becoming a powerful force within the game. As a vampire your base stats have increased, and you have a new powerful vampiric character feature listed on your character card.


#### Becoming the Predator

Seize opportunities to strike when your adversaries least expect it. You still draw cards at the beginning of every turn and have access to three unique vampire subclasses, each offering distinct advantages. Master these tools for ultimate victory.

#### Feeding

Each time you defeat another player in combat, you feed on their life force and gain 1 Life (and they lose 1 Life).

#### Vampiric Powers

Discover and harness your vampiric powers. Hunt down any unexplored DRACULA tiles to feed on their dark energy and gain 1 .

#### Survival of the Fittest

Remember, the world of Dracula's Curse is ruthless. Whether you choose diplomacy, deception, or brute force, your actions will echo through the corridors of the castle.

# SOLO MODE

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**STRETCH GOAL  
UNLOCKED!**

**DETAILS  
COMING SOON**

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# TWO PLAYER MODE

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**STRETCH GOAL  
UNLOCKED!**

**DETAILS  
COMING SOON**

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# VAN WESSON

*A COWBOY TRUE OF HEART. HE'S A DANGEROUS OPPONENT, SKILLED AT EVERYTHING AND WITH A STRONG DESIRE TO VANQUISH EVIL.*

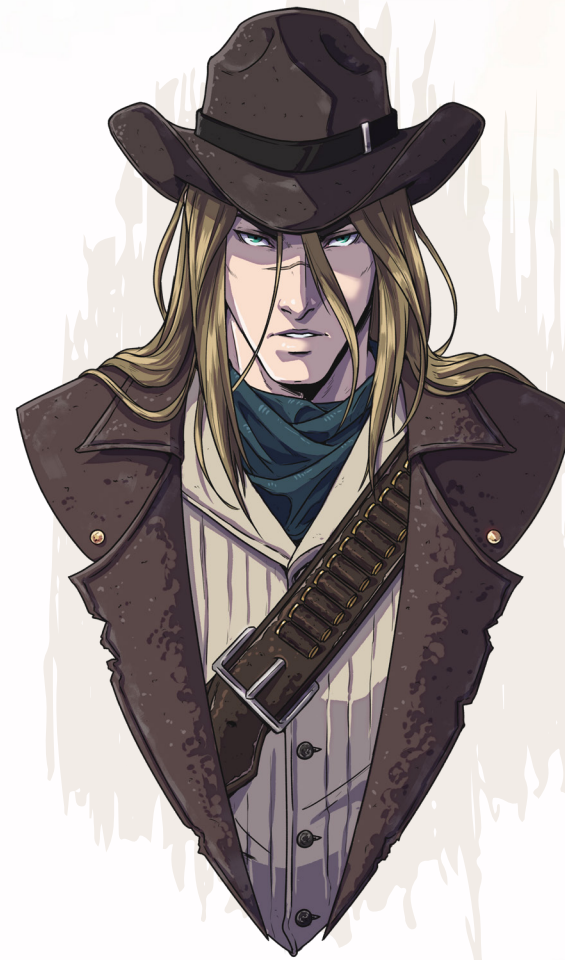
Age: 33 Birthplace: Texas

Subclasses: Marshall, Ranger, Strategist

Weapons of Choice: Long rifle and sidearm

Traits: Prototypical Hero, Humble, Skilled, Deadly, Likely to wear the color black

Background: Retired Texas Ranger. Van has fought for justice and "the good fight" enough times to make an average man blush. Along with his wife, Jess, he has faced down countless evil threats.



# JAMESON MARKS

*YOUNG. BRASH. FULL OF BRAVADO. JAMESON WILL DISARM YOU WITH HIS YOUNG AND HANDSOME FACE. BEFORE YOU REALIZE YOUR MISTAKE. YOU'RE ALREADY DEAD.*

Age: 20 Birthplace: Texas

Subclasses: Gunslinger, Bounty Hunter, Tactician

Weapons of Choice: Fire arms, Dual revolvers

Traits: Cowboy, Cunning, Good hearted, Loyal, Quick draw, Likely to wear brown

Background: Jameson's family was murdered by vampires to hide evidence of their existence. With the help of Van Wesson, Jameson was able to fulfill his revenge. He set out on a path to destroy Dracula and everyone like him.

# JESS WESSON

*SCIENTIST. DOCTOR. TECHNICIAN. JESSICA WESSON CAN DO IT ALL. HIGHLY PRACTICAL AND HIGHLY DANGEROUS.*

Age: 30 Birthplace: Tennessee

Subclasses: Doctor, Surgeon, Scientist

Weapons of Choice: Magic, Intellect

Traits: Blond, Beautiful, Cowboy, Kind, Intelligent

Background: Jess Wesson is a trained doctor in science far ahead of her time. In journeys with her husband, Van Wesson, Jess has gained access to powerful artifacts and knowledge. She is a master of both magic and modern science.



# MASON STONE

*THE DEFINITION OF BRUTE FORCE. MASON IS AN HONORABLE AND LOYAL COMPANION. YOU'D BE WISE NOT TO ANGER HIM.*

Age: 35 Birthplace: France

Subclasses: Brawler, Musketeer, Baron

Weapons of Choice: Sword and Shield, Long rifle, Grappling

Traits: Gentle Giant, Good natured, Wine lover

Background: Mason grew up in France and was a Musketeer before witnessing supernatural events. After which, he retired and began traveling the world. It wasn't until he met his best friend, Jameson Marks, that his vampire hunting path became clear.





# YURIKO ASA

*AS BEAUTIFUL AS SHE IS DEADLY. YURIKO IS THE HALF HUMAN DAUGHTER OF DRACULA. SHE REFUSES TO DRINK BLOOD, CAUSING HER TO HAVE LOW VAMPIRE LEVEL STRENGTH. HER AGILITY, HOWEVER, IS A SIGHT TO BEHOLD.*

Age: Unknown (due to vampire aging) Birthplace: Japan  
Subclasses: Samurai, Assassin, Princess  
Weapons of Choice: Bladed weapons, Katanas, Whips  
Traits: Beautiful, Adept, Vampire  
Background: Unknown



# RAIDEN

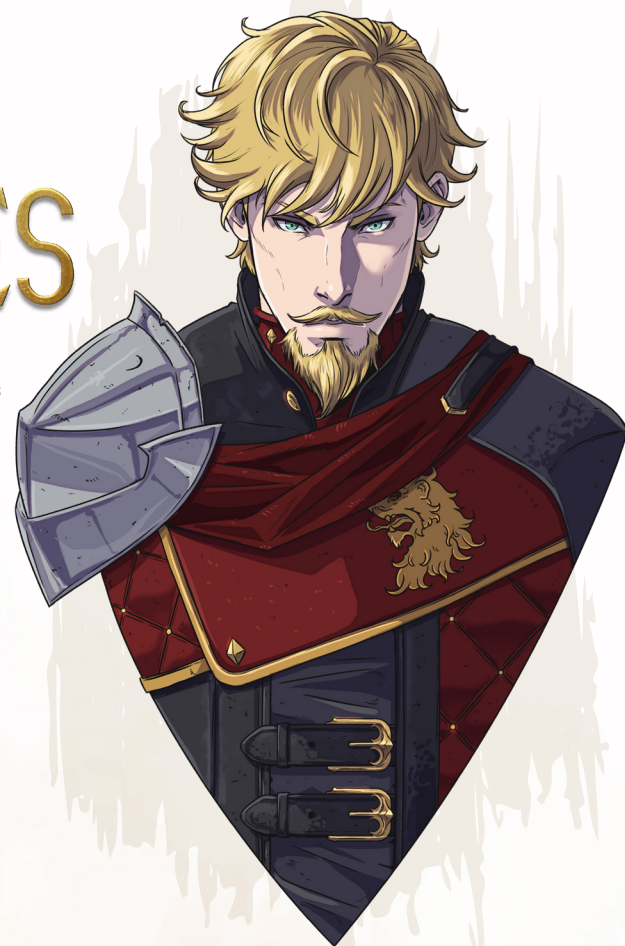
*JAMESON MARKS FROM AN ALTERNATE TIMELINE. HOW DID HE GET HERE? IS HE ALREADY A VAMPIRE? USING NANOBOTS? HE WON'T SAY.*

Age: Unknown Birthplace: Unknown  
Subclasses: None  
Weapons of Choice: Chain whip and sidearm, Bladed weapons  
Traits: Deadly, Fearless, Disciplined  
Background: Raiden, having journeyed into the future, returned to the past to aid in the defeat of Dracula. It is suspected that the ability to do so was provided to him by his lover, Yuriko, though how she gained the technology is unknown. His true identity is a secret to everyone but her.

# DAMON DANTE

*HOW DAMON CAME TO ATTAIN HIS IMMENSE FORTUNE NO ONE KNOWS. WHATEVER HIS INTENTIONS, HE HAS TAKEN IT UPON HIMSELF TO AID AND PROTECT HIS FRIEND YURIKO.*

Age: 42 Birthplace: Europe (unknown)  
Subclasses: Royal Guard, Fencer, Socialite  
Weapons of Choice: Bladed Weapons, Rapier  
Traits: Fashionable, Savvy, Intelligent, Philanthropist  
Background: Damon is a generous benefactor with an unknown background.



## FOUNDERS COMING SOON



# REFERENCE



Movement Speed



Attack Rating



One-Handed Weapon



Two-Handed Weapon



Blood Point



Combat Tier 1



Combat Tier 2



Combat Tier 3



Curse



Essence



Force



Speed



Mind



Special Event



Magical

*Items with this icon allow user to cast spells.*

# CREDITS

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