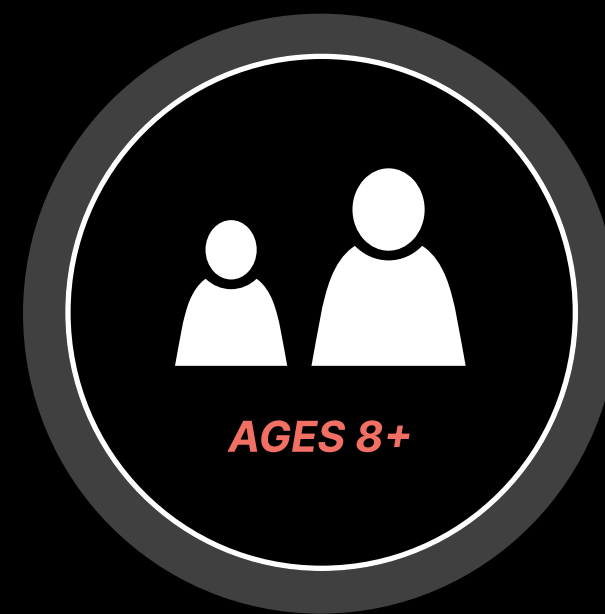


# THIRST

THIRST IS A BLOODTHIRSTY 2-4 PLAYER COMPETITIVE VAMPIRE VS. VAMPIRE CITY DOMINION GAME



## HOW DO I PLAY THIS FUN GAME?

In *Thirst* you fight other vampires for dominion, hunting grounds, and influence over city neighborhoods. Drive your opponents into deadly frenzy, Prey on humans, use Dark Powers, and claim everything as your domain! You can enthrall humans, make ghouls, and even more vampires... but beware, reckless choices and bodies discovered create harsh Consequences for vampires. Which vampire will control the city by controlling their... *Thirst!*



## GAME ELEMENTS



- 1 Sun/Moon card
- 12 Cheat cards
- 4 Player coffins
- 24 Player tokens (6 for each player)
- 12 Consequence cards
- 30 Neighborhood cards
- 4 Ten-sided Dice
- 120 Ichor cubes
- 50 Red Blood cubes
- 30 Tainted Blood cubes
- 50 Dark Power cards
- 52 Prey cards

## HOW DO I SETUP THE GAME?

1. Shuffle Dark Power, Consequence, and Neighborhood cards, then place piles where everyone can reach. For a 2 player game remove double influence accruing Prey and Neighborhood cards.
2. Place the Red Blood and Tainted Blood cubes where everyone can reach.
3. Players choose a player Coffin card and take their corresponding tokens, dice, and cubes of color.
4. Players start with 3 Blood and Ichor cubes on their player card.
5. Each player draws 3 Dark Powers, chooses 1 to keep in their hand, and reshuffles the rest back into the deck.
6. Get the Graveyard Neighborhood tile and place in center of table, place all player coffins face-down in the Graveyard, and flip the Sun/Moon card to night.
7. The last person to play a vampire video game, watch a vampire movie, a vampire TV show, read a vampiric book, etc. goes first, and takes the Sun/Moon card.



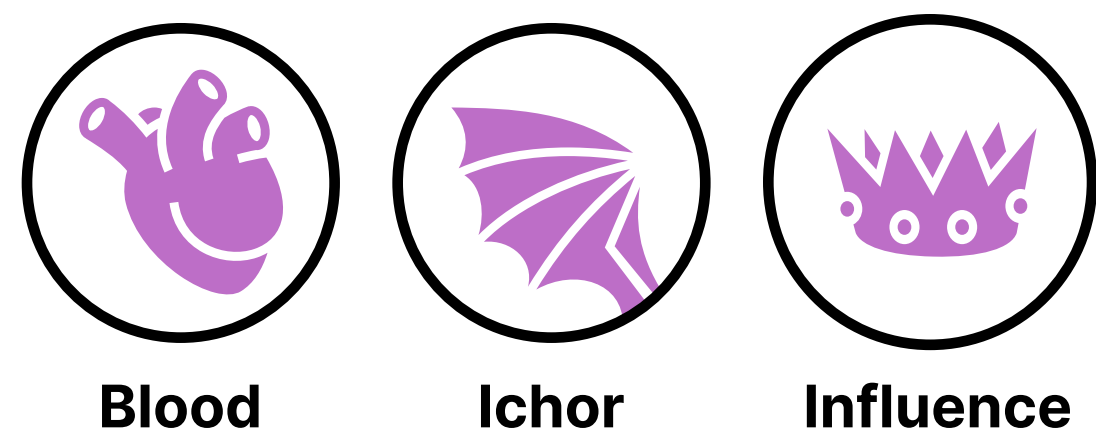
## WHO AM I IN THIS GAME?

In *Thirst* players become unholy powerful, inhumanly monstrous, bloodthirstily vampires. As a timeless vampire you can command undead and wield evil dark magic, but you awaken in a modern age of human invention and society.

Evil ichor courses through your veins keeping you undead, and since you only know peace when you kill, you MUST FEED, you must drink blood, and there isn't enough in this city to go around!



In *Thirst* there are three things that are important to you as a vampire: **Blood, Ichor, and Influence**. You must drink *Blood* so you won't frenzy, your *Ichor* allows you to perform your dark actions, and *Influence* is a gauge of your control and sway over the city.



## HOW DO I WIN?

Rise each night, prey on the living and terrorize neighborhoods to get Influence, then return to your coffin to hide from the deadly rays of morning. **Win *Thirst* by being the first player to accrue 10 (👑) Influence.** Play out the final round, and ties are broken by number of Influence, Minions, then Thralls.



## WHAT IS FRENZY?

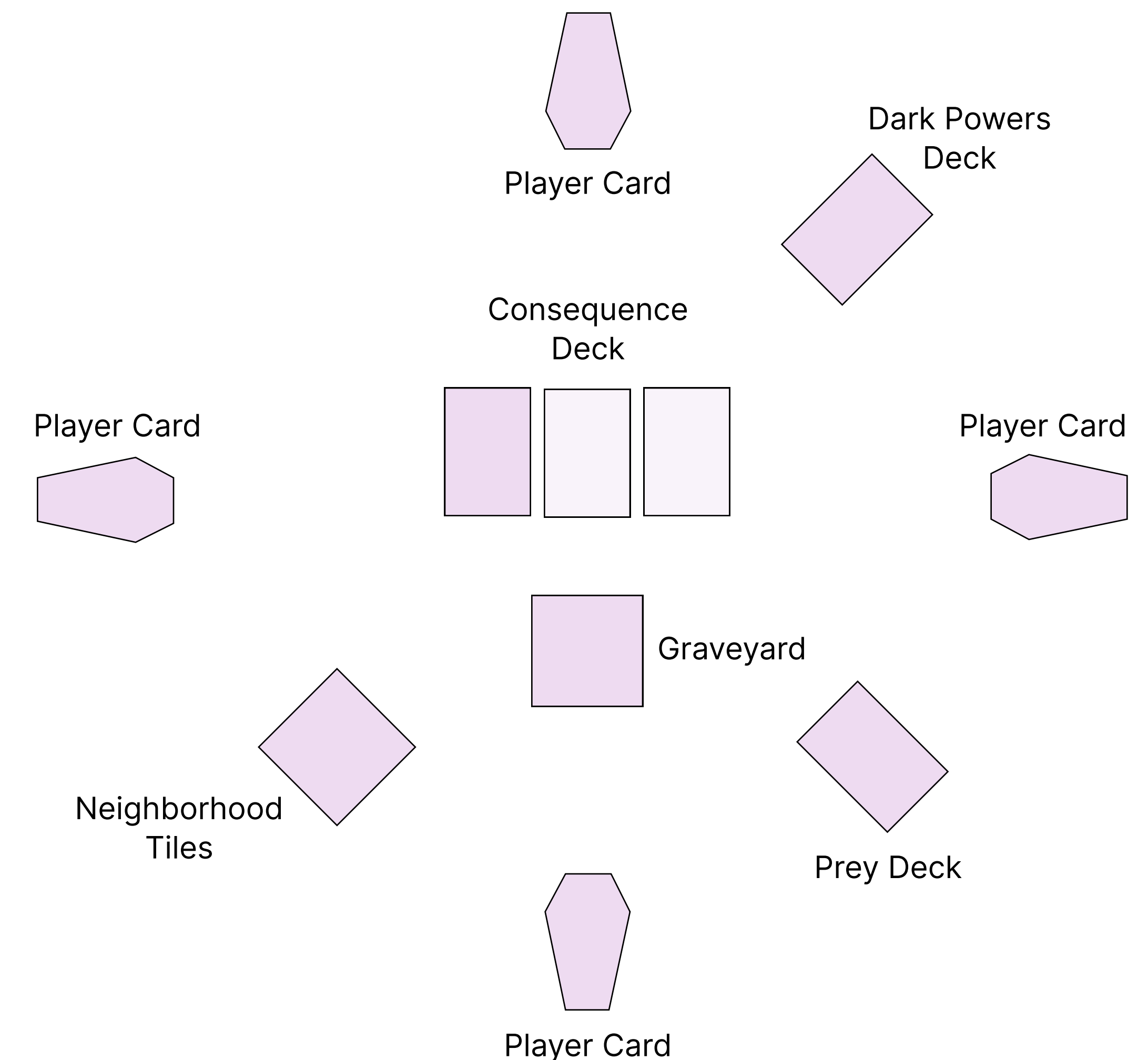
If you rise from your slumber without blood on your Player coffin you frenzy. When you frenzy you must choose to either:

- Eat all of your Thralls and keep your turn
- OR
- Lose your turn and regenerate 1 Blood

## HOW DO I LOSE?

Lose *Thirst* if another vampire's *Ghoul* stakes you in your coffin during the day, and you are out of Blood.

## SUGGESTED SETUP



## NEIGHBORHOODS

**Neighborhood** tiles represent a unique place in the city that's pulsing with life. Players arrange these tiles turn-by-turn as a grid to make up the dynamic playing board.

### PROPERTIES OF A NEIGHBORHOOD

- **Population** (👤) - the number of *Prey* cards you must draw when hunting, which decrease by 1 for each Ichor (🩸) in the Hunt counter.
- **Hunt counter** - a tracker that represents how many times a neighborhood has been hunted.
- **Resources** - an indicator showing what *resources* - such as Blood (❤️) or Influence (🌿) - the vampire with dominion extorts at the end of the Day phase.

### STATES AND ATTRIBUTES

- **Revealed** - a neighborhood can be face up or face down. A neighborhood is "revealed" when it is face up.
- **Dominion** - the vampire who has the most cubes on the Hunt Counter has "dominion." The vampire with dominion can extort their Neighborhood at the end of Day phase, as well as spend 1 Ichor (🩸) to move between any Neighborhoods in which they have dominion.
- Some *Neighborhood* tiles allow you to draw a **Dark Power** (👹) if your Ichor is the first placed in the last Counter position.

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## HUNT

Blood is the life, and **hunting** is how vampires consume *Blood* (❤️), unlock *Dark Power* (👹), and acquire *Influence* (🌿).

### HOW TO HUNT

1. **Place 1 Ichor** (🩸) on the **Neighborhood Counter** in the top available square, or replace an Ichor if full. The first Ichor in last square draws a **Dark Power** (👹). You can only draw a neighborhood's dark power once.
2. **Draw # of Prey** (👤) listed on **Neighborhood** minus the Ichor and place them face down. *Minimum number of Prey is never below one.*
3. **Choose which Prey to pursue based on their heart beat** from the face-down draw, or abandon the hunt. Place the remainder on the bottom of the deck.
4. **Turn your chosen Prey face up** in the most dramatic way possible.
5. **Add Blood** (❤️) to the **Prey**. Prey have a starting number of Blood indicated by the number of hearts on the back of the card. Use Blood from the common pool.
6. **Add Influence** (🌿). If Prey have Influence, add Influence on the card.
7. **Your Prey is now a Thrall**. They are alive, untainted, loyal. Please Note: *Hunting twice in the same Neighborhood on the same night results in Consequence drawn at the end of night.*

### DEATH

When you drain a Thrall of all Blood, so that a skull (💀) is visible - they are dead. Forfeit their Influence, and leave their body in the street.

If the skull is flaming (👹), then your Thrall's death lets you draw a **Dark Power**.

You can transform Thralls into Ghouls (👤) and Vampires (👹). Refer to **Actions & Ichor** for instructions. Doing so forfeits their Influence to the pile, as well as the potential they bestow a **Dark Power** upon their death.

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## ROUNDS AND TURNS

A round of *Thirst* consists of two (2) phases, NIGHT and DAY. During each phase, each player takes a turn in a clockwise order.

### NIGHT

1. **Rise from your slumber and** flip over your vampire tokens face-up.
2. **Stave off thirst** by spending 1 Blood to replenish you and your minion's Ichor.
3. **Take your actions** by using Ichor to fuel your monstrous desire.
4. **Flip over your vampire token(s)** and **pass Sun/Moon to next player.**
5. After every Player has gone, draw 1 *Consequence* if a Prey got away, or if a Neighborhood was preyed upon twice.

### DAY

1. **Ghouls obey your commands** by using their Ichor to exert your will. Flip your Ghoul tokens to signal the start and end of their turns. **Pass Sun/Moon to next player.**
2. **If any Bodies are left in daylight** draw 1 *Consequence* as the city reacts, and place body at bottom of deck. If there is no such incident, remove the oldest *Consequence* (place on bottom of deck).
3. **Extort your Neighborhoods** where you have dominion and collect Resources.

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## ACTIONS & ICHOR



### FREE ACTIONS

- **Dismiss** your *Ghoul* (👤) or *Vampire* (👹) and discard their cards
- 👤 **Feed** on a Thrall
- 👤 **Convert** 1 Blood (❤️) into 1 Ichor (🩸)
- 👤 **Use Dark Power** and pay cost, **Discard a Dark Power** for 1 Ichor (🩸), or 3 for 1 Influence (🌿).

## FAQS & CREDITS

### FAQS

#### 1. How do Consequences work?

During the day, if any Body remains draw 1 *Consequence*, and for every round where no Body is found remove 1 *Consequence* (starting with the oldest). Players also draw a *Consequence* at the end of night if they Prey twice in the same Neighborhood on the same night, or a Prey got away.

#### 2. What is Tainted Blood?

When a *Vampire*, *Thrall*, *Created Vampire*, or *Ghoul* has a Tainted Blood (black cube), it's a blocker and can't be consumed, utilized, or leveraged in any way (until it's restored to normal).

#### 3. I see more Blood and Ichor squares?

Player Vampires, Thralls, Ghouls, or created vampires all start with a default blood and ichor. Certain Dark Powers, vampires exerting Influence, or even Consequences can strategically increase or decrease blood and ichor capacity.

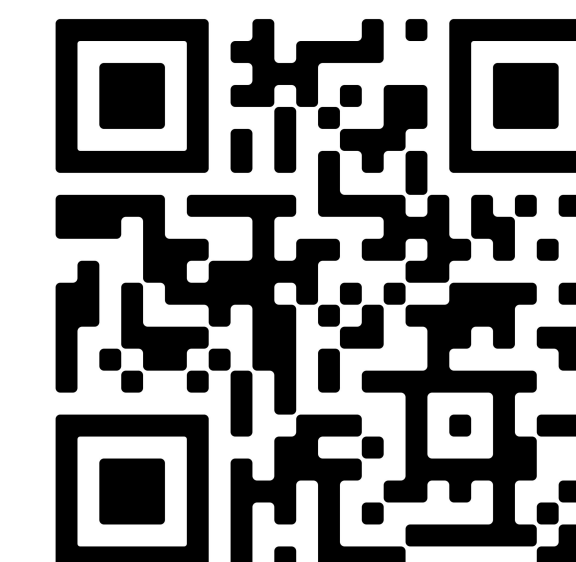
### CREDITS

Tim Broadwater  
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*Special Thanks to Connor Wake, Hayden McLean, Kevin Purdy, and Zach Lubow.*

### 'THIRST' SPOTIFY PLAYLIST

<https://open.spotify.com/playlist/0c6ncxlnJBXv8GNA5suf7d>



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### 1 ICHOR ACTIONS

- **Hide a body** by moving body to bottom of deck without Consequence.
- **Move** to an adjacent neighborhood (draw a *Neighborhood* if one doesn't exist), or move between any Neighborhoods that you have Dominion.
- 👤 **Hunt**. Refer to **Hunt** for instructions.
- 👤 **Scout neighborhood**. Draw a *Neighborhood* during the day, look at it, and place it face down on the map.
- 👤 **Carry coffin**. Carry a coffin to an adjacent neighborhood.
- 👤 **Stake a vampire**. Target 1 vampire in the same square as the *Ghoul*. The *Vampire* loses 1 blood, and if they have no blood they Die. Please Note: *A Ghoul can only Stake once per round.*

### 2 ICHOR ACTIONS (PLAYER VAMPIRES ONLY)

- 👤 **Enslave a Ghoul**. Feed a Thrall from your lecherous veins, and spoil all of who they were, who they might have been, to think only of your dark will. Transfer 2 Ichor into your Thrall and give them a Ghoul token, and place one on the board. Ghouls spend 1 full round to transform and cannot act until the subsequent day.
- 👤 **Awaken a Vampire**. You must be in the Graveyard. Empowered by the tainted soil from which you emerged, drain a Thrall of all but 1 Blood and feed them from the rotten gash on your arm. Transfer 2 Ichor into your Thrall and give them a Vampire token. Vampires awaken the subsequent night with the most ravenous **Thirst**.

### FULL-ROUND ACTION

- 👤 **Rest In Coffin** - Sit out the next round to repair -1 Consequence

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