

TRANSYLVANIA: CURSES & TRAITORS

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OFFICIAL RULE BOOK

TRANSYLVANIA: CURSES & TRAITORS

A game of adventure and exploration for 3 to 6 players lasting 45 to 60 minutes.

Victorian era Transylvania has fallen under a terrible curse. The countryside is overrun with monsters and the citizens are being terrorized and are afraid to leave their homes. The situation has become dire for all of the region's inhabitants. In a desperate attempt to save Transylvania, the local government has issued a plea for help, calling for courageous adventurers to save them from their plight. The reward offered is substantial enough to draw the best and the bravest from around the globe.

This is your chance to take the role of one of these fearless adventurers. Explore the cursed lands of Transylvania in search of the knowledge needed to break the curse that befouls the land. But be warned, Transylvania is a dangerous place. You may find yourself transformed into the very Monsters you have come to destroy. That is, if you even make it out alive.

HOW TO WIN

There are three possible ways to win Transylvania: Curses and Traitors:

1. Break the Curse. Be the first Adventurer to return to the Church Tile with five Knowledge Cards. You must have at least one Knowledge Card for each of the Monster types (see page 6). These cards will come from your hand and from your Examined cards (see page 13). The game ends when you step onto the Church Tile.
2. Transform into a Monster and kill Adventurers. If you transform into a Vampire, Werewolf or Zombie, you must kill a number of Adventurers equal to half the number of Players in the game.
3. Attack and defeat a Monster.



GAME COMPONENTS



1 Rule Book



16 Board Tiles



20 Adventurer Stand-ups



2 Mirror Tokens



12 Dice



3 Monster Info Cards



10 Adventurer Ability Cards



10 Adventurer Character Cards



9 Stands



3 Monster Character Cards



3 Monster Stand-ups



Deck of 69 Discovery Cards



20 Lock Tokens



Deck of 62 Event Cards



6 Adventurer Info Cards



57 Discovery Tokens



18 Trait Tokens (6 Spirit, 6 Mind, 6 Attack)



5 Zombie Tokens



13 Blood Spatter Tokens



9 Character Card Clips

GAME SET UP



1. **Starting Tile:** Find the Church Game Board Tile. Lay this tile in the center of the table then shuffle the rest of the tiles laying them face down nearby.
2. **Choose an Adventurer:** Shuffle the deck of Adventurer Ability Cards. Each player draws one at random. This is the Adventurer used by each player to start the game and also lists that Adventurer's ability. Find the matching Adventurer Card and stand-up. Set all remaining Adventurer Cards and stand-ups aside. Using a character card clip, set your Adventurer's starting Health to 6 on the health tracker on your Adventurer's Character Card.
3. **Determine First Player:** The person who has most recently read a book, watched a movie or TV show or played a board game about vampires, werewolves, or zombies goes first.
4. **Choose a Starting Space:** In turn order, each player places their stand-up on one of the footprint spaces on the Church Tile.
5. **Prepare the Decks:** Shuffle the Discovery Deck and the Event Deck and set both decks near the area of play.
6. **Stack the Tokens:** Shuffle then stack the Discovery Tokens face down next to the board (The gear and footprint side should be visible).
7. **Draw a Discovery Card:** Starting with the first player, each player in order draws one Discovery Card before the start of the game to form their starting hand.

Note: In a 5-6 player game, the 5th and 6th players draw 2 cards and choose which one to keep. The other card is discarded.

THE CARDS

ADVENTURER CARDS

Each card depicts the role that you will play and has a series of Traits represented by an Icon and a number.

The Movement value is the number of footprints (spaces) you may move on your turn.

The Attack, Mind and Spirit values are the number of dice that you will roll when tested against that trait. This is called a Trait Roll. These traits may be modified up or down by Discovery Cards and Event Cards.



ADVENTURER ABILITY CARDS

Each Adventurer in the game has their own unique ability based on their background and expertise in their chosen field.

You may only use your Adventurer's Ability once per game and only on your turn.

Once the Ability is used, return that Ability Card to the box.

Character Stand-Up





DISCOVERY CARDS

There are three types of Discovery Cards: **Knowledge, Item and Transformation**

KNOWLEDGE CARDS

Knowledge Cards are identified by the icon in the upper left corner of the card. There is a Knowledge Card for each type of Monster present in the game, (Zombie, Vampire, Werewolf) as well as General Knowledge Cards.



Zombie



Vampire



Werewolf



General Knowledge

(Note: You win the game by returning to the Church Tile with five Knowledge Cards including one for each of the Monsters (a General Knowledge Card can replace any of the individual Monster Knowledge Cards).

Knowledge Cards Are Distinguished By The "K" Icon

Green Text: Immediate Effects

Modifiers to an Adventurer's Traits

Red Text: Conditional Effects

Modifiers to an Adventurer's Traits

Green Text: Immediate Effects

ITEM CARDS

Items have positive and negative effects that go into effect as soon as the card is Examined.

Red Text: Conditional Effects

Additional Instructions

A messenger sent to deliver dark tidings.
You must immediately **ATTACH** this card to an **EXAMINED** card.
You may not discard this card unless you also discard the card that it is attached to. If you have no **EXAMINED** cards then you may discard this card.
When this card has been **EXAMINED** and you are wounded, subtract 1 additional Health.

TRANSFORMATION CARDS

There is a Transformation Card associated with each type of Monster (Zombie, Vampire, Werewolf).

Transformation Cards cannot be Examined, discarded, or traded (unless another card specifically says you may). They must stay in the hand of the player that drew them until a Monster of that type is revealed on the board (all Transformation Cards for a Monster that is in play may be discarded and new Discovery Cards are drawn to replace them).



Zombie



Werewolf



Vampire

Knowledge Cards Are Distinguished By The "K" Icon



Green Text: Immediate Effects

Red Text: Conditional Effects

Modifiers to an Adventurer's Traits Go Into Effect As Soon As The Card Is Examined



EVENT CARDS

Event Cards describe a nasty creature or situation that you will stumble upon and must escape using your physical strength, mental acuity, or spiritual fortitude. A specific Trait (Attack, Mind or Spirit) will be indicated. The Adventurer makes a Trait Roll based on his/her Adventurer stats and modifiers from Examined cards and then checks the Event Card to see what the result is.

Red Text: Conditional Effects

Transformation Cards Are Distinguished By The "T" Icon



Green Text: Immediate Effects

THE GAME BOARD TILES

There are 16 Game Board Tiles representing the land of Transylvania and its various landmarks. It shows the various icons and spaces that you will interact with as you travel throughout Transylvania.



HOW TO PLAY

Transylvania: Curses and Traitors is played in a series of turns. Each player completes all the phases of their turn before play passes to the next player clockwise. An Adventurer's turn is made up of three phases: *Exploration*, *Determination* and *Cleanup*.



TURN PHASES

I. EXPLORATION

You may take any or all of the following Exploration Actions in any order.

- Move
- Acquire Discovery Cards
- Resolve Events
- Examine a Discovery Card (once per turn)
- Discard one Discovery Card or one Event Card (once per turn)
- Attack Monsters


II. DETERMINATION

If you attempted but failed to receive at least one Discovery Card on your turn, you may choose one of your Adventurer's Traits and make a Trait Roll (including modifications currently in effect).

If the result is 2 or less, take a Trait Token for that trait and add it to your Adventurer card. This permanently increases the trait by a value of one. No player may have more than two Trait Tokens (+2) for any single trait.

III. CLEANUP

If at the end of your turn you hold more than four Discovery Cards in your hand you must discard down to four cards.

(Note: Examined Discovery Cards bearing the  symbol may increase the Player's hand limit to six cards.)

EXPLORATION ACTIONS

MOVE

Your Adventurer moves along the blue paths indicated by the footprints on the Game Board Tiles.

- You may move up to a number of spaces equal to your Movement value, modified by any Examined Discovery and Event Cards.
- Each footprint icon along the paths counts as one (1) space.
- Movement along the paths may proceed in any direction regardless of the direction of the footprint icons.
- You may backtrack over spaces already traveled on your turn.
- Movement does not have to be continuous. You may move, perform other actions and then resume movement once each action is complete.
- Up to two Players may occupy a single footprint space. Other players may not move through a space already occupied by two players.



LAYING NEW GAME BOARD TILES

- When you exit a tile, draw a new tile from the face down stack of game board tiles. Choose its orientation so that the entry point matches up with the exit point from the tile that you are leaving.

- Place Discovery Tokens and Lock Tokens at the indicated spaces on the new tile.

Locked Spaces

Lock Tokens are placed on all Lock icons on the tile. Lock Tokens are placed footprint side up on locked Discovery Token spaces and Secret Passageway spaces and do not inhibit player movement along the path. Players may move over the locked space, but may not access what is underneath it. Lock Tokens without a footprint icon are placed on gates and block player movement over the path completely.

Secret Passageways

Secret Passageways allow movement between tiles. There are four sets of Secret Passageways differentiated by color (red, blue, green and yellow). If you are on one Secret Passage icon, you can move directly to any other Secret Passage icon of the same color without using a movement

point. All Secret Passageways start out locked and cannot be used until both sides of the Passage are unlocked.

(Note: The Church Tile is the "home base" for Adventurers. An Adventurer that ends his/her turn on the Church Tile gains one Health.)

Running Out of Discovery Tokens

If all the Discovery Tokens have been used, the Tokens in the Discard Bag are shaken up and stacked to create new Token draw stacks. (Discovery Tokens are placed in a Discard Bag when removed from the board. See page 11: Attempting a Discovery.)

Laying The Last Game Board Tile

As soon as the very last Board Game Tile is placed all empty Discovery Token Spaces on the entire board are filled - including the six Discovery Token Spaces on the Church Tile.

Lock Tokens are not replaced at this time. Once a Lock Token is removed from the board, that space is unlocked for the remainder of the game.



ACQUIRE DISCOVERY CARDS

There are 3 ways to acquire Discovery Cards: Attempting a Discovery, Challenging another Adventurer and Pilfering a Corpse.

Attempting A Discovery

When you land on a Discovery Token, you may immediately make a Discovery roll.

Flip over the Discovery Token which will display a Trait icon and a number.

Collect your Dice: Collect a number of dice equal to the value of the same Trait on your Adventurer card.

Check Modifiers: Add or subtract dice from the effects of any Examined cards on the table in front of you and in the center of the Church Tile.

Make a Trait Roll: If the sum of the Trait Roll equals or exceeds the number printed on the Discovery Token, you have made a discovery! Remove the Discovery Token and place it into a discard bag, draw the top card from the Discovery Deck and follow its instructions.

If the sum of the Discovery roll is lower than the number on the token, keep the Discovery Token where it is. You may not attempt this Discovery again on this turn.

Challenging Another Adventurer

When you occupy the same footprint space as another Adventurer during your turn, you may challenge that player to a battle!

1. Choose a Trait: The player whose turn it is chooses which Trait will be used.
2. Make a Trait Roll: Both Adventurers make a Trait Roll using that Trait (including modifiers from Examined cards).

3. Check the Result: The player who rolls higher may take a Discovery Card from the other Player.
 - a. You may choose a card at random from the other player's hand or from one of the Examined cards in front of the other player.
 - b. Cards taken from the losing Player's hand go into the winning Player's hand.
 - c. Cards taken from the table are now moved to the new player's row of Examined cards. This does not count as the Player's one Examined card per turn. If the Examined card that is taken has a cursed item attached to it, the cursed item stays attached and also transfers to the new card owner.

(Note: You may challenge as many other players as you are able to reach during your turn. You may not challenge the same player more than once on your turn.)

Pilfering A Corpse

If on your travels you cross over a space where another Adventurer had died and there is a Blood Splatter Token on the space, you may remove the Blood Splatter Token and pick up the Discovery Cards that the Adventurer had set aside. These cards go directly into your hand. (See Adventurer Death: Page 15)

Additional Rules for Discovery Cards

- You may have a total of 8 cards: up to 4 cards in your hand and up to 4 Examined cards on the table in front of you.
- Whenever a Discovery Card is drawn it goes into your hand. (Unless they must be immediately Examined). Item cards have no effect as long as they are in your hand.
- You may not discard a card on the same turn it was drawn.



RESOLVE EVENTS

Each time you move onto or through a space on the game board marked with the **E** symbol, you must stop and draw the top card of the Event Deck and resolve its effects.

If an Event Card must be placed on the table in front of you, any modifiers to your Traits take effect immediately.

This does take up one of the four slots for Examined cards (thus, if you already have four Examined cards, you must discard a card or bump a card back to your hand to make room for the new card).

It does not count as the Player's one Discovery Card Examination per turn.

An unlimited number of Event Cards may be Examined on a player's turn.

Additional Rules For Event Cards

Event icons on a Discovery Token Space: An Event icon that shares a Discovery Token space does not require you to draw an Event Card unless the Discovery Token has been removed from the board.

- When landing on this type of space, you must first make a successful Trait roll. If successful draw a Discovery Card. Afterward, draw and resolve the Event Card.
- Any other Adventurer who crosses over that space in the future must also draw an Event Card.

All-play Events: The Event deck contains a number of all-play Event Cards. These cards affect all Adventurers but not Monsters.

Cards placed on the Church Tile: Many Event Cards require that they be placed in the center of the Church Tile.

The modifiers of the card placed in the center of the Church Tile are in effect as long as that card is in play. These modifiers may include increased or decreased Health, Move, Attack, Mind, and Spirit, and should be noted at the start of each turn.

Cards placed in the center of the Church Tile do not count toward your limit of four Examined cards.

Event Cards must be discarded when they are removed from the table, they may never go into your hand.



EXAMINE A DISCOVERY CARD

(ONCE PER TURN)

You may choose to Examine one Discovery Card from your hand each turn. Examine a card by placing it on the table in front of you. Any Trait modifiers on the card are now in effect.

Additional Rules For Examining Cards

Must be Examined: Some cards say they must be Examined immediately. These cards count as one of the four Examined cards, but do not count as the one Examined Discovery Card per turn.

Must be Attached: Some cards say they must be attached to another card. These do not count as one of the four Examined cards (as it shares a slot with the card it is attached to and does not take up its own) nor does it count as Examining one Discovery Card on your turn.

Four Card Slots: If you have four Examined cards and wish to Examine another, you must remove a card from the table before the new card can be Examined.

Bumping Cards: Discovery Cards can be removed from the table by being bumped back to your hand or discarded. You may bump as many cards back to your hand as desired on your turn.

DISCARD ONE DISCOVERY CARD OR ONE EVENT CARD

(ONCE PER TURN)

At any time during your turn you may choose and discard one Discovery Card from your hand, or one Discovery or Event Card from the Examined cards in front of you.

Any cards that are attached to the discarded card are also discarded.



ATTACK MONSTERS

When you move onto the same space as a Monster, you may attack it.

Making An Attack

1. Make an Attack Trait Roll: Each player rolls the number of dice indicated by their Attack trait.
2. Check Modifiers: Each player adds and/or subtracts any modifiers from Discovery or Event Cards. They may then add any modifiers from Discovery Cards that change the final total of the die roll.
3. Determine the Victor: The player with the highest total wins the fight.
4. Take Damage: The loser takes damage equal to the difference between the two die rolls. This number is subtracted from the loser's current Health.

Attacking When It Is Not Your Turn

Any Adventurer, Monster or Zombie Minion can declare an attack when it is not their turn if another Player moves through the space occupied by their stand-up.

(Note: Adventurers may not attack other Adventurers; they can only challenge them for Discovery Cards)



MONSTER TRANSFORMATION

You are able to transform into a Monster when you hold in your hand the specific cards needed for the transformation. Your goal for winning the game changes immediately. You can no longer win the game by collecting Knowledge Cards. You must attack and kill the remaining Adventurers. But you need not reveal your new “identity” immediately. (See: “Hidden Transformation below).



The cards that trigger your transformation are listed below for each Monster type:

VAMPIRE

You transform into a Vampire when you hold any combination of three (3) of the following cards:

- Vampire Bite Transformation Cards.
- The Necronomicon.
- An Examined Vladimir’s Broadsword.

WEREWOLF

You transform into a Werewolf when you hold:

- The Werewolf Transformation Card and a Full Moon Card.
- Both Werewolf Transformation Cards.
- The Necronomicon and a Werewolf Transformation card.

ZOMBIE

You Transform into a Zombie when you hold:

- The Biological Agent Transformation Card and the Super Serum Card.
- The Biological Agent Transformation Card and the Necronomicon.
- Both Biological Agent Cards.



HIDDEN TRANSFORMATION

When you have the cards necessary to become a Monster, you do not have to reveal the transformation to the other players immediately. You may continue the game, as many turns as you like, playing the part of an Adventurer until you choose to attack another player. When you attack, discard all of your cards and replace your Adventurer Card and stand-up with the appropriate Monster Adventurer Card and stand-up. (See: “A Guide to Being a Monster” Page 16)

(Note: You may take your entire turn as an Adventurer, using all of your Adventurer’s movement spaces, then reveal your transformation and begin the turn as a Monster - and take a full turn as a Monster with all associated movement spaces).



ADDITIONAL RULES

ADVENTURER DEATH

If your Adventurer's Health drops below 1, your Adventurer dies.

Discard all your Event Cards.

Set your hand aside face down for the moment. (These will not be revealed until your next turn when it is revealed if you will be regenerating as an Adventurer or a Monster.)

Turn in your Adventurer Card and stand-up and place a Blood Splatter Token on the board where your Adventurer was killed.

Any Examined Discovery Cards that you had on the table are placed to the side and a matching Blood Splatter Token is placed on top of the cards. Adventurers who pass through this space can Pilfer your corpse.

REGENERATION

When your Adventurer dies they regenerate as a new Adventurer or as one of the Monsters on your next turn depending on what cards you are holding at the time of your Adventurer's death.

Regeneration As An Adventurer

If you do not have any combination of cards that would transform you into a Monster when your Adventurer dies, (See Monster Transformation Page 14) then a new Adventurer card is selected at the beginning of your next turn. You will now play the game as this Adventurer.

(Note: If your Adventurer dies during your own turn, any remaining actions for that turn are lost).

When your Adventurer regenerates as a new Adventurer:

1. Discovery Tokens are placed on all six of the Discovery Token spaces on the Church Tile.
2. Your new Adventurer stand-up may be placed on any space on the Church Tile.
3. Draw two Discovery Cards and keep both.
4. One card may be Examined immediately (this does NOT count as the Examination Action for your turn, which means that you may choose to Examine another card this turn).
5. Proceed with your turn as usual.

Regeneration As A Monster

If your Adventurer dies while holding a Transformation Card, then your Adventurer will regenerate as the specific Monster stated on the card at the beginning of your next turn. If your Adventurer dies while holding the Necromicon Card or multiple Transformation Cards you may choose which Monster you will become at the beginning of your next turn.

When your Adventurer regenerates into a Monster:

1. Place the appropriate Monster stand-up on the board at the site of your Adventurer's Death.
2. If your Adventurer died on the Church Tile, you will regenerate as a Monster on the closest footprint space outside the Church Tile on one of the four adjacent tiles in the space of the Player's choosing.

(Note: You can only regenerate as a Monster if that specific Monster is available at the beginning of your next turn. For example: Player A is holding 3 Vampire Bite cards at the time of their Adventurer's death. They are expecting to become a Vampire at the beginning of their next turn. Before Player A's next turn Player B transforms into the Vampire. Player A will now regenerate as an Adventurer on his/her next turn because the Vampire is no longer available.

IF YOU HAVE BECOME A MONSTER,
READ ON...

A GUIDE TO BEING A MONSTER

Now that you have transformed into a Monster, you play by special rules.

MONSTER CARDS

Certain card combinations can cause your Adventurer to be transformed into one of Transylvania's Monsters, a Vampire, a Werewolf or a Zombie. If this occurs you must trade in your Adventurer Card and stand-up for the appropriate Monster Card and Monster stand-up and attempt to kill the remaining Adventurers.

MONSTER TRAITS

Once you are transformed into a Monster of Transylvania, Mind and Spirit traits are no longer relevant because you will not roll for Discovery Tokens, acquire Discovery Cards, or trigger Event Cards as you move around the board. The Attack Trait along with Health and Movement are still used but are not modified by card effects.

The Monster You Have Become...



Movement

Attack

Starting Health

Blood Spatter Tokens Are Used to Keep Track Of The Number Of Kills This Monster Has Accrued



HOW TO WIN

You win as a Monster when you make a number of kills equal to half of the players in the game (rounded up).

- 3 or 4 player game = 2 Kills to win
- 5 or 6 player game = 3 Kills to win

MONSTER TURN ORDER

When it's your turn and you're a Monster, you may perform the following actions in any order: Move and Attack.

1. MOVE

You may move up to the number of footprint spaces indicated on your Monster Card. In all other aspects, Movement follows the same rules as Adventurer Movement; however movement cannot be modified.



The Church Tile

As a Monster, you may not end your turn on the Church Tile and you immediately lose two Health points every

time you cross onto the Church Tile. In addition:

You may not move onto the Church Tile if you do not have enough movement points remaining to exit the tile.

You may not move onto the Church Tile if doing so would bring your Monster's Health to zero.

Breaking Down Gates

As a Monster, you may only move through locked gates by breaking them down. To break down a gate:

End your turn on a Lock Token and forfeit any remaining Movement points you have left.

The Lock Token is removed from the board at the beginning of your next turn and the gate is considered to be open for all characters for the remainder of the game.

2. ATTACK

When you move onto the same space as an Adventurer, you may attack them.

Making An Attack

1. Make an Attack Trait Roll: Each player rolls the number of dice indicated by their Attack trait.
2. Check Modifiers: The Adventurer adds any modifiers from Discovery or Event Cards. They may then add any modifiers from Discovery Cards that change the final total of the die roll.
3. Determine the Victor: The player with the highest total wins the fight.
4. Take Damage: The loser takes damage equal to the difference between the two die rolls. This number is subtracted from the loser's current Health.

- Each time you kill an Adventurer as a Monster, place a Blood Splatter Token on your Monster Card. As soon as you kill the required number of Adventurers, you win!

- An Adventurer that dies holding no Transformation cards regenerates as a new Adventurer on the player's next turn. So it is possible for the same Player to die several times during a game and come back as a new Adventurer each time. This means that a Monster could kill the same player several times and each time it would count towards the Monster's Kill count to win the game.

Rules for Attacking Adventurers

As a Monster you may attack Adventurers and Adventurers may attack you whenever you occupy the same space.

Monsters may not attack other Monsters unless there are no Adventurers on the board. If a Monster kills another Monster the victorious Monster immediately wins the game. Killing Zombie Minions does NOT count towards winning the game.

Any Adventurer, Monster or Zombie Minion can declare an attack when it is not their turn if another Player moves through the space occupied by his/her stand-up.



MONSTER SPECIAL ABILITIES

Each Monster has a unique ability to help him catch and kill his prey.



WEREWOLF (Feral Surge)

At the beginning of each turn the Werewolf rolls one die.

If the result is a Werewolf Icon, the Werewolf can increase his Movement to 12 spaces and attack with 12 dice until his next turn.

There is no modification to the Werewolf's Movement or Attack Traits when the die roll is a 1, 2 or 3.



VAMPIRE (Stealthy Passage)

Vampires, unlike other Monster types, may use the Secret Passageways to move around the board.

Unlocked Secret Passageways can be used freely.

If a Secret Passageway is locked a Vampire may break down the door to the Secret Passageway in the same way he would break a lock that is blocking his path. (See: Breaking Locks Page 17)

Note: Because both ends of a Secret Passageway start out locked, a Vampire must spend two turns to travel through a locked Secret Passageway in which both Lock Tokens are still present (ending one turn on the door to get in the Secret Passageway and one turn breaking down the door to get back out). If either the entry point or the exit point of the Secret Passageway has already been unlocked then the Vampire only needs to spend one turn to remove the remaining Lock Token.



ZOMBIE (Minion Army)

Zombies move more slowly than the other Monster types but make up for their lack of speed with increased numbers. The Player playing the Zombie has her regular Monster stand-up as well as five Zombie Minion Tokens.

Spawning Minions

Two (2) Zombie Minion Tokens may be played by the Zombie player on each turn.

A Zombie Minion may be placed on the board on any space that the Zombie Monster herself moved from, to or through at any time during her turn.

Minion Traits

Zombie Minions have a Movement of 3, a Health of 1, and an Attack of 8.

Moving Zombie Minions

Zombie Minions may be moved (Up to three spaces) on your turn but are not required to move.

On any other player's turn, if an Adventurer loses health, all Zombie Minions in play may move up to three spaces toward that Adventurer by the shortest possible route.

Attacking with Minions

Attack rules for Zombie Minions are the same as the Attack rules for other Monsters.

Zombie Minions roll the same number of Attack dice as the Zombie Player.

Players killed by Zombie Minions count towards the total number of Adventurer deaths needed by the Zombie player to win the game.

Killing a Zombie Minion does not count as killing the Zombie Monster for an Adventurer to win the game.

Additional Minion Rules

A Zombie Minion Token does not count as a Player when determining how many Players can occupy the same space on the board. Thus, an Adventurer, the Zombie Monster and a Zombie Minion can all be on the same game board space.

Zombie Minions removed from the board may be deployed again by the Zombie Player on future turns.



MONSTER DEATH

If a Monster dies, the Player responsible for the Monster's death immediately wins the game.



THE ADVENTURERS

APPENDIX A: ADVENTURER ABILITIES



1. ABBESS / ABBOT (Divine Intervention)

Pray to discard any single card in your possession or on the Church Tile for free.



2. BIG GAME HUNTER (Stealthy Strike)

Use your tracking skills to sneak up on a Monster, adding 3 to the result of your Attack Trait Roll on that Monster.



3. EXPLORER (Surveillance)

Use a map to explore the area. Draw the top 3 Game Board Tiles and replace them in the order of your choosing.



4. HERO (Rampart)

Making a heroic stand you may automatically succeed at an Event Card, gaining the highest benefit possible.



5. INVENTOR (Tinkering)

Use your ingenuity to re-roll any number of dice from one die roll this turn - you cannot add any dice when re-rolling.



6. SCIENTIST (Experimentation)

Reveal the top 3 cards from the Discovery Deck, choose one, and Examine it for free, replacing the other 2 cards in the order of your choosing. This does not count against your one Examination Action this turn.



7. SECRET AGENT (*Sleight of Hand*)

Use your espionage skills to steal 1 Examined card from another Adventurer on the same board tile as you. This card is moved to your Examined cards.



8. SLEUTH (*Easy Access*)

Use your lock picking skills to add or remove up to 3 locks on this turn that you have crossed over.



9. WITCH HUNTER (*Augury*)

You sense evil in another Adventurer. Look at their hand and draw Discovery Cards equal to the number of Transformation Cards that player is holding. These cards go into your hand.



10. TEMPLAR (*Secret Society*)

Use your secret network of spies to discard two Discovery Cards (Examined or from your hand) for the first Knowledge Card from the top of the Discovery Deck. (Transformation Cards may not be discarded.)



ICON GLOSSARY



ATTACK

The number of dice used when making an Attack roll



HEALTH

Current health level for this character



MIND

The number of dice used when making a Mind roll



MOVEMENT

The number of steps this character may make per turn



SPIRIT

The number of dice used when making a Spirit roll



DISCOVERY TOKEN

Discovery Tokens are placed on token spaces when a new board tile is laid



LOCK W/O FOOTPRINT

Lock placed on gates when a new board tile is laid. Players may not pass this space without a key



LOCK W/ FOOTPRINT

Lock placed when a new board tile is laid. Players may pass over this space without a key but may not access what is under it.



MIRROR TOKEN

Used with the Mirror Event Card. Allows players to teleport from one space on the board to another



EVENT

Adventurers must draw an Event Card each time they step on this space



KNOWLEDGE: ZOMBIE

Icon for a Zombie Knowledge Card



KNOWLEDGE: WEREWOLF

Icon for a Werewolf Knowledge Card



KNOWLEDGE: VAMPIRE

Icon for a Vampire Knowledge Card



KNOWLEDGE: GENERAL

Icon for a General Knowledge Card



TRANSFORMATION: ZOMBIE

Icon for a Zombie Transformation Card



TRANSFORMATION: WEREWOLF

Icon for a Werewolf Transformation Card



TRANSFORMATION: VAMPIRE

Icon for a Vampire Transformation Card



HAND LIMIT OF SIX

Icon on the Mad Scientist's Notebook

CREDITS

GAME CREDITS

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Morgan Hillsman
Nathan Owens
Anita White
William White
Rodger Moore
Curtis Erickson
David Hackman

SPECIAL THANKS

Lisa Zerbe: WIBAI Games website designer

CHARACTER LEVEL BACKERS

Penny Hillsman: "The Abbess"
William White: "The Abbot"
Dana Sloan: "The Big Game Hunter"
Brandon Horishny: "The Big Game Hunter"
Morgan Hillsman: "The Explorer"
Ryan Cox: "The Explorer"
Amy Klawitter: "The Hero"
Nathan Owens: "The Hero"
Kristel Raymundo: "The Inventor"
Loren Cunningham: "The Inventor"

Anita White: "The Scientist"
Eric Brown: "The Scientist"
Jamie Cunningham: "The Secret Agent"
Rodger Moore: "The Secret Agent"
Danielle Christiano: "The Sleuth"
Kelly Hughes: "The Sleuth"
Lisa Zerbe: "The Templar"
Robert Crosby: "The Templar"
Kelly Clark: "The Witch Hunter"
Scott Billingsley: "The Witch Hunter"

EVENT CARDS

"Drop Bear" – By David Hackman
"A Game of Hazard" – By Ryan Drews
"Gremlins" – By Max Kreutzer

"Blacksmith" – By Steven Klawitter
"Banshee" – By Gregg Bolinger

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