

SUPER-VAMPIRES

An eerily beautiful game

by Julien Gupta and Johannes Berger
for 2-4 skillful vampires ages 6 and up.

Garlic alarm in the crypt! *The Super-Vampires are horrified to discover that the scoundrel Dr. Garli has scattered a bucketful of garlic cloves all over their freshly polished crypt. How could this misfortune have happened? No matter – now it's time to be quick and remove the despoiled cloves from the crypt before sunrise.*

Fortunately, the Super-Vampires keep pets in their vampire towers especially for emergencies like these: cuddly garlies that will polish off all the garlic in the crypt.

Unlike the vampires, the garlies like garlic more than anything and want to grab it all...



OBJECT OF THE GAME

The players take turns assuming the role of the Super-Vampire. During their turn, the Super-Vampire tries to collect as many garlic cloves as possible and thrust them into the slot of their vampire tower, thus feeding their garly. While the Super-Vampire does this, the other players roll their six sun dice, trying to make sunrise happen as soon as possible to end the Super-Vampire's turn. Whoever has collected the most garlic cloves and fed them to their garly will be the winner of this eerily beautiful game.

GAME COMPONENTS AND SET-UP

• Vampire crypt

Place the vampire crypt in the center of the playing area.



• 4 Vampire towers (each composed of four parts)

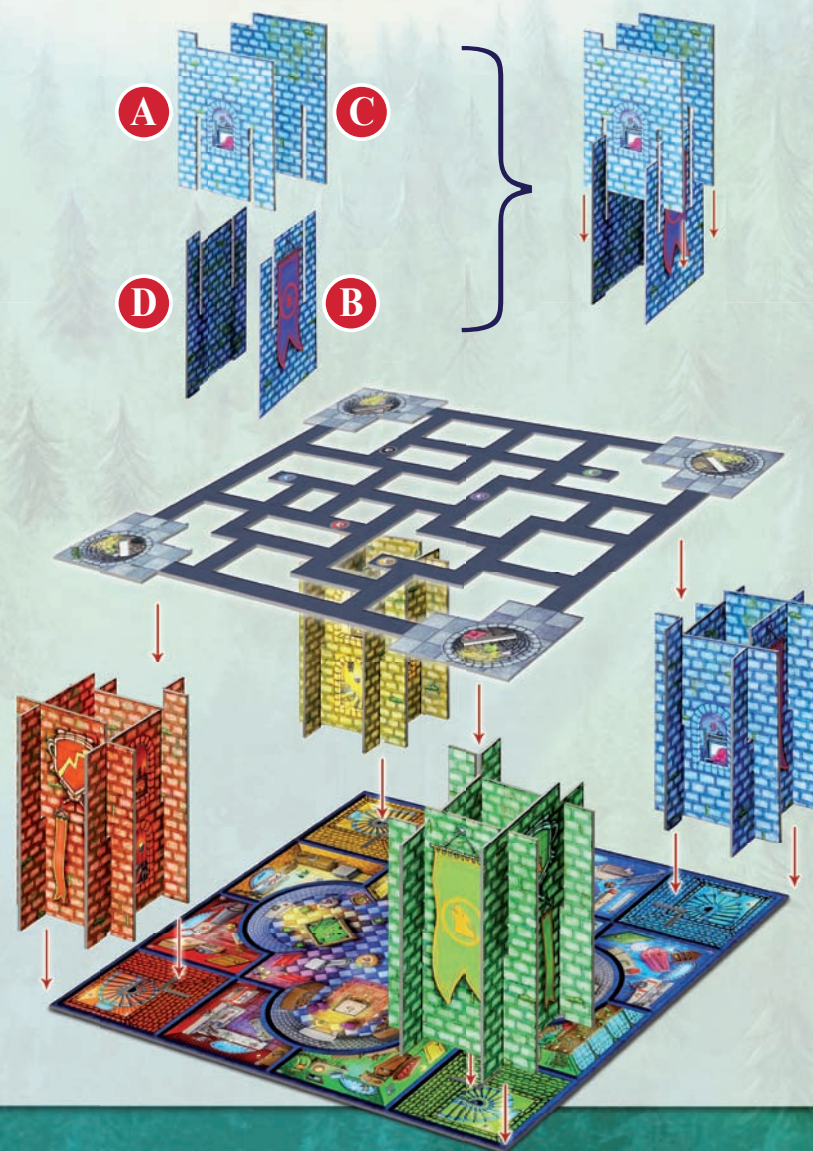
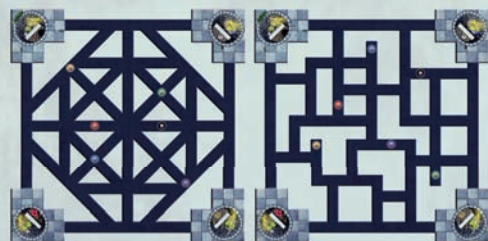
Assemble the four towers, matching their colors. Slide the bases of the towers into the slots at the four corners of the vampire crypt, ensuring they are fixed well.



• 2 Crypt maps

Choose one of the two maps. Decide which side of the map you will use and fit the crypt map on the four towers (see illustrations).

Note: Before your first game, carefully punch out the cardboard pieces marked by a red X.



- **1 Sun board**

Place this board next to the 3D structure.



- **Vampire finger**

Keep the vampire finger ready for use.



- **1 Garlic die**

Before your first game, fix one garlic sticker on each side of the white die.



- **6 Sun dice**

Keep the dice ready.



- **4 Vampires**

Before you can start the game, the vampires must be labeled. Fix one sticker of the matching color on one side of each wooden vampire token. Then, each player takes one vampire and places the token on the starting space of their vampire tower.

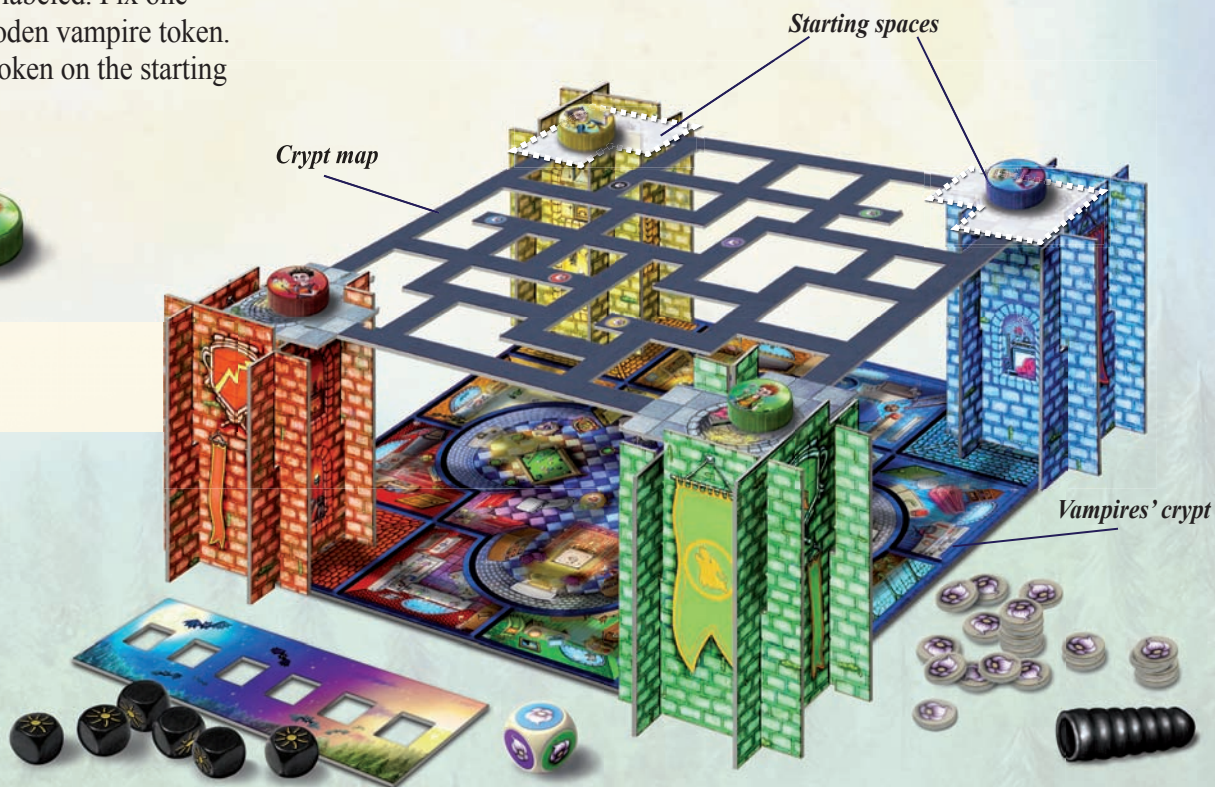


- **21 Garlic cloves**

Keep the garlic cloves ready.



- **1 Rules booklet**



GAMEPLAY

The players take their turns in clockwise order, with the player who most recently met a vampire being the starting player. What? None of you has met a true vampire? In this case, the youngest player starts the game. The starting player is the first to assume the role of the Super-Vampire, and during this round the other players are the sun players.

The Super-Vampire's mission is to collect as many garlic cloves from the crypt map as possible. They may toss each garlic clove that they bring to their starting space before sunrise into the slot of their vampire tower, thus feeding their garly.

The sun players' mission is to roll the sun dice one after another until all dice show the sun icon. Once this happens, the sun rises and Super-Vampire's time is up.

Then, the next player assumes the role of the Super-Vampire and a new game round begins. You will read on the following pages exactly what you have to do playing the Super-Vampire or a sun player.



The Super-Vampire:

The Super-Vampire tries to collect as many garlic cloves as possible and take them to their vampire tower before sunrise. Put the **vampire finger on your index finger**. Then, roll the garlic die. The die indicates at which colored garlic icon of the crypt map you may collect a garlic clove.



At the start of each game round, all players together call out the **starting signal “Super-Vampires!”**, then the race for garlic cloves is on!

In order to collect the garlic clove, the Super-Vampire pushes their vampire cautiously, but as fast as possible, along the paths of the map until they reach **the rolled garlic icon**.

Once the Super-Vampire’s token completely covers the rolled garlic icon on the map, the player takes one garlic clove from the supply as a reward and places it on top of their vampire token.

Then, the Super-Vampire must decide:



OR

Collect another garlic clove!

Roll the garlic die again. The die indicates where to collect **the next garlic clove**. Once you have collected this garlic clove, you may decide again how to proceed.

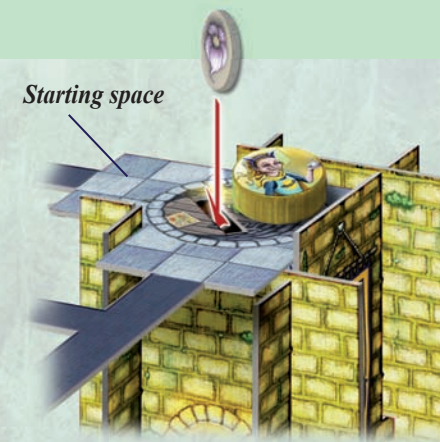


Important: If you roll the garlic icon matching where your vampire is currently standing, you can take another garlic clove immediately!



Go back to the tower!

Push your vampire **back to your vampire tower**, using only your vampire finger. If all of your vampire token is on your starting space before the other players yell “Sunrise!”, you may **feed all of your collected garlic cloves to your garly by tossing them into the slot of your vampire tower**.



Then, you may roll the garlic die again and try to collect more garlic cloves.



The following rules apply when moving the vampire:

- The player is allowed to touch their vampire only with their vampire finger, never with their other fingers! While using the vampire finger, the player may push the vampire token on its sides (not on the top), thus moving it across the crypt map.
- **Important:** If your vampire falls off the crypt map during your turn, it must start again from your starting space. You must also return any collected garlic cloves to the supply. (If garlic cloves fall from your vampire, but your vampire remains on the map, you must return the cloves to the supply, but you may continue to move your vampire.)

The Sun players:

All other players except the Super-Vampire are the sun players. Because vampires are terribly afraid of sunlight, the sun players try to roll for the sunrise as quickly as possible. *The Super-Vampire's turn ends as soon as all six sun dice show the sun icon.* Deal the sun dice evenly among the sun players.

Note: If there is only one sun player, they take all six sun dice!

As soon as all players have called aloud the starting signal "Super-Vampire", the first sun player (the player sitting to the left of the Super-Vampire) places the sun board in front of them and starts rolling. The player takes one of their sun dice and starts rolling it.

If the result is a blank side, they roll again immediately.



If the result is **the sun icon**, the player calls out aloud "Sun!" and puts the die into the first notch of the sun board. Then, the player takes their next die and tries again to roll the sun icon.



Once all dice of that player show the sun icon and are placed in the sun board, the player shoves the board to the next player in clockwise direction. Now it is that player's turn to roll their dice.

Once ALL six dice are placed in the sun board showing the sun icon, the sun players call out "Sunrise!" This ends the Super-Vampire's turn immediately and they cannot feed their garly anymore. Any collected garlic cloves still on top of the vampire token are returned to the supply. Finally, the Super-Vampire player puts their vampire back on their starting space.



Next round

After the Super-Vampire's turn is finished, that player passes the vampire finger and the garlic die **to their left neighbor.** **This player is the new Super-Vampire.**

Again, all other players are the sun players, and they share the sun dice evenly amongst themselves.

You are ready for the next game round!



END OF THE GAME

The game ends after one player has fed **the last garlic clove** to their garly.

All players retrieve the garlic cloves from their tower and count them. **Whoever has fed the most garlic cloves to their garly is the winner of the game.** In case of a tie for the most garlic cloves, the tied players share the victory.

GAME VARIANTS

In addition to **the two crypt maps** with different garlic icon patterns, the players can introduce even more variety with the following game variants:

For young Super-Vampires

For your introductory game, you may reduce the number of garlic cloves. For example, take only **13 or 17 garlic cloves.**

Remove the remaining garlic cloves from the game.

For fast Super-Vampires

If the players want to shorten the Super-Vampire's turn, the sun players may roll only **4 or 5 sun dice**, for example. Deal the dice as evenly as possible among the sun players. Before the Super-Vampire starts their turn, put any remaining sun dice in the sun board with the sun icon already up.

