

Vampempire



Suck Humans
Control Communities
Collect Soul
Capture the Vatican

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Game Ruleset

Table of Contents

Introduction	3
Setup	4
Resources	6
Soul	6
Bodies	7
Rituals	7
Reading a Ritual	7
Communities	8
Action Points	8
Playing The Game	9
Rounds	9
1: Morning	9
2: Afternoon	10
3: Night	10
Vampires	12
The Baroness	13
The Tyrant	15
The Feathered One	17
The Lumbering Beast	19
Example Turn	21
Piece Glossary	22

Introduction

Unbeknownst to the humans of this world, something wicked operates under the shadow of night: Vampires with a deep, sanguine hunger for human blood.

Welcome to *VampEmpire*, a fast-paced competitive game that pits 4 Vampires against one another for control of the Vatican. Each Vampire must accumulate **10 Soul** to break the barrier that protects the Vatican from Vampiric Influence.

There are 4 Vampires in this bloody conflict: The **Baroness**, The **Tyrant**, The **Feathered One**, and The **Lumbering Beast**. Each bring unique abilities that become empowered the more **Soul** they accumulate.

The Baroness places Trade Routes to help her and others - at a price.

The Tyrant uses her early advantage to destroy her competition, subjugating those below.

The Lumbering Beast uses its size to overtake its opponents through sheer force.

The Feathered One collects cards and leaves unwelcome traps for the other Vampires.

There are 4 notable Resources in *VampEmpires*: **Soul**, **Bodies**, **Communities**, and **Rituals**.

Setup

And so their bloody reign of terror begins...

1: **Determine Play Order:** The player that has abstained the longest from consuming garlic starts the game. Turn order goes around the room counterclockwise.

2: **Choose Vampires:** Each player chooses a Vampire Board and takes their Vampire's pieces. Additionally, take a Soul Board.



For more information on each Vampire, refer to the "**Vampires**" section.



3: **Place Vampires:** Each player should place their Avatar piece on a corner hex of the board. All players must start on different corners.

4: **Generate Board:** Each player will toss one of each type of Community onto the game board. There are 4: *Village, Town, City, and Cathedral*. The hex the Community piece lands on is its location on the game board.



If a Community piece lands on a hex a player starts on, a hex another Community occupies, or the Vatican, toss the piece again. Do the same if it misses the board.

If it lands between 2 hexes, the thrower may choose which of the hexes to place it on.



5: **Initialize Count:** Set a Body Die on each Community. Turn the die to the correct number for each Community as noted below:

Village: 1 Body

Town: 2 Bodies

City: 3 Bodies

Cathedral: 4 Bodies

6: **Set Up Resources:** Each player starts with 3 Bodies and 0 Soul.

7: **Place the Vatican:** Of the 4 hexes that make up the middle of the board, place the Vatican on the hex closest to the last player in turn order.

Resources

These Vampires, they see those around them as nothing more than pawns. Playthings for their pleasure or for their ends. If they take interest in you... god bless your soul.

VampEmpires is a game about accumulating and spending your resources to gain an advantage. All Vampires share the same set of resources: **Soul**, **Bodies**, and **Rituals**. They all vie for control over the same thing: **Communities**.

Soul

Soul is the most important resource in *VampEmpires*. Accumulating Soul is your primary objective during play, attempting to build up enough Soul to enter the Vatican and achieve victory. You gain Soul each time you overtake a unique Community (a Community without an Influence Token). As you gain more Soul, you gain access to more Vampire Abilities.



For more information on Vampire Abilities, refer to the “**Vampires**” section.



Bodies

Bodies are plentiful, used for overtaking Communities and conducting rituals. In order to do so, you must *sacrifice* Bodies equal to an amount listed. Bodies are acquired through certain Rituals and from Communities you control in *Morning*.

Rituals

Rituals are one-time use actions that grant temporary buffs, impede other Vampires, or otherwise influence the game in some way. These are played during *Night*, unless otherwise noted.

Reading a Ritual

Title: The title of the Ritual.

Type: The type of the Ritual. There are 2 types of Rituals: Attack and Buff.

Description: The effect of the Ritual.

Body Cost: The number of Bodies you must sacrifice to use this Ritual.

Bat Form
Type: Buff

Description
Move up to 3 tiles instead of 1 for each Action Point for the next turn.

Body Cost: 3

Communities

Groups of humans huddle together like rats to protect themselves from the *Night*. Take over these **Communities** to gain more power. There are four different Community types: *Villages*, *Towns*, *Cities*, and *Cathedrals*. The larger the Community, the more Bodies and Soul you receive for controlling them.

Action Points (AP)

Every action you take during the *Night* costs an **Action Point (AP)**. You may do any number of any type of action, as long as you have the available Action Points to spend.

Playing the Game

The Vatican is our only safe haven. If it falls, humanity may fall to the shadows.

Rounds

Every round begins with the start of a new day. There are 3 phases: *Morning*, *Afternoon*, and *Night*. In turn order, every player should go through *Morning* before moving on to *Afternoon*. Unless an Ability or Ritual states otherwise, players may not use their character Abilities or spend any Action Points during *Morning* and *Afternoon*. Upon completion, *Night* begins with the same turn order. All actions can only be performed during *Night*. *Morning*, *Afternoon*, and *Night* all occur in turn order.

1: Morning

Collect Bodies from each Community you control, equal to the Body Maximum for that Community type. Bodies collected do not reduce the current number of Bodies on the board for that Community.

Set the Body Die for each Community to their Body Maximum.



Community Body Maximum:

Village: 1 Body

Town: 2 Bodies

City: 3 Bodies

Cathedral: 4 Bodies



- **Overtake Community:** When on a Community that you do not control, you can overtake the Community to control it. *Sacrifice* Bodies equal to the Community Cost in order to control the Community.



Community Body Cost

Village - 3 Bodies

Town - 5 Bodies

City - 7 Bodies

Cathedral - 9 Bodies



Upon controlling a Community:

- Remove the previous Control Token, if there is one. Place your Control Token on the hex.
- If you are controlling a Community for the first time, add your Influence Token onto the hex and gain **Soul** to your Soul Board equal to the Community you now control. This Soul gain is one-time and permanent. If you overtake a Community you have already controlled, you will not gain **Soul**. All Influence Tokens are permanent.



Community Soul Gain

Village - 1 Soul

Town - 2 Soul

City - 3 Soul

Cathedral - 4 Soul



Once *Night* has been completed by all players, return to *Morning*. The round has concluded.

Vampires

Beautiful, isn't it? The transformation from human to vampire. What a splendid sight.

Passive Abilities

Passive Abilities are Abilities that influence other actions in some way. They can modify your movement, give you benefits, or disempower others. Passive Abilities are unlocked once the correct amount of Soul is reached. Passive Abilities are not retroactive.

Vampire Actions

Vampire Actions are new actions your Vampire can take during *Night*. Each Action costs a certain amount as listed on the Vampire Board. Vampire Actions are unlocked once the correct amount of Soul is reached.

The Baroness

After an incident with bandits, she changed. Her eyes sunken, her demeanor darkened. Her servants provided for her as she withdrew, only coming out at night. When The Baroness disappeared, they discovered a wound on her wife's neck - the bite of a vampire.

Overview

The Baroness is a cutthroat merchant, creating trade routes for other Vampires to use - for a price.

Trade Routes

The Baroness has the unique Ability to place Trade Routes, a unique piece with the ability to transport a vampire from one Trade Route to the other. Trade Routes can be used by any Vampire, but if any Vampire other than The Baroness uses a Trade Route they must give her a Ritual of their choice.



Playstyle

The Baroness benefits the most from cooperation and trades, with her Abilities benefiting her as well as those she chooses to work with. Play nice with your opponents until you find an opportune moment to strike.

Abilities

0 SOUL - Trade Route: You gain the ability to place Trade Routes. You start with 2 Trade Routes.

- **Passive** - A Trade Route in play is treated as a *Village* during *Morning*.
- **Passive** - While you have less than 2 Trade Routes in play, you can move 2 hexes whenever you Move.
- **Passive** - After sucking a human, you can place a Trade Route on this hex for 0 AP. You can only place a Trade Route if the Community does not have 1, and you have a Trade Route available.
- **Action (1 AP)** - When you or another Vampire are on a Community hex, they can remove the Trade Route.
- **Action (1 AP)** - When you are on a Community hex with a Trade Route, you can choose to move to any other Community with a Trade Route.
- **Action (1 AP)** - Other players can use Trade Routes. Whenever another player uses a Trade Route, they must give you a Ritual of their choice.

2 SOUL - Priority Trading:

- **Passive** - Once per *Afternoon*, you can trade with extra benefits. After completing a trade, you and your trade partner draw an extra Ritual from the deck.

5 SOUL - Under the Table Dealings:

- **Passive** - When any Vampire uses a Trade Route, you gain 1 extra Body. Additionally, you gain 1 additional Trade Route.

8 SOUL - Trade Secrets:

- **Passive** - Whenever you use a Ritual, the total Body Cost will instead be Body Cost minus the current number of Trade Routes.

The Tyrant

There's talk of a Tyrant from across the sea. Oppressive and abusive, she was. Must have crossed the wrong people, because one day she just... disappeared. But there's talk from those who believe she's still out there, planning her revenge.

Overview

The Tyrant is true to her name, an oppressive force who subjugates others to her will. Her Abilities give her an early advantage, giving those who play as her the tools she needs to crush her opponents.

Playstyle

The Tyrant starts with an advantage at the beginning of the game, starting with more Bodies. To properly dominate her competition, you should focus on maintaining this lead to take advantage of her Manipulate Ability.



Abilities

0 SOUL - Iron Fist:

Passive - You start the game with 3 more Bodies.

2 SOUL - Colony:

Action (1 AP) - You can now overtake Communities from a distance. For each hex away from a Community, *sacrifice* an extra Body to overtake the Community.

5 SOUL - Manipulate:

Action (1 AP) - Choose a player with less Soul than you. Take a Ritual from their hand.

8 SOUL - Tyrannical Rule:

Passive - If you control 5 Communities or more at the start of Morning, you start Night with 4 Action Points.

The Feathered One

What the hell? This is just a goose.

Overview

Appearances do not lie: This is a goose. Armed with nothing but wings, a beak, and pure spite, The Feathered One decides to join the fray of this Vampire Battle. Unable to suck, they must collect Bodies by other means.

A Non-Vampiric Combatant

The Feathered One does not have the ability to suck humans.

Instead, they have the ability to discard Rituals to gain their Body Cost. Additionally, they can use a Ritual without sacrificing Bodies once each turn.

Playstyle

The Feathered One is, in essence, an agent of chaos. Collect Bodies quickly and use them to overtake Communities as fast as possible. Use the passive Body accumulation through controlling Communities to gain the Bodies necessary to interfere with other Vampires' plans and generally be a nuisance.



Abilities

0 SOUL - Goose of Torment

Passive - You are unable to suck humans. You may play one Ritual without paying the Body Cost each turn.

Passive - You may discard as many Rituals as you want each turn and gain a number of Bodies corresponding to the Ritual's cost.

2 SOUL - Rummage:

Action (1 AP) - Use this Ability while on an empty hex to take a random Ritual from the discard pile.

5 SOUL - Unwelcome Gift:

Passive - When rummaging, leave a brown, slippery "present" on the hex. You may take a random Ritual from the first player to land on the hex. Your "present" does not affect you.

8 SOUL - Bite and Intercept:

Passive - On any player's turn, when a player plays a Ritual, spend 5 Bodies. Negate the Ritual's effect and add the played Ritual to your hand.

The Lumbering Beast

There's a creature out there. Moving, almost too slow to notice. but moving all the same. But there's a problem: it's growing.

Overview

Cursed by a powerful witch, The Lumbering Beast was changed from a powerful vampire into a lumbering creature of the earth. She uses her sheer size to dominate Communities and her opponents.

Slow but Inevitable

The Lumbering Beast can only move 1 hex per turn. She must move with purpose to make sure she is not left behind.



Playstyle

The Lumbering Beast is the slowest Vampire, but makes up for it in sheer force. Make sure to always be moving to ensure you capture Communities at a consistent pace.

Abilities

0 SOUL - Absorb:

Passive - Can only move 1 hex per turn. Gain 1 Body when you Move.

2 SOUL - Unstoppable Force:

Passive - Rituals and Abilities that affect movement (aside from your own) do not affect you. If you land on the same hex as another player(s), they can only move 1 hex on their next turn (cannot affect the same player(s) next turn).

5 SOUL - Trample:

Passive - Buying Communities requires less Bodies.

- *Village* - 2 Bodies
- *Town* - 4 Bodies
- *City* - 6 Bodies
- *Cathedral* - 8 Bodies

8 SOUL - Mass Expansion:

Passive - The Lumbering Beast expands in mass. All adjacent hexes next to your piece are occupied by you as well.

Example Round

In this example round, we will follow a hypothetical player as they play through all 3 phases. This player is playing as **The Baroness**.

Morning: The player surveys the board and collects a certain number of Bodies. They currently control 3 *Villages* and 2 *Towns*, which means they will collect 7 Bodies.

Afternoon: The player receives a new Ritual, *Blood Potency*. They decide to trade it with another player, giving away their *Blood Potency* for *Bloodflies*.

Night: The player is starting this turn on a Community hex they control. With their 3 Action Points, the player decides to do 3 separate actions:

- Since they started this turn on a Community, the player decides to take an action to suck and gain an extra Body.
- Using **The Baroness'** Trade Route Ability, the player places a Trade Route on this Community.
- The player uses *Bloodflies* to increase the Bodies gained by every Community by one for the next turn. Since the player has 3 *Villages* and 2 *Towns* under their control, they will start the next turn with 12 Bodies next turn instead of 7.

Piece Glossary

1 Ruleset

1 8x8 Hexagon Game Board & 1 Vatican hex

4 Vampire Sets - **The Baroness, The Tyrant, The Lumbering Beast, The Feathered One**

For each Vampire:

- 1 Vampire Board
- 25 Control Tokens
- 10 Influence Tokens

The Baroness:

- 3 Trade Routes

The Feathered One:

- 3 "Present" Tokens

16 Community Pieces

- 4 Orange *Village* Pieces
- 4 White *Town* Pieces
- 4 Grey *City* Pieces
- 4 Black *Cathedral* Spaces

16 Body Dice (d4)

100 Body Tokens

40 Soul Tokens (Meeple)

4 Soul Boards

40 Ritual Cards