

Overview of the game

VampireRader is a cooperative tabletop game. 1 player acts as the vampire and the others play humans. The vampire's location is hidden and not known to the humans. The humans must use their resources: radars, and guns to work as a team to defeat the vampire. Will you win the fight for survival?

Contents

- 9 tiles
- 1 start player marker
- 4 summary sheets
- 1 vampire's screen
- 12 human pawns (3 colors, 4 of each color)
- 25 tokens (15 bullet tokens, 10 bat tokens)

Winning conditions

■ Humans win if :

The vampire loses all their hit points.
..If one human wins, all human players win.

■ The Vampire winning condition

The vampire wins if they satisfy either of these conditions.

1. Reduce human pawns on the field to less than or equal to X.
2 players : X = 1
3~4 players : X = 2
2. If all the bullets have been used and the humans cannot win.

Deciding who plays the vampire

Choose the player who resembles a vampire the most. For the first game, choose a player who is used to playing tabletop games.

Flow of the game

Starting with the left of the vampire and going clockwise, the 'human' players are named : Human player 1, Human player 2, and Human player 3.

Choosing the vampire's starting location

Turn of the human

Human player 1

(Walk (Pick up Radar) OR Shoot) **Up to x2**

Human player 2

Human player 3

Turn of the vampire

(Walk OR Attack OR Heal) **Up to x2**

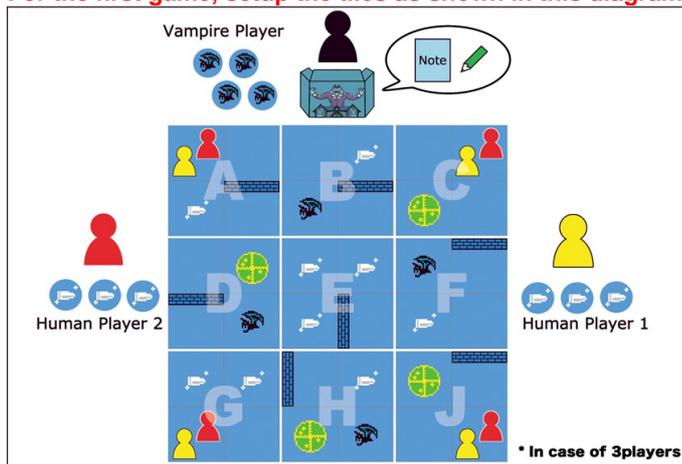
Vampire note-taking

Preparations

■ Prepare the field

Setup the tiles to make the field.

For the first game, setup the tiles as shown in this diagram.



Pay attention to the following:

- Set the tiles in a 6x6 grid.
- In each of the 4 corners use a blank grid.
- Don't place tiles with 3 or more connecting walls together.
- Don't place walls outside of the field.
- Don't place bat grid next to other bat grids.
- Don't set radar grids next to other radar grids.
- Don't place radar grids next to the 4 corners.

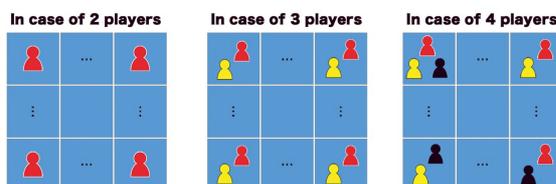
■ Placing bullet/bat tokens on the field

Place bullet/bat tokens on tiles with the matching symbol.

■ Placing human pawns on the field

Each 'human' player chooses a color.

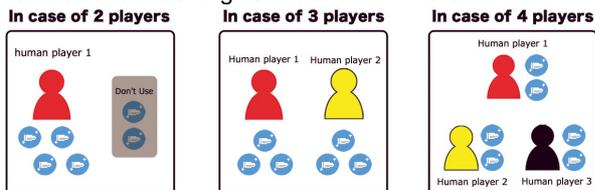
They place the pawns of their chosen color as shown below.



■ Bullet tokens

Divide the bullet tokens among the 'human' players.

The number of bullets to give out is shown here:



■ The Vampire's hit points (HP)

Use bat tokens to represent the vampire's hit points.

The vampire player takes the number of tokens depending on the number of players, as shown here:

- 2 players: 4 HP (bat tokens) : (2 remain)
- 3 players: 4 HP (bat tokens) : max 4 HP. (2 remain)
- 4 players: 5 HP (bat tokens) : max 6 HP. (1 remain)

■ Vampire note-taking

Prepare some paper and a pencil for the vampire player to record their location.

■ Choosing the vampire's starting location

The vampire chooses a starting location in one of the center grids (4x4 grids in the center), then writes the tile location name on the sheet of paper. Making sure that no one sees what is written.

Action

★ Human actions

Humans have 2 actions they can choose: walk or shoot the gun. On a 'human' player's turn, then have 2 action points they can use for **0-2 of their pawns**.

* e.g. The player can either "perform 2 actions with 1 pawn" or "have both pawns perform 1 action each".

① Walk

The player's pawn can move to an adjacent grid; it can't move over walls. **When moving onto a bullet you can "pick up a bullet token", when moving onto a radar grid you can "use the radar" without using an additional action point.**

■When a pawn lands on a radar grid

The vampire calls the distance from that pawn to the vampire's current location. Refer to this image as an example. Walls are ignored in the calculation of distance.

3	2	3	4
2	1	2	3
1	0	1	2
2	1	2	3

The pawn standing on a radar grid cannot use the radar again without moving and landing on another grid first.

■When a pawn lands on a bullet grid

The owner of the pawn can take a bullet token from that grid. **The maximum number of bullet tokens a player can have is 6.**

② Shooting a gun

Player pawns can shoot in a straight line, they can't shoot through walls, and they can't shoot diagonally.



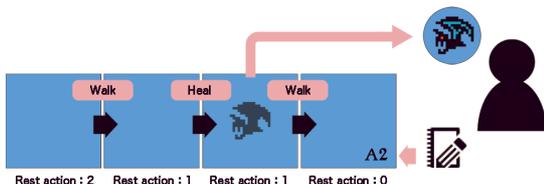
When you shoot, spend 1 of your bullet tokens, and call "which pawn you are using" and "which direction you are shooting". When a bullet hits the vampire, the vampire should give a groan, and then he/she loses 1 HP.

If the pawn that is doing the shooting is on the same grid as the vampire, the shot can be made in any direction and it will hit the vampire.

★ Vampire actions

The vampire can either: walk / attack / heal.

The vampire can perform **0-2 actions**. **If the vampire attacks or heals, the vampire earns an extra bonus action point.** **This bonus action may be chained.** At the end of the turn, the vampire writes their currently grid location number down.



① Walk

The vampire can move to an adjacent grid, and cannot move over walls.

② Attack

When the vampire is next to a pawn, or on the same grid as a pawn, the vampire can attack. The vampire moves to that grid (by writing the location on their paper), then removes all the pawns on that grid. Vampires cannot attack through walls. **If the vampire attacks, he/she earns a bonus action point.**

③ Heal

When there is a bat token on the same or adjacent grid to the vampire, the vampire can move to that grid and take the bat token from the grid to recover 1 HP. The vampire cannot heal/move through walls. **If the vampire heals, he/she earns a bonus action point.**

For 2 players

This game can be played with 2 players.

Apply the following rules for a 2 player game.

- Humans have up to 3 action points in a turn.
- When the vampire uses the Heal action, they do not recover any HPs, they only earn a bonus action point.

Variant Rule (recommend 3-4players)

Following rules change the play order of the human players and a role into every turn.

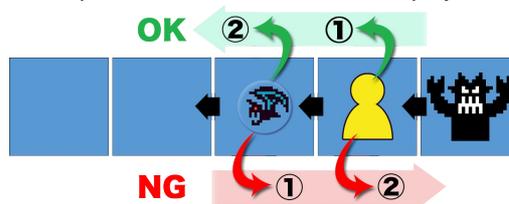
- At the time of the preparations for game, give "start player marker"(hereinafter referred to marker) to a player to the vampire's left.
 - During a game, play from a player who have a marker at the time of the start human turn sequentially clockwise
 - If the action of all human players finished, hand the marker to the next human player clockwise.
- This rule change play order only. It does not change tokens and pawns.

Adjustment of the degree of difficulty

When you want to adjust a degree of difficulty, please use spare tokens for change the vampire's HP at the game start.

Notice

- Perform 1 action at a time.
- Don't forget to remove a token and pawn from the field on the turn that the vampire healed, or attacked. This information provides an important clue to the human side players.



- You can converse with other players. The vampire can try to distract the other players.
- The vampire can still use the heal action when they have reached their max HP, but they will not gain any more HP. They only earn 1 extra action point.
- In the case of 3 players or more, a player may be eliminated from the game. The bullet tokens of the eliminated player are now out of the game.
- If the pawn shooting the gun is on the same grid as the vampire, they can shoot in any direction to hit the vampire.
- Player pawns cannot shoot other player pawns.
- The vampire's HP is open information. Place the bat tokens in front of the screen so all players can see how much life the vampire has.

Credit

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If there are any questions, feel free to contact the designer using twitter or email. Please ask in Japanese.