

Dracula's Castle

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Introduction

Dracula has risen from the grave and through the evil powers of the netherworld he has managed to assemble twenty of the worst characters that ever existed in a bid to take over the world. Each player is given a place card with 8 evil characters depicted on it - the object being to capture as many of them as possible before Dracula himself emerges and stops the mission, at which point the round ends. Players add up their scores and the highest score wins the round. The round can also be ended before Dracula appears by a player capturing all the evil characters on their place card. Play as many rounds as possible within a time limit - 2 hours would be a good time. Place cards should be redistributed for each round.

Equipment

The Board, 2 Dice, 8 Tokens, 8 Place Cards, 4 Dracula Cards, 58 Character Cards, These Rules.

Set Up and Play

Assemble player tokens on Start (the drawbridge), each player should have a place card. The place cards are different but the sum of points values of the collection of evil characters on them is the same for all. Shuffle the Character cards and split them into two packs which will be placed face down on the spaces reserved for them on the board. Highest roller goes first with turns progressing clockwise.

Yellow Squares

Landing here - nothing happens! Next player.

Scared to Death

One of your evil characters has escaped! Return one of your character cards to the bottom of a pack.

Secret Passage

You outwit two characters who think they have escaped by intercepting them from two other players. Steal two different characters, one each from two other players. They can be from the place card, or excess cards.

Drawbridge

This is the starting assembly point, but once all the players have moved off it and entered the castle, it is closed. Landing here incurs a severe penalty for attempting to sneak away from the mission - ALL your placecard characters are returned to the pack. **Exceptions:** Only your lowest ranking character is lost if your highest ranking character occupies its place on your card. **No characters are lost** if the top two (500 + 400) spots on your card are occupied.

Blue Squares

Landing here you may pick up one character from a face-down pack and immediately cover a matching empty space on your place card if one exists - except if challenged (see below). If there is no vacancy on your place card, it can be kept for later swaps or returned to the bottom of the pack. A maximum of **four** cards (excess cards) can be kept that do not have a spot on your place card. If landing on Blue, and already holding 4 excess cards, the pickup is still made and discarded on the bottom of the pack in case it turns up Dracula to end the round.

Challenge!

When a player picks up a card on landing on a blue square, one or more players may issue a challenge. The challenger must have a vacancy on their place card for the card challenged. The challenge is resolved by a simple two-dice roll-off, challenger rolls last, higher roller gets to keep the card. In the event of more than one challenge, the highest roll wins the challenge. A player cannot refuse a challenge.

N C

Appearing on some Blue squares, NC stands for No Challenge. A card picked up after landing here cannot be challenged.

Swap

Swap one card with one other player - it can be an excess card or one from your place card. The nominated player may refuse the swap, and you may ask more than one player.

Ex

Stands for Exchange. You may take one card from your collection and exchange it with one card from a face-down pack. The catch is that you must surrender your discard to the bottom of a pack before choosing its replacement from the top of a pack. No challenges apply.

End of the Round

If a player covers all the vacant spots on their place card, or if the Dracula card is picked up - the round ends. Dracula has emerged. Add the points of the characters occupying spots on your place card to your running total, excess cards are not scored. Shuffle the character card pack and split as at game start. Redistribute the place cards, simply pass them to the left.

End of the Game

At the end of the round after the agreed time limit, the player with the highest total wins.