

## Fury of Dracula alone.

This version allows a single player to play against a semi-random Dracula. All rules are the same except that Dracula's trail starts the game as if Dracula had already moved six times (as if there were six cards already on his track). Hunters can only search in face-up cities, and instead of revealing Dracula they reveal the next face-down card in the trail. If another hunter occupies that newly revealed city, then the next city is revealed, and so-on.

In effect, the location track is filled with face down cities, but you don't place an actual card there until you have revealed the previous city.

### Setup-

Place hunters in any cities.

Draw 1 random city (not sea or castle) and place face-up on **leftmost box** (furthest from Dracula)

Make 1 **trailing** from revealed card (see below)

### Trailing

The term refers to placing a facedown card on the Dracula track.

- 1) There may never be more than 1 face-down card on the track.
- 2) There may be any number of face-up cards, as normal.
- 3) There may be any number of empty spaces between the face-down card and Dracula. Each such empty space is the equivalent to a face-down card.
- 4) At the start, the track looks like this:

1	2	3	4	5	6
Face	Face	empty	empty	empty	empty
Up	Down				(Dracula)

Whenever a player makes a trail, he places a face down card in the left-most empty box.

The trail card is the next location on Dracula's path for the hunters to find. The previous card on the track is always face-up and is known as the **source city**.

### The City hand

Choose the face down card as follows:

- 1) Sort through the location deck, and take out every card which could be reached from the current **source city** in a single move. Include any adjacent sea area if in a port or at sea. Any locations already revealed remain on the track normally. **Do not** include any city blocked (eg. Heavenly host). This is the **city hand**.
- 2) Shuffle the cards taken and draw one from the **bottom** of the deck (important due to the different backs for sea cards)

- 3) The drawn card is placed face-down on the first empty space. The **remaining cards in the city hand are kept aside** – do not look at them. Once the face-down card is revealed in play, add these cards back to the location deck.
- 4) Dracula places an encounter on the newly placed card.

When choosing a face-down card while at sea, **remember to include** all ports in the sea area and also all sea areas which could be reached. If a sea area is drawn, blood is spent as per the normal rules.

Whenever a face-down card is revealed (due to clearing Dracula's trail or due to a hunter occupying the last face-up card in the search phase) follow the trailing procedure above to place a new face-down card. Repeat as required, one city at a time.

### Special rules:

- **Dracula has only one or two possible locations** when trailing: add the hide, double back and the wolf form cards to the city hand. If **wolf form** is drawn, remove both hide and wolf form, and make a new choice from every available location which could be reached using wolf form (two moves).
- If **double back** is drawn, take any card which could be reached which is already on the track and add those to the city hand. Remove the double back, hide and wolf form cards. Return any encounters from removed cards to the cup and do not mature them. Do not move the existing cards to fill in the empty spaces created. Treat the spaces as if they contained cards. Once they drop off, there is no effect (and the original location cannot be used as a catacomb).
- **If the hunters are within two cities of Dracula**, add the wolf form card to the city hand until there are at least three unrevealed locations.
- All normal rules apply, so cards on the track cannot be used again until they drop off (**exception** – see double back, above) and can be placed in the catacomb normally. Dracula will always place a card in the catacomb with a new encounter, but will always remove a card from the catacomb if it could be placed in the card hand.
- Due to the rules above, the left-most card currently on the track may drop off, leaving only one face-down card on the track. The card that drops off is always placed face-up in the catacombs unless it contains an encounter which could be matured (ie. One which actually has an effect).
- **If the left-most card which drops off was face down**, immediately reveal it and place it in the next available catacomb (discard the oldest catacomb card if necessary; exception- maturing encounters: discard the location instead). Immediately use the revealed card with the trailing rules above to place a new face-down card on the location track.

When a card is revealed, a **hunter may already occupy the newly revealed location**. The next face-down card is also immediately revealed. Continue until an unoccupied

location (or Dracula!) is reached. **If the location revealed is unoccupied**, the hunters will have to move to the last face-up city in order to pick up the trail again.

### **Encounters:**

Keep a row of encounters equal to Dracula's current limit (5 or 7) in front of you. Always place the left-most encounter on any newly-placed face down card. Always place an encounter on a card going to the catacombs. Encounters remain face-down until a hunter occupies their space. Unrevealed encounters which drop off are matured if they have any game effect (ie. Ambush, desecrated soil, new vampire).

**The Dark Call** card is not used in this game. (optional- If Dracula has at least 9 blood remaining, add it to every city hand- when drawn, immediately add 5 encounters to the encounter row (do not discard down to the hand size) and place a new encounter on every face up city which does not currently have an encounter.

### **Feeding:**

Add the feed card to the city hand whenever Dracula has 7 or less blood remaining. If Dracula has less than 3 blood, use this card automatically (do not make a city hand).

### **Combat:**

Resolve all combat as follows:

- 1) Choose the hunter card(s).
- 2) Randomly draw one available Dracula (or minion) card.
- 3) Resolve effects normally.

### **Event cards:**

When a bat card is drawn, add it to Dracula's hand **without looking** at it.

Dracula will always play event cards so as to cause the most trouble.

He will always play **1 card at the start of each combat** (if able): Draw 1 random card which will effect combat.

**At the start of every Dracula turn**, randomly draw and resolve one event card: if a target hunter is required, always choose from the following priority list:

- a) the closest hunter (one closest to the right-most face-up card)
- b) the weakest hunter (least health remaining)
- c) randomly.

Never choose a hunter who would be unaffected by the card. If no-one would be affected, draw a new card and return the card to Dracula's hand.

**If Dracula exceeds his hand limit**, randomly discard cards down to the limit. Do not look at the discards..