

Vampire Werewolf Fairies

A quick 20-30 minute card game for 2-6 players ages 13 and up

Created by Matthew Duhan

About the Game

Vampire Werewolf Fairies is a fast-paced, tongue-in-cheek fantasy game where you become the magical characters of a vampire, werewolf, witch, or fairy, or combinations of all four. You race to collect objects in your Chest to help you or hurt your opponents, depending on which characters you become. At the end of the game, a fast-paced lightning round can make or break the winner.

About the Cards

There are three different kinds of cards: **Type** cards (green border), **Action** cards (blue border), and **Object** cards (red border).

Type Cards

Type Cards let you become a type of person: a Vampire, Werewolf, Witch, or Fairy. You **can** be multiple Types at once (for example, a Vampire Werewolf Fairy). You **can not** have more than one card of the same Type in front of you at once (you can not be a Fairy Fairy, for example). When you lose a Type, you only lose that Type, not any Objects you may have in your Chest. **Type cards cannot be played by themselves;** You must use an appropriate Action or Object card (see below).

Action Cards

Action cards are played from your hand. You can *use* them on yourself or another player, as appropriate. Follow the instructions on the card. When you **use** an Action card, that card is discarded. You can only use an Action card during your turn, and you can only use at most one Action card per turn (see below).

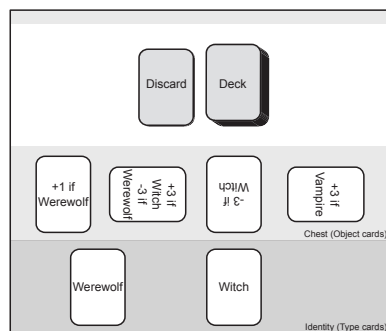
Object Cards

Object cards are objects that you collect. You play Object cards onto the table in front of you (called your *Chest*) or another player (into their Chest). You can play an Object into your Chest, even if you are not the correct Type to get points for having that Object (see below). You **can** have more than one of the same Object in your Chest at once.

Object cards are worth points depending on what Type you are. When you play an Object card on the table, turn it to indicate its point value. An upright Object card indicates positive points. A sideways Object card indicates 0 net points, either because you are not yet the appropriate Type or because you are two conflicting Types. An upside down Object card indicates negative points. (See figure 1.)

Some Object cards can also be used like Action cards. When you **use** an Object card, discard it just like an Action card. You can use these Object cards either from your hand or from your Chest, but only during your turn. You can play at most two Object cards per turn, one from your hand and one from your Chest (see below).

An Object card will stay in the Chest in which it was placed for the entire game, unless affected by another card or used as an Action.



Starting the Game

Remove the END GAME card and shuffle the deck. Deal 5 cards to every player. Take the lower third of the deck and shuffle the END GAME card into it. Replace this portion under the rest of the deck. You may also want a 20 sided die or other type of counter for each player to keep score, but this is optional. Determine who goes first by who can do the best Witchy Vampiric Were-Fairy imitation. Play proceeds clockwise.

Playing the Game

Each turn, you do the following, in order.

- 1) You **must** play 1 Action or Object card from your hand (with the appropriate Type, if applicable).
- 2) You *may* use 1 Object card from your Chest (optional).
- 3) You *may* discard up to 2 cards.
- 4) You **must** draw back up so that you have 5 cards in your hand.

If you cannot or choose not to play any card from your hand (step 1), you **must** skip steps 1-3 and instead discard your entire hand and draw a new hand of 5 cards.

When someone draws the END GAME card, they must immediately reveal it. The game enters lightning round. The player who drew the END GAME card draws back up to 5 cards (if possible). Every player then has one turn to play as many cards from their hand or their Chest as they want. When the player who drew the END GAME card has finished his turn, the game ends. Total your points. The person with the most points wins!

If there is a tie, the person who is the most Types wins. If there is still a tie, the person with the most Objects wins.

Combining This Game with Zombie Ninja Pirates

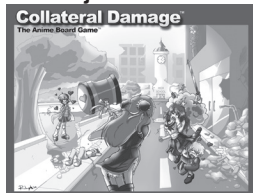
Vampire Werewolf Fairies can be combined with Zombie Ninja Pirates and played with 2-10 players. There are some slight rules changes to accommodate the combined decks.

- It is recommended that the “Reset” card be removed.
- During game setup, shuffle one END GAME card into the lower third as usual. Shuffle the second END GAME card into the middle third of the deck. After the first END GAME card is drawn, players must now play 1 **or** 2 Action or Object cards from their hand each turn (but still only 1 Object from their Chest). When the second END GAME card is drawn, the game enters lightning round as usual.
- Each player starts with 7 cards, and draws back up to 7 cards at the end of the turn (instead of 5).
- All “Boat” cards let you become a Pirate, Ninja, *or* Witch.
- All “Bite” cards let you become a Zombie, Vampire, *or* Werewolf. The action of stealing a card works for either a Zombie *or* Vampire, regardless of the artwork.
- All “Cure” and “Witch’s Brew” cards are worth points for either a Mad Scientist *or* Witch. Using these cards removes either a Zombie *or* Vampire (your choice) but not both from a selected player.
- All “Internal Conflict” cards can be used on a player who is *any* of the opposite pair Types (Vampire/Werewolf, Witch/Fairy, Pirate/Ninja, or Zombie/Mad Scientist). It does not need to be the pair specified on the card.

Frequently Asked Questions

- Q:** Hey! I thought this game is Vampire Werewolf Fairies. Why do the backs of the cards say Zombie Ninja Pirates and have different artwork?
- A:** **This is not a misprint.** This game is part of the Zombie Ninja Pirates line. To make it easier to combine decks, all these games have a common back. If you want to separate your decks afterwards, the Vampire Werewolf Fairies cards have a pentagram symbol in the lower left corner on the card front.
- Q:** I have a "Fairy" card in my hand. Can I play it and get 5 points?
- A:** No, you cannot play a Type card by itself. You would have to use (and discard) a "Fairy Dust" or "Wings" or "Tooth" card in order to play the "Fairy" card.
- Q:** Someone played "Bite" on me and now I have more than 5 cards. Do I have to discard?
- A:** No, but you may not draw until you have fewer than 5 cards in your hand.
- Q:** I played a "Butterfingers" card on another player. Do I get to choose which Object he discards?
- A:** Yes. The player who uses this card gets to choose which Object is affected.
- Q:** Can I play a "Butterfingers" card on myself to get rid of a bad Object?
- A:** Yes. Butterfingers can be played on any player, including yourself.
- Q:** Someone just played "Stake" on me and made me lose my Vampire Type. Do I lose all my Objects which were worth points as a Vampire (like "Blood") also?
- A:** No. You only remove the Type, not any Objects in your Chest.
- Q:** I have a "Fangs" card and I am both a Vampire and a Werewolf. Does that mean the "Fangs" card is worth double?
- A:** No. You only get the points once per card. If you have more than one "Fangs" card then each one is worth 1 point if you are a Vampire or Werewolf or both.
- Q:** I have a "Witch" card and a "Broom" card in my hand but am already a Witch. Can I play these cards and get another 5 points?
- A:** No, you cannot double up on a Type and get points again. You may discard those cards if you want during step 3 of your turn.
- Q:** Do I have to play a card from my hand? Can I just use an Object card from my Chest?
- A:** Each turn, you *must* play a card from your hand first, or else discard your whole hand and draw 5 new cards, ending that turn.
- Q:** I have the "Helping Hand" card in my Chest. Do I have to use (and discard) it to hold an extra card?
- A:** No. The Helping Hand ability is in effect for you as long as it is in your Chest. Since it is an Object, it can be stolen by another player. If this happens, they can hold an extra card, and you cannot (you do not have to discard).

Also check out **Zombie Ninja Pirates** and **Collateral Damage: The Anime Board Game**.



About Gozer Games, LLC

Gozer Games, LLC was founded in 2007 with the belief that games should be funny as well as fun. Gozer, the mascot of Gozer Games, is a chinchilla who in her spare time slays monkeys and leaves no piece of furniture uneaten.



Gozer Games, LLC

About the Author

A Project Manager by day, Matthew enjoys science fiction, board games, anime, MST3K, Dementia, and cooking. He's pretty much an overall geek. He attends several science fiction and anime conventions throughout the year. You can get more information at <http://www.gozergames.com>

About the Artists

Phil Foglio won the Hugo Award for Best Fan Artist back in 1977, and is still waiting for the wealth and unlimited power he was told this would bring. In the meantime he has made a career as a writer and artist because he liked the idea of commuting fifty feet to his office. Over the years he has worked in the fields of science fiction, comics and gaming. His current project is the Hugo award winning comic book series *Girl Genius*, which he works on with his wife, Kaja. His hobbies include travel, gardening and waiting.

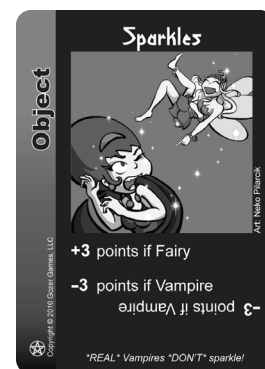
John Kovalic's cartoons have appeared everywhere from his hometown *WISCONSIN STATE JOURNAL* (Madison, WI) to the *NEW YORK TIMES* and *DRAGON MAGAZINE*. His creations include the comic book sensation "DORK TOWER" and "DR. BLINK: SUPERHERO SHRINK," as well as many others. In his spare time, John searches for spare time.

Randy Milholland is the creator of the popular webcomic *Something*Positive*. He is probably napping right now. Sometimes, at night, he dons little shoes with curled toes and a little hat and secretly aids overworked cobblers. Then he uses their stores to launder money. He also grew up in a little patch of suburban sprawl between Dallas and Ft. Worth, Texas. Under a full moon he sometimes transforms into a meerkat.

Terry Moore is best known for his award-winning, self-published series, *STRANGERS IN PARADISE*, and *ECHO*. He has also worked for Marvel, DC, Dark Horse and others. Moore's fairy tales can be found in his book, *PARADISE TOO*.

Neko Pilarcik always knew what she wanted to be when she grew up, an intergalactic Space Pirate living a life of excitement and adventure in the Sea of Stars. However an unforeseen lack of advancement in the space shipping industry led her to consider a more feasible career writing and drawing stories about people who do live lives of excitement and adventure. After getting her junior degree in illustration she moved to Chicago and studied traditional animation at Columbia College Chicago. While there she directed the animated short, "The Three Artists", which screened at the Cannes Film Festival. Neko currently works as a freelance animator and illustrator in addition to drawing the graphic novel, "Kowaii Kawaii", which will be in stores in early 2011.

Playtesters: *Tim Araujo, Abel Castillo, Marcques Domask, Tara Duhan, Katherine Finegan, Jason Hintersteiner, Nancy Hintersteiner, Sarah Kucera, Rich Riley*



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