

DRACULA vs VAN HELSING



10+



1 vs 1



30+



mandoo
games

DRACULA vs VAN HELSING

One day, many years after the confrontation between Dracula and Van Helsing, a sailing ship washed up once again on the shores of Whitby, England. With no survivors on board, the ship was stained with blood, and the cabin was ominously marked with boxes of dirt. Realizing that Dracula had landed in England again, the citizens of Whitby urgently turned to vampire hunter Professor Van Helsing for help.

It is here, tonight, that their final confrontation takes place. Will Van Helsing be able to take down Dracula before all of Whitby's citizens are turned into vampires?

GOAL OF THE GAME

Each player plays the role of a different character, either Van Helsing or Dracula.

Van Helsing wins the game if he manages to kill Dracula by removing all his Health Points (HP). Dracula wins the game by either turning all 4 inhabitants of the same District into vampires or surviving until the end of the game.

COMPONENTS



32 Cards
4 colors x 8 (value 1 to 8)



2 Cardholders

Human side



Vampire side



20 Human/Vampire Tokens



1 Color Ranking Board



1 City Board



12 Health Point Tokens



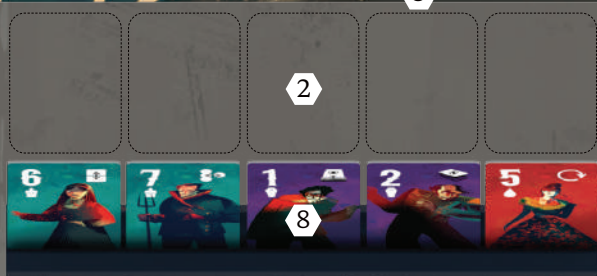
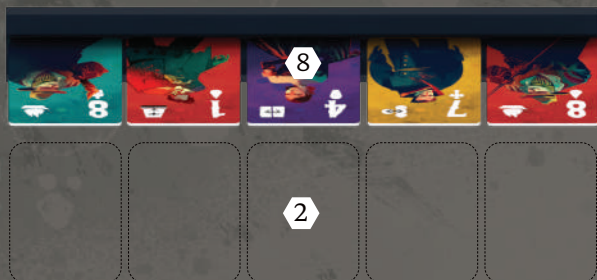
1 Ship Marker



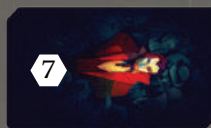
4 Color Tokens

SETTING UP THE GAME

Dracula



Van Helsing



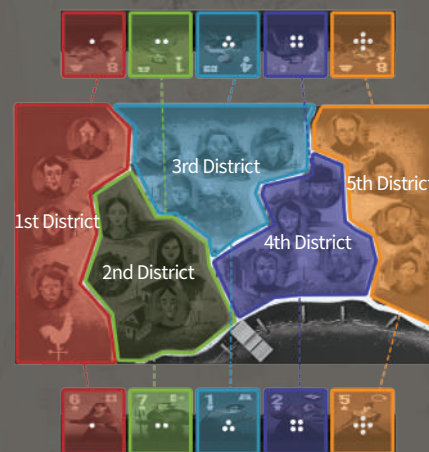
- 1 Place the City Board between the two players and place the Color Ranking Board beside the City Board.
- 2 Each player chooses a character to play. It does not change during the game. Each player takes a cardholder and places it in front of them. Leave some space between your cardholder and the City Board, as you'll reveal some cards there.
- 3 Place 4 Human Tokens in each District (Human side up).
- 4 Dracula starts with 12 Health Points (HP). That player takes the matching tokens.
- 5 Place the Ship Marker on the first spot of the Round Track of the City Board to keep track of the rounds.
- 6 Randomly place the 4 Color Tokens on the four spots of the Color Ranking Board.
- 7 Shuffle all the cards and place the deck within reach of both players. Leave some room next to the draw pile for the discard pile.
- 8 Each player draws 5 cards, one at a time, and places them on their cardholder in the order they were drawn. The first card drawn faces the first District (the District with a single dot).

Dracula always goes first.

IMPORTANT

Each card must face a District. You cannot swap or rearrange cards unless a game effect allows you to do so. This is very important, as each card will affect the District that it faces at the end of the round.

The order of each District is indicated by a dot on the City Board.



GAMEPLAY

The game is played in a maximum of 5 rounds. Each round, players alternate taking turns, drawing a card and discarding a card to trigger its effect.

On your turn, draw a card from the deck. Then, discard this card **to the discard pile**, or swap it with any of your 5 cards and discard the chosen card to the discard pile. The effect of the discarded card is then triggered. Your turn is now over. Your opponent can now play their turn.

- You always have 5 cards during a round and each of the 5 cards faces each of the 5 Districts based on the card's order (position) on the cardholder.
- Cards in your cardholder must be visible by you. If a card is revealed by a discarded card's effect, it is placed in front of the spot of the cardholder where it should have been on the cardholder. So, the revealed card is still considered to face the Districts and the cardholder space of this card must remain empty.
- The revealed card remains visible until it is discarded. If a card is swapped with another card, both cards keep their status.

Instead of drawing (and discarding) a card, a player can call the end of the round. You can only choose this action if there are at least 6 cards in the discard pile. **Your opponent takes their last turn, then the round ends.**

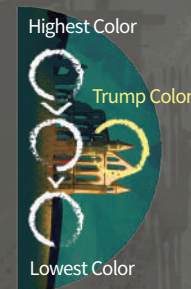
END OF THE ROUND

A round ends when a player uses their turn to call it or when the deck is empty.

Then, all Districts are resolved one by one, from left to right in the direction the weathervane is pointing. For each District, compare your card with the opponent's card.



- If one of the two cards is a Trump Card, it wins.
- Otherwise, if both cards are Trump Cards, the highest value wins.
- Otherwise, if neither of the two cards is a Trump Card, the highest value wins. If both values are tied, the higher color (on the Color Ranking Board) wins.



Whenever Dracula wins a District, he turns one Human Token into a Vampire in that District.

Whenever Van Helsing wins a District, he removes one of Dracula's Health Points.

If one of the end game conditions (4 Vampires in the same District or 0 HP for Dracula) is met during the resolution of a District, the game ends **immediately**. You do not resolve the remaining Districts.

Otherwise, players resolve the next District. When all five Districts have been resolved, players move the Ship marker and start a new round. The game ends after 5 rounds (if none of the end game conditions were met before).

NEW ROUND

Discard and shuffle all the cards and place the deck within reach of both players. Each player draws 5 cards, one at a time, and places them on their cardholder in the order they were drawn. The first card drawn faces the District with a single dot.

END OF THE GAME

If Dracula loses his last HP, Van Helsing wins the game.

If Dracula turns all 4 inhabitants of the same District into vampires, or if the game reaches the end of the fifth round, Dracula wins the game.



CARDS EFFECTS

Card effects must be triggered if possible.

- 1  Reveal one of your cards.
- 2  Reveal the top card of the deck.
- 3  Reveal one of your opponent's cards.
- 4  Swap two of your cards.
- 5  Play another turn. This effect applies even if your opponent has called the end of the round on their turn.
- 6  Swap one of your cards with your opponent. Both cards must face the same District.
- 7  Swap the Trump Color Token with another Color Token.
- 8  You can't discard an 8 unless there are at least 6 cards in the discard pile. Immediately end the round. Your opponent does not play their turn.

EX1) Resolving Card Effects



It's now Van Helsing's turn. He draws the **Purple 5** from the top of the deck. He could discard it to play another turn, but he decides to swap it with his **Yellow 6**.



By the effect of discarded **Yellow 6**, Van Helsing swaps his **Red 4** with the opponent's **Green 4** facing the same District.



It's Dracula's turn. He draws **Red 3** from the deck. He swaps it with his **Purple 7** then discards **Purple 7** to swap the Trump Color Token with another.



He swaps the **Green** token with the **Red** one.

EX 2) Resolving Districts

The round ends. **Yellow** is the Trump Color.

Yellow 2 (Van Helsing), as a Trump Card, wins in the first District: Dracula loses 1 HP. In the second District, there is no Trump Card. The card with the highest value wins. **Purple 5** (Van Helsing) wins in this District: Dracula loses 1 HP.



In the third District, there is no Trump Card either. Both cards have the same value. Because **Red** is higher ranked than **Purple**, **Red 4** (Dracula) wins in this District.

The last Human token in this District is flipped into a vampire. The game immediately ends, and Dracula wins the game. The two remaining Districts are not resolved.



CREDITS

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