Dracula's Feast

A 10-minute game of logical deduction for 4-8 players.

Dracula invited all the townsfolk for dinner (and maybe a few for dessert), but a mash of monsters crashed the party. Now, everything is at stake…

Required:
- 9 **guest cards** (Dracula, Alucard, Beelzebub, Boogie Monster, Doctor Jekyll, Trickster, Van Helsing, Werewolf, Zombie)
- 9 **accusation cards** (as above)
- 8 **reference cards** (actions on one side, guests on the other)
- 16 **whisper cards** (8 Yes, 8 No)

Dracula's Feast is a game of deduction. Carefully watch the other players, ask the right questions, and be the first to deduce everyone's identity. Every guest has a special ability, and some even have extra ways to win!

REFERENCE CARDS:
Give every player a Reference card. One side lists the actions available on your turn. The other side lists all the guests in the game. The Reference card has almost everything you need to know, so after reading the Setup and Gameplay sections, you'll be ready to go. If at any point you're unsure exactly how a card works, refer to the Guests section at the end of the rules.

SETUP:
Choose Guest cards until you have one more than the number of players.
Make sure to include Dracula.

The others can be chosen randomly, or you can pick your favorites as a group.

For your first game, we suggest Dracula, Trickster, Alucard, Boogie Monster, and Zombie, and then random Guest cards if more are required.

Once you've chosen your guests, place their matching **Accusation** cards face-up in the middle of the table where everyone can see them. These cards will be used to **accuse** other players, and also to keep track of which characters are in the game.

Each player takes two **Whisper** cards: one **Yes**, one **No**.

Shuffle all the Guest cards except Dracula. Place one Guest card face-down in the center of the table. This is the **Mystery Guest**. Dracula cannot be the Mystery Guest. It's his feast, after all! Shuffle him together with the remaining Guest cards and deal one to each player, face-down.

GAMEPLAY:
The player with the sharpest fangs goes first, and play continues clockwise. In subsequent games, the previous winner goes first.

On your turn, you must take **one** of the following actions:

QUERY: Choose another player, and publicly ask them if they are a specific guest ("Are you the Werewolf?"). They must reply secretly by passing you a Whisper card. Look at it and pass it back.

Unless a Guest card says otherwise, players must tell the truth in response to a query.

DANCE: Choose another player and ask them to **dance**. ("Would you like to **dance**?").

If they accept, secretly show each other your Guest cards.

If they refuse, nothing happens and your turn is over.

ACCUSE: Accusing is the main way to win the game! First, announce that you are going to **accuse** (and give the other players time to respond). Then, **reveal** your Guest card. Place an Accusation card face-up in front of every other guest, including yourself and the Mystery Guest. Your choice is locked in the moment you place an Accusation card, so make sure you're sure!

Each player must pass you a face-down Whisper card: a **Yes** card if the Accusation card in front of them matches their Guest card, a **No** card if it doesn't. ***Players must respond honestly.***

Everyone's unused Whisper card is placed in a face-down pile in the center of the table.

Shuffle all the cards passed to you and reveal them.

If **all** of them read **Yes**, you win and the game is over immediately. **You may win this way even if your Guest card lists another victory condition.**

If any of them read **No**, your turn is over and the game continues. Shuffle together all the Whisper cards and deal everyone a **Yes** and a **No**.

REVEALED GUESTS:
Once a guest is **revealed**, they play face-up. They lose all abilities at the end of the turn they are revealed. This includes both their advantages and drawbacks.

When a player's Guest card is **revealed**, you may find it more convenient to keep their Accusation card in front of them, instead of returning it to the center of the table between **accusations**.

THE MYSTERY GUEST: The Mystery Guest cannot be **queried** or **danced** with. During **accusations**, it is given an Accusation card, but does not submit a Whisper card in response.

TABLE TALK: During play, you may lie out loud as much as you like, but your replies to **queries** and **accusations** must be 100% honest.

Decide as a group whether or not you will allow people to take notes. Players may not discuss the game secretly - all table talk must be public.

VARIANT:
EXTRA MYSTERY: For longer games, **play with two Mystery Guests**. Any time players would interact with either of the Mystery Guests, they may choose which of the two to interact with.

When **accusing**, players do not need to get the Mystery Guests individually correct.

GUESTS:
Each guest has a unique ability to help them win the game. When a guest's ability conflicts with a game rule, the guest's ability takes precedence.

If two abilities ever take effect at the same time, the player whose turn it is chooses the order in which they occur.

> Whether or not they have special victory conditions, **EVERY guest can also win by accusing.**

DRACULA is the host of the party. He's in every game and may never be the Mystery Guest. When Dracula reveals to accuse, he may accuse again at the end of his turn.

ALUCARD desperately wants to be cool like Dracula. If someone **queries** him with "Are you Dracula?", he must Whisper **Yes**.

If he's given Dracula's Accusation card as part of an **accusation**, he immediately wins!

BEELZEBUB is a devil without a cause. When his **query** is answered with a **Yes** card, he may **reveal** his role and take another turn.

This additional turn may be used to take any action - even another **query**. If he is given another **Yes** response, he may take another action. **He may use his ability even if he is already revealed.**

THE BOOGIE MONSTER is a good-time ghoul. She accepts all **dances**.

She may **reveal** to **accuse** immediately after any **dance**, whether or not she's involved in it. If she requests a **dance** and is rejected, she may immediately **accuse**.

DOCTOR JEKYLL is a wallflower with a secret. Immediately before she **queries** another player, she must **reveal** and switch her Guest card with the Mystery Guest. For the rest of the game, she plays as her new Guest card.

If Doctor Jekyll is **revealed** by another method (such as by **accusing**), her ability no longer applies, so she may **query** as normal.

TRICKSTER is a woman of many faces. She must always whisper **Yes** when **queried**. During an **accusation**, she must answer honestly.

VAN HELSING is a woman on a mission. When she **accuses**, she only places Dracula's Accusation card. If she gets a **Yes** response, she wins the game!

WEREWOLF is a dog determined to have its day. It accepts all **dances**.

As soon as any player announces their intent to **accuse** (but before they **reveal** their identity), Werewolf may **reveal** to **accuse** first. If Werewolf's **accusation** is unsuccessful, play returns to the player who was about to **accuse**.

Some guests can **reveal** their identity in order to **accuse** out of turn. If a player does this, Werewolf may **accuse** after they **reveal**, but before they pass out Accusation cards.

ZOMBIE likes to keep his friends close.

He accepts all **dances**, but cannot request **dances**.

When **accusing**, Zombie only places Accusation cards in front of his neighbors - the guests to his immediate left and right. If he gets both **Yes** responses, he wins!

Dracula's Feast — ACTIONS
- ONE PER TURN -

QUERY: Ask another player if they are a specific guest. They answer by secretly passing you a YES or NO.

DANCE: Ask another player to **dance**. If they accept, show each other your Guest cards.

ACCUSE: **Reveal** your own Guest card. Place an **Accusation** card face-up in front of each guest. Everyone answers by passing you a YES or NO. Shuffle and reveal all responses. **If they all read YES, you win.**

NEIGHBORS are the guests sitting on your left and right.

REVEALED GUESTS play face-up and lose all their abilities, but otherwise play as normal.

The **MYSTERY GUEST** is the face-down Guest card in the middle of the table. It cannot **dance** or be **queried**.

DRACULA: Cannot be the Mystery Guest. May **accuse** at the end of the turn in which he is **revealed**.

ALUCARD: Answers YES to being Dracula if **queried**. **Wins if accused of being Dracula.**

BEELZEBUB: After receiving a YES response to a **query**, may take another turn - even when **revealed**.

BOOGIE MONSTER: Accepts all **dances**. May **accuse** immediately after any player **dances** or rejects her **dance** request.

DOCTOR JEKYLL: Must **reveal** and switch with the Mystery Guest immediately before **querying**.

TRICKSTER: Must whisper YES to all **queries**.

VAN HELSING: Only **accuses** Dracula. **Wins if correct.**

WEREWOLF: Accepts all **dances**. May **accuse** immediately before another player's **accusation**.

ZOMBIE: Accepts all **dances**. Only **accuses** his neighbors. **Wins if correct.**