





*Dracula is having the townsfolk for dinner (and some for dessert)
but a mash of monsters have crashed the party.*

Now, everything is at stake...

DRACULA'S FEAST NEW BLOOD

Dracula's Feast is a game of deduction. Observe the other players, ask the right questions, and be the first to deduce everyone's identity.

Every guest is unique: each has a different power, and some even have extra ways to win!



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2 INTRODUCTION



WHAT'S IN THE BOX



10
Guest
Cards



10
Accusation
Cards



16
Whisper
Cards

8
Double-sided
Reference
Cards

REFERENCE CARDS



Before starting the game, give every player a **Reference card**. One side lists the actions available on your turn. The other side lists all 10 guests.

This card has almost everything you need to know, so after reading the Setup and Gameplay sections, you'll be ready to party!

*If you're ever unsure how a card works, refer to the **Guests** section on page 12.*

SETUP 3



CHOOSING GUESTS

Choose the **Guest cards** you will use, which must include **Dracula**.

Guests can be chosen at random, or you can pick your favorites as a group. Return all unused Guests to the box.

4-5 PLAYERS: 6 GUESTS

6 PLAYERS: 7 GUESTS

7 PLAYERS: 8 GUESTS

8 PLAYERS: 9 GUESTS

Advanced Guests

When learning (or for a faster game), don't include any **Advanced Guests** (*Alucard, The Witch, or Zombie*).

For a longer game or for experienced players, multiple **Advanced Guests** can be used in a single game.



4 SETUP



PREPARING THE FEAST

Accusation Cards

Place the **Accusation cards** (with the  symbol) for all chosen Guests in a face-up display in the middle of the table, so everyone can keep track of who is in the game. These will also be used during accusations.



Whisper Cards

Each player takes **2 Whisper cards**: 1 Yes, 1 No. These should be held in your hands, so players cannot track which card is which.



Mystery Guests

Shuffle all the chosen Guest cards **except Dracula**. Place 1 Guest card face-down in the center of the table. In a 4-player game, place an additional Guest card face-down in the center of the table.

Face-down cards in the center of the table are **Mystery Guests**. (*Dracula cannot be the Mystery Guest – it's his feast, after all!*)

SETUP 5



Player Guests

Shuffle Dracula in with the remaining Guests and deal 1 to each player, face-down.

This is **your** Guest card. You may look at your card, but don't show it to anyone else.

The setup for a 5-player game should look like this:



6 SETUP



GAMEPLAY

The player who most recently hosted a party goes first, and play continues clockwise. (If you play more than one game, the winner of the previous game goes first.)

Your Turn

On your turn, you must either **INQUIRE**, **DANCE**, or **ACCUSE**.



Many guests have *special effects* that relate to specific actions.

When you're first learning the game, it's a good idea to regularly check your Guest card when other players take their turns to see if you need to do anything special, or if you can use an ability.

For example, **Boogie Monster** must accept all **DANCE** requests. They may **ACCUSE** after any two players dance, even if it is not their turn.

INQUIRE

Choose another player and ask if they are a specific Guest.

They must **Whisper** their response by secretly passing you a face-down Whisper card. Look at their card and pass it back.

The player must **Whisper Yes** if your guess was correct, and **No** if it wasn't. Unless their Guest card says otherwise, they must respond honestly.

Are you Van Helsing?

DO NOT ANSWER OUT LOUD!

Passing a *Whisper card* ensures *only* the player who made the **INQUIRY** knows your response.

If you *accidentally* answer out loud, you must still pass a *Whisper card*.

GAMEPLAY 7

DANCE

Choose another player and ask them to **Dance**.

They must declare out loud whether they **accept** or **refuse**.

Would you care to dance?

IF THEY ACCEPT:

Secretly look at each other's Guest cards.



IF THEY REFUSE:

Choose a **different** player and make an **INQUIRY** of them.

No? Well in that case...

You may not choose the player who just refused your dance. If there are no eligible players to Inquire, your turn ends immediately.

Accepting a dance can be a great way of getting information when it's not your turn, but don't be afraid to say no – refusing a dance can be a useful strategy!

8 GAMEPLAY

ACCUSE

Accusing is the main way to win the game!

First, reveal your Guest card.

Then, place an **Accusation card** face-up in front of each player who has not yet been revealed. (This may trigger another player's special effect; for example, Alucard wins immediately if given Dracula's accusation card.)

Choose carefully! Once you have placed an Accusation card in front of a player, you can't take it back.



EXAMPLE

Dr. Jekyll reveals herself and accuses each of the other Guests.

She leaves the Swamp Creature's Accusation card in the center (as well as her own), because she believes he is the Mystery Guest.



All unrevealed players must then pass you a face-down **Whisper** card: a **Yes** if the Accusation card matches their Guest card, a **No** if it doesn't.

Players **must** respond honestly to accusations.

Shuffle the Whisper cards passed to you so that you won't know which response came from which player. Then, reveal them to everyone.



**IF
EVERY CARD
IS A YES**

You win, and the game is over!

**IF
ANY CARD
IS A NO**



Your turn is over and the game continues.

Shuffle together all the Whisper cards (both those passed to you and the remaining cards held by players) and deal everyone a **Yes** and a **No**. This ensures that no one can tell what everyone answered.

*Whether or not they have an alternate win condition,
every Guest can win by making a fully correct accusation!*

10 GAMEPLAY





DETAILS & CLARIFICATIONS

Revealed Guests

Once a Guest is revealed, they continue to play face-up. Keep their accusation card in front of them.

A revealed Guest may not ask other players to **DANCE** or accept dance requests. When another player makes an accusation, they do not pass a Whisper card.

Otherwise, a revealed Guest plays as normal. They may still **Inquire**, **accuse**, and use their ability.

Neighbors

Your Neighbors are the players sitting to your immediate left and right.

Mystery Guests

Mystery Guests do not return Whisper cards during accusations. You may not make an **INQUIRY** of them or ask them to **DANCE**.

Table-Talk

Players may say whatever they like out loud, but **Whisper cards** responding to inquiries and accusations must be **honest** (*unless your Guest ability allows you to lie*).

Tie-Breakers

If multiple Guest abilities would happen at the **same time**, start with the player whose turn it is, and resolve the ability of each Guest going **clockwise** around the table.



GAMEPLAY 11



THE GUESTS



IT'S DRACULA'S FEAST, AND HE'LL DIE IF HE WANTS TO

He's in every game and can never be the Mystery Guest.

When his first accusation of the game fails, he accuses again at the end of his turn.

BOOGIE MONSTER IS A GOOD-TIME GHOUL

She must accept all dance requests.

She may accuse at the end of any turn where players dance (*whether she's in the dance or not*).



DOCTOR JEKYLL HAS SOMETHING TO HYDE

She must accept all dance requests.

At the end of her turn, she may reveal to take a face-down Mystery Guest card, placing her Doctor Jekyll Guest card face-up in its place. She plays the rest of the game as the new Guest.



12 GUESTS



SWAMP CREATURE **WILL MUCK YOU UP**

When he accuses, he **only** gives accusation cards to his 2 neighbors. If he gets both **correct**, he wins.

If either or both of his neighbors are already revealed when he accuses, he must instead accuse all players.



VAN HELSING **DOESN'T TOLERATE MISSED STAKES**

After an accusation by any player (including herself) reveals **all No** cards, she **must** immediately reveal and accuse using **only** Dracula's accusation card. If she is **correct**, she wins. If not, play resumes as normal: this does not trigger her special ability again.

Note: She may not use the accusation cards of revealed players, except for Dracula's.

THE TRICKSTER **IS HAVING AN IDENTITY CRISIS**

He whispers **Yes** to every **Inquiry**. He must still respond honestly to accusations.



THE GHOST **IS ON THE HAUNT**

She must accept all dance requests.

If she is given an **Incorrect** accusation card, she may immediately (as soon as she's given the card) reveal to make an accusation. If she is **correct**, she wins. If she is **Incorrect**, the current player may start their accusation again.

GUESTS 13



ADVANCED GUESTS



ALUCARD

REALLY, REALLY WANTS TO BE DRACULA

He whispers **Yes** when someone inquires if he is Dracula.

If he **dances** with Dracula or someone **accuses** him of being Dracula, he wins immediately (as soon as he's given Dracula's card).

THE WITCH **IS BREWING TROUBLE**

When a **neighbor** inquires her identity, she whispers **No** if they ask if she is the Witch, and **Yes** if they ask if she is anything else.

She responds honestly to accusations, and to inquiries from all players who are **not** her neighbor.



ZOMBIE

DOESN'T HAVE A MIND OF HER OWN

If a dance occurs on the turn before hers, she **must** request a dance as her action.

If her dance request is **refused**, she may force the player who refused to **reveal**. If she does, she must then immediately **accuse**.



EXAMPLE ROUND

In this example 5-player game, the six Guest cards chosen are *Dracula*, *Alucard*, *Boogie Monster*, the *Trickster*, *Doctor Jekyll*, and the *Zombie*. One of them (not *Dracula*) is the *Mystery Guest*; the rest are held by players.



1st Turn: Fred

Fred takes the first turn. He asks *Scooby* to **DANCE**. *Scooby* accepts, and they see each other's cards.

2nd Turn: Daphne

Daphne is next. She **INQUIRES** whether *Fred* is *Dracula*. This tells the rest of the table that *Daphne* is **not** the *Zombie*, because she would have been required to ask for a dance.

If *Fred* returns a "Yes," this will tell *Daphne* that *Fred* is either *Dracula*, *Alucard*, or the *Trickster*, who must all answer "Yes" in this situation.

3rd Turn: Velma

On *Velma*'s turn, she asks *Shaggy* to **DANCE**. *Shaggy* refuses. This tells everyone that *Shaggy* is **not** the *Boogie Monster* or *Doctor Jekyll*, who must both accept all dances.

Velma may now make an **INQUIRY** of any other player. She asks *Daphne* if she's the *Boogie Monster*.

4th Turn: Shaggy

Shaggy goes next. He also **INQUIRES** *Daphne*, asking whether she's *Doctor Jekyll*. If *Daphne* returns a "Yes," this will tell *Shaggy* that she's either *Doctor Jekyll* or the *Trickster*.

5th Turn: Scooby

Scooby takes the next turn. He asks *Velma* to **DANCE**. *Velma* accepts.

Once the dance is over, *Scooby* reveals his role - *Alucard*! *Velma*'s role is also revealed - *Dracula*! *Alucard* wins if he ever dances with *Dracula*, so *Scooby* wins the game!

If *Scooby* hadn't won, the game would continue with *Fred* taking the next turn.

The gang decide to play again with the same roles, this time keeping in mind that *Dracula* shouldn't be quite so eager to dance when *Alucard* is in the game. They shuffle and redistribute the roles and start another game.



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