



# 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...

## INCLUDED:



13

Guest cards

13

Accusation cards

20

Reference cards

20

Whisper cards

(10 Yes, 10 No)

1

Rulebook

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.**



**Do not answer out loud!** Answer **queries** only by passing a Whisper card. If a player accidentally answers out loud, they must still pass a Whisper card.

**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.

Accepting a **dance** can be a great way of getting information out of turn, but don't be afraid to say no; refusing a **dance** can be a useful strategy!



**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**.

## MORE TO KNOW:

### 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.**



### *Fangs for the memories!*

**DRACULA** is the host of the party. He's in every game and may never be the Mystery Guest. When he is **revealed** (by any means, on any turn) he may **accuse** at the end of that turn.



**This means that when Dracula reveals to accuse, he may accuse again at the end of his turn.**

### *Try-hard with a vengeance.*

**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!

*A devil without a cause.*

When **BEELZEBUB**'s **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 dancing kind, not the... other kind.*

**THE BOOGIE MONSTER** is a good-time ghou. 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**.

*Sure, she's shy... but wait 'til you meet her friend.*

**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.

*Even SHE doesn't know who she is.*

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



*This time, there will be no missed stakes.*

**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!



*Don't blame it on the moonlight!*

**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.

*Group hug, everyone! Group hug!*

**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!

## ADVANCED GUESTS:

Dracula's party is raging...and so are these four new monstrous houseguests. Look for the Jellybean symbol on these cards and mix them into your games for more challenging play.

*It was love at first bite.*

The **BRIDE OF DRACULA** refuses to be snubbed. When someone **queries** her with "Are you Dracula?", she must Whisper **Yes** in response.



If she ever Whispers **No** to a **query**, she **reveals** the querying player, and immediately **accuses**.

If that player is already revealed, The Bride of Dracula still **accuses** immediately.

*He used to have TWO left feet.*

**CAPTAIN BLUEBEARD** has no graces, either socially or on the dance floor.



When any **dance** is accepted, Bluebeard may **reveal** to look at the Guest cards in that **dance**.

After any **query**, he may **reveal** to look at the Whisper card being passed back in response.

During any **accusation**, once all Accusation cards have been placed, he may **reveal** to look at one Whisper card being passed back in response.

After Captain Bluebeard is **revealed**, he may no longer use his ability. **This means he can only use one of these abilities per game.**

*He has a lot to reflect on.*

**MAGIC MIRROR** sees what others miss.



At the start of the game, before the first turn, all players close their eyes. One person holds up the Mystery Guest so that it is clearly visible. The Magic Mirror may open their eyes and look at the Mystery Guest card. They then close their eyes and the Mystery Guest is returned to the center of the table. Everyone opens their eyes and the game begins as normal.

**In a game with multiple Mystery Guests, only one is shown. Choose which one before the game begins.**

*She's got a secret. The secret is that she lives in a swamp.*

**SWAMP THING** muddies the waters.



Whenever she **accuses**, she passes the Accusation cards face-down. Players may only look at the card they are given.

When Whisper cards are returned, she only reveals them publicly if they all read **Yes**.

**She may continue to use this ability even after she's revealed.**

For more on *Dracula's Feast* and its expansions, visit  
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