

FANGS

Werewolves vs. Vampires vs. Humans

Is there a werewolf sitting next to you? Or a blood-sucking vampire? Or just a hapless human trying to survive? In this thrilling social deduction game, you have to find out who is on your side and who is against you. Since you don't know who you can trust when the game begins, you must attempt to conceal your role from the other players while working to identify your allies and eliminate your enemies. **The werewolves win once all the vampires are eliminated. The vampires win once all the werewolves are eliminated. As for the humans caught in the middle, they win when they achieve their individual goals.**

Number of players

The Fangs experience changes based on the number of people playing. We recommend you start with five to six players during the first game. The game also works well with four players, but is a little less mysterious. You should play Fangs with seven or eight after you have already played a couple of games.

Components

86 Playing cards:

- 8 Playing cards (in the colors of the game pieces and damage markers)
- 20 Character cards (8 humans, 6 werewolves, 6 vampires)
- 16 Green Oracle cards
- 18 Blue Advantage cards
- 18 Orange Combat cards
- 6 Location cards
- 2 Dice
- 8 Game pieces
- 8 Damage markers
- 1 Damage track



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Game setup

For five or more players

Three discard piles are formed here during the course of the game. The green discard pile is placed face down. The blue and orange discard piles are face up. The blue and orange cards include the event and equipment cards

- a) Green oracle cards
- b) Orange combat cards
- c) Blue advantage cards



Location Cards:

The location number is at the top left. The instruction is at the top right. The red arrow points to the neighboring location. A location and its neighboring location in the direction of the arrow form the attack area.

Note:

To play the game, it is enough to just read the instructions through page 11. If you are unsure about the use of a card or want to play a variant, you will find those details starting on page 12.

If a character suffers damage, his or her marker is moved forward the appropriate number of spaces on the track. When damage is healed, the marker is moved back the appropriate number of spaces on the track (in the direction of the starting space). (When healing, the marker can never be moved further than the starting space.)

1 Damage track



4 Damage markers on the starting space

- 1 Connect the two cardboard parts of the **damage track** to make one continuous piece.

Sort all the playing cards into separate piles, according to their backsides, and place them at the edge of the gaming area.



Location cards



Player cards



Oracle cards



Combat Cards



Advantage Cards



Character cards

- 2 Place the six **location cards** randomly in a circle in the center of the table. The red arrows point to the neighboring location on the left — i.e., in a clockwise direction.
- 3 Each of you chooses a player color and puts the appropriate **player card** in front of you. Extra player cards are put back in the box.

Each of you then takes one game piece and one damage marker in your chosen color:

- 4 Place your **damage marker** on the starting space (without a number) of the damage track.
- 5 Place your **game piece** on the table within the circle of location cards. Any remaining game pieces and damage markers are put back in the box.

- 6 Place the **two dice** next to the game pieces within the location card circle.
- 7 The three **stacks of cards with the colors green, orange, and blue** are shuffled individually and then placed next to each other, face down, beside the circle of location cards, leaving room for three discard piles.
- 8 The **character cards** are then divided into groups: vampires, werewolves, and humans.
 - Each first letter of a name appears twice – once with a swirl ☻ right above and once without. **Sort out all of the cards with swirls for the first few games** (place them back into the box). Use them only if you are experienced players of Fangs.
 - Depending on the number of players, you will take the following number of werewolves, vampires and humans from the three piles:

Number of Players:	4 Players*	5 Players**	6 Players	7 Players	8 Players
Werewolves	2	2	2	2	3
Vampires	2	2	2	2	3
Humans	0	1	2	3	2

* For a four player game, we recommend: Frederik + Gregor versus Vlad + Wynona.
Or: Emily + Frederik versus Uri + Vlad.

** For the first games, we recommend: the characters listed for 4 people plus humans Akira and/or Daniel.

- If you want, you can write the names and damage points of the characters selected on a piece of paper to keep track of which characters are in play throughout the game.
- Shuffle all the selected character cards and deal one card face down to each player. Read your own character card carefully and place it face down in front of you on your own player card.

Once dealt, character cards must always be kept hidden from other players (except when you choose to use your special ability, which will be explained later)! You may look at your own card at any time.

All unused character cards are returned to the box.

Your character cards contain important information:

The number indicates the damage point value at which the character is eliminated from the game. (Wynona is eliminated with 14 damage points.)

The color around the number indicates the group membership (vampires are red, humans are yellow, werewolves are blue).



The special ability is unique or permanent, depending on the text, as soon as you reveal your character.

Here is the group you belong to: human, vampire, or werewolf.

Name of the character.

The first letter of the name is also printed on the space of the damage track on which the character is eliminated.

The goal describes the task the character is attempting to accomplish in order to win.

- 9 Choose a starting player and you're ready to begin. The other players follow in a clockwise direction.

Gameplay

On your turn, you have the following three action options, in this order:

1. You must roll the dice and move your character.
2. You may carry out the new location instructions.
3. You can launch an attack against another player (starting from the second round).

After that, the next player in a clockwise direction takes their turn and starts with action 1.

With six, seven, and eight people, there is an oracle round at the beginning of the game.

This means that each of you draws one green oracle card, reads it, and then passes it to the player sitting to your left. That player then also reads the oracle card and must follow the card's instructions. You do this one after another, not simultaneously.

This gives each of you an initial clue at the beginning of the game. The used oracle cards are then placed face down on a discard pile. (For additional details about the oracle cards — see Oxana's Hut)

1. Roll the Dice and Move Your Character

When it's your turn, roll both dice at the same time, add both numbers together, and place your game piece on the corresponding location (the six locations are laid out in a circle). You **must** change locations.

Example: You roll a 2 and a 3 and add them. Thus, you place your character on location number 5.

- If you roll the dice and get the location number where your character is already standing, you have to roll again – until you arrive at a result that moves you to another location.
- If you roll a 10, you may place your character on any location (but you cannot leave it at the location where it is already standing).

2. Carrying Out the New Location Instructions

You **may** carry out the instructions for the location where your character is now standing, but you are not required to. Each of the six locations offer different possibilities. In most locations, you are allowed to draw a card. When a deck of cards is depleted, the corresponding discard pile is shuffled and becomes the new draw pile.



Oxana's Hut (2 or 3 rolled)



In the beginning rounds of the game, Oxana's hut is very important because it helps you to uncover who is a human, vampire, or werewolf, which you do by using the green oracle cards. When you land at the Oxana's hut location, you draw the top **face-down oracle card from the green draw deck**.

- **Read the card text** to yourself and **then give the card to any player** still in the game. (The oracle cards ask for group affiliation (human, vampire, werewolf), the damage point value, or even specifically for the character card, which must then be shown to you.)
- **That player now reads the text** for themselves and checks whether their character is affected.

Yes: If the question is true, the player must **follow the instruction**, but must not reveal anything else.

No: If the question is not true, the player says, **“Nothing happens.”**

- After that, you get the card back (you can also read it again to be sure that you interpreted the player's reaction correctly), and you place it **face down (!)** next to the green oracle deck. These **discarded cards form the green discard pile**. If the green cards have all been drawn, the discard pile is shuffled and becomes the new draw pile.

You now have information about that player. If later in the game you know who belongs to which group, the oracle cards are still not useless. They can still be used to specifically harm or heal others.

Important: Pass the oracle card to just one player. Only this player must follow the instructions of the card, and never the player who drew it. Determine from their action to which group they belong.

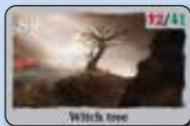
Important: Other people at the table must not know what was asked on the oracle card.

Example: *It's your turn, and you pick up an oracle card. After reading the oracle card to yourself, you pick Angela and give her the card. Angela has a vampire character. The card asks, "Are you a human or a vampire?" For Angela, the answer is "Yes," so she must perform the action on the oracle card (give you an equipment card, or if she doesn't have one, she must advance her damage marker on the damage track by one space). This way, you know that Angela is either a human or a vampire and definitely not a werewolf. After performing the action, Angela returns the oracle card to you, and you place it face down on the green discard pile.*



If you had given the oracle card to Klaus, who has a werewolf character, he would have said, "Nothing happens." This would have told you that he is neither a human nor a vampire, and therefore is a werewolf.

The others at the table will not learn anything about group affiliations through these actions.



Witch Tree (8 rolled)



When you've landed at the witch tree location, you can choose someone else in the game (or yourself) and perform one of the following two options:

- You inflict **two damage points** on the chosen player.
- Or the chosen player may **heal one of your own damage points**.

Depending on the choice, you move the player's damage marker forward two spaces on the damage track when you inflict damage (toward space 14), or back one space when you heal damage (in the direction of the starting space).





Stone Circle (9 rolled)

Once you have landed at the stone circle location, **you may steal one equipment card (blue or orange)** that is on any character.

You then put the card face up in front of you. **It can be used immediately.** If no one has any equipment cards out, nothing happens.



The Chapel (6 rolled)

If you have landed at the chapel location, draw the top face-down **advantage card from the blue deck** and follow the card's instructions. Blue advantage cards are mostly positive for you.



Graveyard (7 rolled)

If you have landed at the graveyard, draw the top face-down **combat card from the orange pile** and perform the card's instructions. Orange combat cards are conflict-oriented and may also inflict damage on you.



Spring of Wisdom (4 or 5 rolled)

If you have landed at the spring of wisdom, you draw the top face-down **card from any of the three decks (orange, green, or blue)** and follow the card's instructions.



Note: You always read green cards secretly and then give them to someone else. You always read orange and blue cards aloud.

Blue and orange cards

If you draw a blue or orange card at a location, pay attention to what type it is. There are two types: Either an event happens that is carried out immediately, or you receive valuable equipment that you place face up next to your character card.

- **Event:** If you draw an event card, you immediately read the instructions on that card aloud. Then you put the card face up on the discard pile of the same color.

- You may never keep an event card in order to have that event happen later.



- Instructions and requests with the word “must” and/or an exclamation point (!) at the end must be carried out immediately.
- If the instructions do not contain the word “must” or an exclamation point (!) at the end you may choose not to do it.
- **Equipment:** If you draw an equipment card, you immediately read the instructions on that card aloud. Then you place it face up next to your character card.
 - These **cards are always valid and can be used immediately** depending on the text.
 - Many of the equipment cards on display **must** be used as long as you have them (i.e. they include “must” or “!”).
 - For other cards with the phrase “**may**” or **something similar**, you may choose whether to use the card or not.
 - You can have **as many equipment cards as you want**. You are not allowed to voluntarily discard them.
 - **Effects of multiple cards are added together**, but they can also cancel each other out (completely or partially). See also the descriptions of the cards beginning on page 17 of this rulebook.



3. Launching an Attack

As the third and **final action** in your turn, you **may attack a player within your attack area**: To do so, you name a player who is in the same location as your character or at the neighboring location, which is the immediately adjacent location in the direction of the arrow. You may then try to inflict damage on the chosen player, but only starting in the second round.



Example: Your yellow game piece is on the Spring of wisdom location, next to blue and green. White is on the neighboring location. So you name blue, green, or white as your victim and begin your attack.

- You choose a victim (e.g., “I attack green”) and **roll both dice at the same time**.

- The **lower value is deducted from the higher**. (Example: The six-sided die shows a 2 and the four-sided die shows a 3.)
- The **difference is inflicted on the victim as damage points** (example: $3 - 2 = 1$ damage point). The victim's damage marker is moved up one space on the damage track.
- If an attack results in **no damage** (example: $3 - 3 = 0$ damage points), the attack is **unsuccessful**.
- Displayed **equipment cards** on both sides can influence the attack. The effect of equipment cards applies to all concerned. However, equipment cards have no effect if the result of the attack is zero and the attack is therefore unsuccessful.
- If a card allows an **attack on several victims**, the result of the dice roll applies to all of them.

If a player suffers damage, they move their damage marker forward on the damage track accordingly (toward space 14). If a player is healed, move the marker back accordingly (toward the starting space).

Definition of an attack: **An attack is always the last action a player takes on their turn** and is carried out by rolling the dice. An attack can only be aimed at a victim located in your attack area.

Damage points exhausted: character is eliminated

If a character's damage marker reaches the **space on the damage track printed with that character's first initial** or the number indicated on their character card (or if it would move beyond it), **the character is eliminated from the game**.

- If you have used up all of your damage points, **you reveal your character card and remove your game piece and damage marker from the game**. No further actions are possible for you.
- If you have caused a player to be eliminated, you may take **one equipment card from the player who was eliminated**; the remaining equipment cards are placed on the corresponding discard pile (blue or orange). If several people are eliminated at the same time, you can take **one equipment card from each eliminated player**.

Special abilities of the characters

Each character has a special ability on his or her card. If you want to use the special ability of your character, you have to **reveal your character card**. You can do this at any time, even if it is not your turn (for notes on the special abilities, see the “Character cards” section).

End of Game and Winning

Your goals are indicated on your character cards. When one of you **reaches the goal** that is written on your character card, the character card is revealed (if it is not already) and **the game ends immediately. The winner is every player whose goal has been achieved!**

- If you've achieved your goal, you don't have to wait until it's your turn to reveal it.
- If several of you have achieved their goals at the same time — then everyone who has achieved their goal wins. **People who have already been eliminated and whose goal has been achieved also win.**

For example, if the last werewolf is eliminated, then all of the vampires win — even those who have been previously eliminated: a team victory! Conversely, if all of the vampires are eliminated, all of the werewolves win!

***Example:** Werewolf Frederik eliminates Vlad, the last vampire, from the game. Werewolf Gregor is still in the game, so he wins. Werewolf Emily was eliminated earlier, but she still wins.*

Humans have individual goals. It can happen that some of you may achieve very different goals at the same time (e.g., the werewolves win and two humans have achieved their goals at the same time) — even in this case there are several winners.



Additional Details

The following pages provide detailed explanations of the cards which you can reference if you are ever unsure about the use of a card.

Character cards

The special abilities

Each character has a special ability. It can only be used when you reveal your **character card**. (Exception: The vampire Ulrich may use his special ability, “which enables him to lie”, even if his character card is face down.)

Character cards can be revealed at any time, even if it is not your turn. Some special abilities are permanent, others can only be used once.

Standard character cards for the first few games

Akira – Human

(DP 8 = 8 damage points)

Akira must use her special ability (which is that once per game she may heal all of the damage points she has suffered thus far) before she suffers the eighth damage point. If possible, she should avoid orange combat cards, which can inflict damage on herself.

Bella – Human

(DP 10)

Bella should not collect equipment cards too conspicuously. However, she should carefully consider when to use her permanent special ability in order to steal an equipment card instead of inflicting damage on the victim. If she achieves her goal, the game ends immediately, no matter how many werewolves and vampires are still in the game.

Claudius – Human

(DP 11)

Claudius achieves his goal when he eliminates the third player (or fourth, etc.) from the game. In this decisive attack, his special ability (which allows him to immediately initiate a second attack) is particularly useful.

Daniel – Human

(DP 13)

Daniel is not allowed to intentionally inflict damage on himself – either through cards or at the Witch Tree location. His goal of being the first to be eliminated is also considered achieved if he should be eliminated at the same time as anyone else.

His alternate goal is that he must survive all vampires. Therefore, he can ally himself with the werewolves. He must reveal his character card as soon as the first player is eliminated.

Emily – Werewolf

(DP 10)

Emily is very agile due to her permanent special ability (which is to move to the rolled location or to the neighboring location to the right or the left). It is important for her to make the best possible use of the three accessible locations, either to heal herself or to attack another player specifically. She must change locations during her move action.

Frederik – Werewolf

(DP 12)

Frederik's special ability allows him to make one special attack at the beginning of his turn, ideally causing six damage points. At the end of his turn, Frederik can still make his normal attack.

Gregor – Werewolf

(DP 14)

Gregor will use his special ability when he is in distress. He can then suffer no damage points or lose anything until it is his turn – whether caused by attacks, events, special abilities, or locations. To indicate that he is currently protected, he places his character card halfway under the player card until it is his turn again.

Uri – Vampire

(DP 11)

Uri's great hour comes in the form of his permanent special ability. Whenever he finds a victim in the graveyard location, preferably a werewolf, he can attack at the beginning of his turn. At the end of his turn, Uri can make his normal attack.

Vlad – Vampire

(DP 13)

The permanent special ability of being able to heal two of his own damage points is only possible after a successful attack with at least one damage point inflicted. His self-healing does not work if he inflicts damage without attacking, such as from the witch tree location or using an event card.

Wynona – Vampire

(DP 14)

Wynona's permanent special ability, (which is to counterattack) can be used whenever she is subjected to an attack – regardless of whether the attack on her was successful or not. However, the counterattack does not apply if Wynona is eliminated by the attack.

Expansion character cards for more variety

These additional characters are no more difficult to play than the standard characters. Because they add more special abilities. To identify them, these cards have a swirl symbol  at the top right. There are two ways to bring these characters into play. Before the game, you should agree on one of them:

- a) The standard characters are completely exchanged for new characters.
- b) Choose the characters you want from both character sets.

Do not use **two characters with the same first initial** in the same game.

Akeno – Human

(DP 8)

Akeno wins, even if he has already been eliminated, when the player sitting directly to his right wins. He also wins if the player in question is eliminated, but that player wins the game because their group wins the game. Once Akeno has used his special ability of winning with the player on his left, he cannot go back and change his mind.

Blake – Human

(DP 10)

Blakes, special ability is based on attacking the characters who are eliminated at 13 or 14 damage points. If he does not achieve his primary goal, then at the end of the game, if he is at the stone circle location, he wins. His permanent special ability to reach any location when you roll a 2 or 3 during his move increases the likelihood that he will be able to reach his secondary goal.

Chloe – Human

(DP 11)

With a primary goal of being eliminated first, it can be challenging for Chloe if Daniel is in the game trying to achieve the same goal. Her goal is also considered to have been achieved if she is eliminated at the same time as anyone else. She is not allowed to intentionally inflict damage on herself (not even at the witch tree location)!

For her alternate goal of being one of the last two people in the game, her permanent special ability of being allowed to heal one of her own damage points at the beginning of each one of her turns is very helpful. If Chloe pulls the blue “time warp” event card, she can use her special ability to heal herself again during the new turn.

Donna – Human

(DP 13)

Donna is trying to collect specific blue equipment cards. Therefore, the chapel location is more important to her than the graveyard. She can increase her chances with her unique special ability to grab an orange or blue card from the respective open discard pile. A challenge arises when Bella is in the game, as she is also collecting equipment cards.

Ella – Werewolf

(DP 10)

With her unique special ability, Ella can nullify a character’s special ability for the remainder of the game. It doesn’t matter if the character card is face up or face down. This can really affect some characters. The ban on that characters special ability still applies even if Ella is eliminated.

Fabienne – Werewolf

(DP 12)

With her unique special ability, Fabienne can either heal (including herself) or inflict damage points. When she moves a character to the blood moon location, that character now has seven damage points. That's a lot if he or she hadn't taken that much damage yet, but an improvement if he or she already had more than seven damage points.

Grady – Werewolf

(DP 14)

With 14 damage points, Grady is one of the strongest characters in the game and a tough opponent – he can take 13 damage points. But he can only use his special ability once to cause up to four damage points at the beginning of his turn.

Ulrich – Vampire

(DP 11)

This vampire can confuse everything and everyone! Ulrich is allowed to lie when questioned by oracle cards. He does not have to reveal his character card to do so. His special ability is permanent, even without revealing his character card. Since you may not know if Ulrich is in the game, it is risky to rely on a single answer when using oracle cards.

Viola – Vampire

(DP 13)

When Viola uses her permanent special ability, she attacks using only the four-sided die – inflicting the rolled number of damage points on your victim.

Willow – Vampire

(DP 14)

Her unique special ability becomes stronger with each eliminated player, as she gets another turn for each one. For example, if two people have been eliminated, she gets an additional turn for each one, so you can expect three attacks from Willow. If other people are eliminated in this additional turn, Willow does not receive additional turns again as a result.

Green, orange, and blue cards in detail



Oracle cards (green)

Green cards help to uncover the characteristics of the other players.

Example 1: The player whose turn it is gives the oracle card to someone else in the game. That someone is face down vampire Uri. Uri reads it silently to himself: “Are you a werewolf? YES: If you don’t have any damage points yet, you suffer one damage point! If you already have damage points, heal one of them! NO: Nothing happens.”

Since Uri is a vampire, the card does not apply to him. He says: “Nothing happens.” Thus the player whose turn it is has learned that Uri is not a werewolf.

Example 2: The player whose turn it is gives the oracle card to someone else in the game. That someone is the Werewolf Frederik. Frederik reads it silently to himself: “Are you a werewolf? YES: If you don’t have any damage points yet, you suffer one damage point! If you already have damage points, heal one of them! NO: Nothing happens.”

Since Frederik is a werewolf, the card applies to him. He already has damage points and must therefore heal one of them by moving his damage marker down one space on the damage track. Thus the player whose turn it is has learned that Frederik is a werewolf.



Combat cards (orange)

The orange combat cards cause events or provide equipment. They’re often useful for inflicting damage or acquiring equipment cards. But sometimes you will also be affected.

Crossbow

(Equipment)

When you make an attack on your turn, the crossbow changes your attacking range as long as you have it. You now cannot attack a player in your normal attack area (location where your character is standing and neighboring location clockwise). Instead, you must choose one of the other four locations and attack a player there.

Example: Akira lands at the graveyard. Next to it, clockwise, is the witch tree. Akira reveals the crossbow card, reads it aloud, and puts the equipment card face up in front of herself. When attacking from now on, Akira has to choose a victim in one of the other four locations. Attacking a person in the normal attack area (in this turn, witch tree or graveyard) is not possible.

Blood spider

(Event)

Example: Player Bella (human, 10 SP) already has eight damage points and can only take one more; at two, she will be eliminated. Bella rolls an eight, lands in the graveyard and draws the blood spider card. Bella selects werewolf Frederik and delivers two damage points to him, which Frederik can take. Bella, on the other hand, has now reached ten damage points – she can only take up to nine, and now has ten, so she is eliminated.

Dark Ritual

(Event)

If you have drawn the dark ritual card and you are a human or a werewolf, nothing happens. The card is placed face up on the orange discard pile.

But if you are a vampire, you have a choice: You can use the dark ritual when you reveal your character card. Then you heal all of your damage points. But you may also choose not to use it and discard the dark ritual without comment – your character card remains hidden. In this case, the others will not know whether you are a vampire or not.

Iron Fist

(Equipment)

If you have more than one Iron Fist card, each of them deals one additional damage point during a successful attack.

Torch

(Equipment)

With the torch, you do not attack with two dice at the end of your turn, but only with the four-sided die, if you want to attack. Your attack is always successful with the torch, since you always cause at least one damage point.

Magic Fire

(Equipment)

This is the only card that allows you to attack **both locations** in your attack area at the same time, and cause damage to **everyone** there (except yourself). You roll the two dice as usual. All players who are in the two locations of your attack area suffer the damage rolled. You, however, do not.

If players are eliminated through the use of magic fire, all affected players are eliminated at the same time. You will receive one equipment card from each eliminated player, if available.

If you also have the blue backpack card, you will receive all equipment cards from everyone who was eliminated by your attack. In connection with the orange crossbow card, you cannot carry out your attack in your normal attack area. Instead, you choose two of the other four locations (must be adjacent) and cause damage to everyone there if your attack is successful.

Example: You have the magic fire and crossbow equipment and want to perform your normal attack. If you are standing at the witch tree with the neighboring location being Oxana's hut, you cannot attack these two locations. Next to Oxana's hut are adjacent in a clockwise order: chapel, stone circle, graveyard, and spring of wisdom. There are now one of the following possible areas of attack for you: chapel + stone circle, stone circle + graveyard, graveyard + spring of wisdom.

Ambush

(Event)

Using ambush can make you very "popular", since you don't have a choice whether to use the card or not. It may also end up getting you eliminated from the game.

Robbery

(Event)

If none of the players have equipment cards, you cannot steal any, so then you deal one damage point to a chosen player.

Vampire bat

(Event)

The card contains two actions. As the first action, you have to inflict damage; only then can you heal yourself. You can use this card even if you have no damage points.

How do you combine different equipment cards?

Example: You have the following orange equipment cards in front of you: torch, magic fire, crossbow, and iron fist:

1. The torch card tells you to use the **four-sided die** when you attack at the end of your turn.
2. The magic fire card tells you to attack **everyone in two locations** (the location where your game piece is and the neighboring location on your left).
3. The crossbow card relocates the attack area. Your attack area is not the location with your character and the neighboring location, but **one of the four other locations with the neighboring location on its left**. So your attack hits everyone in two neighboring locations of the four other locations.
4. The card iron fist makes your attack, if it is successful, one damage point stronger.

You choose your distant attack area consisting of two locations and roll a 3; in addition there is one damage point from the iron fist. This results in a total of four damage points for all affected players in the selected locations.



Advantage cards (blue)

The blue advantage cards cause events or provide equipment. They're often positive for you — but not always.

Blood Moon

(Event)

With this card you can either inflict damage or heal. At its maximum you can move a damage marker from zero to seven points of damage points on the damage track or heal a character by up to six points (from 13 to 7).

Exposure

(Event)

When you draw this card, you must reveal yourself. If you don't reveal your character card, your character card must belong to the human group, or you must be the vampire Ulrich who is allowed to lie.

Remote Healing

(Event)

If a 6 is rolled, but the person only has four damage points, for example, they can still heal those four damage points. You can even choose a player who has zero damage points. Then the roll expires.

Healing

(Event)

You can only use this card if you are a werewolf and you must turn your character card face up, or it must already be face up to experience healing. If you do not want to reveal your character card, you can forgo the use of healing. The others will then still not know whether you are a werewolf or not.

Bone Lance

(Equipment)

Example: Werewolf Grady rolls a 5 and a 2 when attacking, thus scoring three damage points, which he inflicts on the vampire Vlad. Grady now reveals his character card and uses his bone lance, which gives Vlad two more damage points.

The bone lance card is now placed crosswise to indicate it has been used. However, it may be stolen by another player and used one time in their attack. And if Grady steals the bone lance back later, he may use it once again.

If Grady does not want to reveal his character card, he does not use the bone lance and instead leaves it face up in front of himself.

Magic Compass

(Equipment)

If the magic compass is in front of you and you roll the dice for your movement, you're allowed to do it twice and then choose a dice result.

Example: You roll a 3 and a 5 and then a 1 and a 2. Now you can choose whether you put your character on the witch tree (8) or on Oxana's hut (3).

Protective Amulet

(Equipment)

Example 1: Human Daniel rolls a 9 and lands at the witch tree. He wants to inflict two damage points on Wynona. Wynona points to her protective amulet card and escapes without damage. Daniel has to find another victim.

Example 2: Wynona, in the possession of the protective amulet, lands herself at the witch tree. She can inflict two damage points on another player or heal herself or another player by one damage point.

Protective Aura

(Event)

Example: Akira draws this card and places it face up in front of herself. She is now protected from any attacks others may try to make against her at the end of their turn, until her turn comes around again. Then the protection ends and Akira places the card face up on the blue discard pile.

Akira is not protected from damage caused by events or by the witch tree location. Akira is also not protected against another character (e.g., Grady) using his special ability against her at the beginning of his turn and inflicting damage on her. She is also not protected against theft.

Protective Cloak

(Equipment)

The cloak makes you stronger when you carry out an attack at the end of your turn or when a player attacks you at the end of their turn: If you successfully attack someone, you'll add one more damage point to your victim. If a player attacks you at the end of their turn, you take one fewer damage points.

Talisman

(Equipment)

When you have this card in front of you, you are protected from the orange events stated on the card. Even if you draw the event cards yourself, you are protected and may still inflict damage on others and heal yourself with the vampire bat.

Variants

1) Double Oracle Round at the Beginning

In a game with seven or eight people, you can perform two oracle rounds at the beginning. Then you will all start with even more knowledge about the other characters.

2) More Uncertainty

In a game with seven or eight people, one more card can be shuffled among the character cards to be distributed:

Number of Players:	7 Players	8 Players
Werewolves	3	3
Vampires	3	3
Humans	2	3

Out of these, one random character card is then placed face down in the center of the table. As soon as the first player is eliminated, he or she takes this card. This player now knows how many characters from each group are in the game. Whenever a character is eliminated, this player must announce whether the game is over.

3) The Game of Four with All Three Groups

Number of Players:	4 Players
Werewolves	1
Vampires	1
Humans	2

The following characters are the best choices for the humans: Akira, Blake, Chloe, and Daniel.

Note: If you play the normal game of four without humans, you can sort out the oracle card, that asks if you are a human, and play without it.

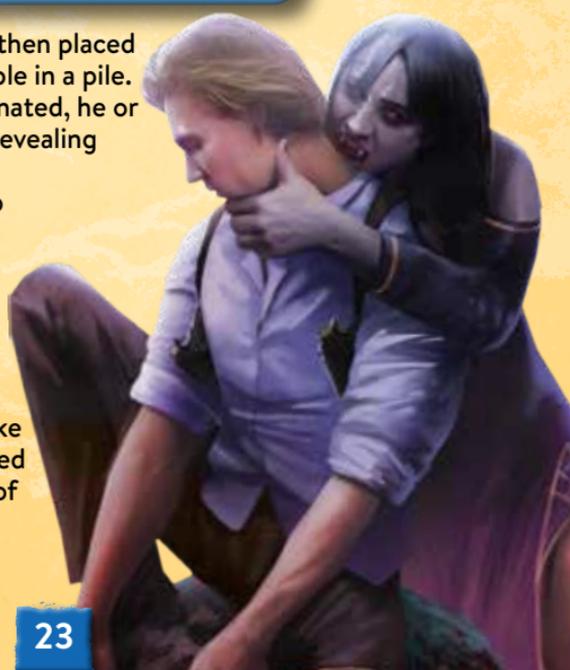
4) Anything Goes

Character choices are made from all 20 characters. So, at the beginning of the game, there are six werewolves, six vampires, and eight humans available, from which the character cards for any number of players are made up. It is possible that two characters with the same initial letter could come into play.

Humans	Werewolves	Vampires
Akira (SP 8)	Emily (SP 10)	Uri (SP 11)
Akeno (SP 8)	Ella (SP 10)	Ulrich (SP 11)
Bella (SP 10)	Frederik (SP 12)	Vlad (SP 13)
Blake (SP 10)	Fabienne (SP 12)	Viola (SP 13)
Claudius (SP 11)	Gregor (SP 14)	Wynona (SP 14)
Chloe (SP 11)	Grady (SP 14)	Willow (SP 14)
Daniel (SP 13)		
Donna (SP 13)		

Any character card not chosen is then placed face down in the center of the table in a pile. As soon as the first player is eliminated, he or she looks at those cards without revealing them. This player now knows how many characters from each group are in the game. Whenever a character is eliminated, this player must announce whether the game is over.

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The Author:

Yasutaka Ikeda, born in 1975 in Osaka, Japan, now lives in Yokohama. He mainly develops digital games and has worked on the video game implementation of CATAN for the Playstation 3, among others. Since the turn of the millennium, he has also been inventing and publishing board and card games. His exciting team game *Hunters of the night (Jäger der Nacht)* was published in 2010 by Kosmos and then was out of print for many years. Frequently requested by fans, it is now available in this newly designed version.

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