

VAMPIRES, VAMPIRE SLAYERS, AND WHORES

A GAME OF PENETRATION.

THESE ARE DARK TIMES.

EVERYONE IS A VAMPIRE.

AND EVERYONE WHO ISN'T A VAMPIRE IS A VAMPIRE SLAYER. EVERYONE ELSE IS A WHORE.

THESE ARE ALSO DARK TIMES BECAUSE IT'S ALWAYS NIGHT. NO SCIENTIST CAN ASCERTAIN WHY A PERMANENT DARKNESS HAS BEFALLEN THE LAND, PRIMARILY BECAUSE THERE ARE NO SCIENTISTS.

WHATEVER THEIR CAUSE, DARK TIMES CALL FOR HIGHLY-SPECIALIZED SKILL SETS; EVERYONE'S JUST TRYING TO GET BY.

OR OFF. TAUNTING THE WRONG PERSON CAN BE DEADLY. TAUNTING THE RIGHT PERSON MEANS SCORING.

UNLESS YOU'RE A CONSTABLE. THERE ARE CONSTABLES IN THIS GAME, TOO. THEY CAN BE BITTEN, KILLED, OR FUCKED FOR CASH.

CONSTABLES ARE HIGHLY-SPECIALIZED IN HAVING IT ROUGH.

THE ONLY REMAINING UPRIGHT CITIZENS OF SUCKINGTON, CONSTABLES UPHOLD WHAT SHREDS OF THE LAW REMAIN. AS A CONSTABLE, YOU CAN SCORE BIG BY ARRESTING A BUNCH OF EVILDOERS—BUT YOU'RE A TERRIBLE LIAR ARMED ONLY WITH GOOD INTENTIONS. YOU'LL DIE LIKE A MALL COP IN A GANG WAR.

THE GANG HAS FANGS AND FIRE-HARDENED STAKES, AND YOU HAVE FETISHES.

AND HEMOPHILIA.

HIGHLY-SPECIALIZED.

CRUCIFIXES, COFFINS, CORSETS, AND CONSTABLES.

DARK TIMES. EXTREME MEASURES.

SO MUCH PENETRATION.

RULES!!

GOAL:

BITE, KILL, FUCK, TAUNT, AND ARREST YOUR FRIENDS. THE FIRST TO 13 POINTS WINS*! (SEE "WINNING")

PLAYERS:

THREE TO EIGHT, WITH FIVE TO SEVEN THE IDEAL PARTY SIZE.

BASICS:

DECEPTION, INTUITION, AND PENETRATION. MASTER THESE, AND YOU'LL GO FAR (ALL THE WAY).

VAMPIRES BITE WHORES, VAMPIRE SLAYERS KILL VAMPIRES, WHORES FUCK VAMPIRE SLAYERS, ALL THREE ARE ARRESTED BY CONSTABLES, AND CONSTABLES CAN BE BITTEN, KILLED, OR FUCKED.

THERE ARE ONLY TWO TYPES OF CARDS: ROLES AND TAUNTS.

ROLE CARDS DETERMINE WHETHER A PLAYER IS A VAMPIRE, A VAMPIRE SLAYER, OR A WHORE. IF A PLAYER HAS NO ROLE CARD, HE IS A CONSTABLE. EACH

PROBABLY ENTERTAINMENT

ROLE HAS A HIGHLY-SPECIALIZED SKILL SET THAT IT EMPLOYS WHEN PURSUING ITS PREY: THOSE THINGS ARE BITING, KILLING, FUCKING, AND ARRESTING, NATURALLY.

EACH TAUNT CAN ONLY BE PLAYED BY TWO ROLES, DESIGNATED ON THE TAUNT.

WHENEVER A PLAYER USES A TAUNT, HE MUST PERFORM THE ACTION IT DESCRIBES (SUCH AS "RECALL FONDLY YOUR VICTIMS" OR "PUT YOUR MOUTH ON SOMEONE"), AND PLACES THE TAUNT FACE-UP IN FRONT OF HIMSELF. IT REMAINS THERE UNTIL THE BEGINNING OF HIS NEXT TURN OR UNTIL HE IS ARRESTED, BITTEN, KILLED, OR FUCKED (ABKF'D). WHILE TAUNTS EARN PLAYERS POINTS, THEY HINT AT WHICH ROLE YOU'RE PLAYING... SO TAUNT WITH CARE.

CONSULT THE CORNER CASES FOR FURTHER INFORMATION IF YOU LIKE READING RULES.

SETUP:

PLACE THE DRAW PILE AND THE DISCARD PILE TOGETHER SO THEY FORM A T. THE BOTTOM PART OF THE T IS THE DISCARD PILE. MAKE SURE IT POINTS AT SOMETHING MEMORABLE—THE DOOR, THE BLOOD TANK, WHATEVER—BECAUSE BOTH DECKS ARE ALWAYS FACE-DOWN.

WHENEVER YOU EMPTY THE DRAW PILE, SHUFFLE YOUR DISCARD PILE AND PLACE IT AT THE TOP OF THE T.

PLAY!!

PLAYERS DRAW 5 CARDS AND DISCARD AT LEAST 2. PLAYERS MAY NEVER KEEP MORE THAN ONE ROLE CARD IN THEIR HAND.

PLAYERS START THEIR TURN BY DRAWING TWO CARDS AND DISCARDING AT LEAST ONE. PLAYERS MAY NOT HAVE MORE THAN 3 CARDS TOTAL AFTER DISCARDING. IF A PLAYER DRAWS A ROLE CARD, HE MAY CHANGE ROLES.

ACTIONS:

AFTER DRAWING, PLAYERS TAKE TWO ACTIONS EVERY TURN. ACTIONS CONSIST OF PURSUING, TAUNTING, AND INTIMIDATING. ANY COMBINATION IS ACCEPTABLE—PLAYERS MAY PURSUE TWICE, TAUNT AND THEN PURSUE, INTIMIDATE TWICE—THE ONLY RESTRICTION IS THAT PLAYERS CANNOT FIRST INTIMIDATE THEN PURSUE THE *SAME* PLAYER. THAT'S A LOOPHOLE WE HAD TO CLOSE.

PURSUE:

WHEN ONE PLAYER PURSUES ANOTHER, PURSUER AND PURSUED EXCHANGE HANDS WITHOUT REVEALING THEIR CARDS TO ANY OTHER PLAYERS. WHICHEVER PLAYER BKF'S THE OTHER GETS HIS HAND BACK. IF YOU PURSUE ANOTHER PLAYER AND BKF HIM, YOU MAY EITHER INTIMIDATE AN EXTRA PLAYER THIS ROUND OR DRAW TWO CARDS AND DISCARD TWO CARDS; HOWEVER, IF YOU ARE PURSUED AND BKF YOUR PURSUER, YOU DO NOT RECEIVE THE BONUS INTIMIDATION OR CARD DRAW. IF BOTH PLAYERS ARE THE SAME ROLE, IT'S A TIE. FOR ANY OTHER SITUATIONS, CONSULT THE CORNER CASES.

AN ABKF'D PLAYER DISCARDS HIS ENTIRE HAND AND ANY TAUNTS HE HAD IN PLAY. HE DRAWS 5 CARDS, DISCARDS AT LEAST 2, AND MAY NOT HAVE MORE THAN ONE ROLE CARD IN HIS HAND AFTER DISCARDING. IF YOU ARE BKF'D DURING YOUR TURN, YOUR TURN ENDS. HERE ARE THE POINT VALUES FOR BKFING VAMPIRES, VAMPIRE SLAYERS, AND WHORES:

BEING PURSUED AND GETTING BKF'D:	-2
PURSUE AND GETTING BKF'D:	-1
TIES:	0
BEING PURSUED AND BKFING YOUR PURSUER:	+1
PURSUE AND BKFING YOUR PREY:	+3

PROBABLY ENTERTAINMENT

TAUNT:

TAUNTING IS THE ONLY ACTION THAT REQUIRES A CARD. TO PLAY A TAUNT CARD, THE PLAYER MUST BE THE APPROPRIATE ROLE. THE PLAYER PLACES THE TAUNT FACE-UP IN FRONT OF HIM, EARNS ONE POINT, AND IS "TAUNTING" UNTIL THE BEGINNING OF HIS NEXT TURN. A TAUNTING PLAYER EARNS TWO BONUS POINTS EVERY TIME HE IS PURSUED AND BKf'S HIS PURSUER—BUT IF HE GETS ABKf'D OR PURSUES AND ABKf'S HIS PREY, HE RECEIVES NO BONUS. IF THE TAUNTING PLAYER IS NOT PURSUED BEFORE THE BEGINNING OF HIS NEXT TURN, HE EARNS ONE EXTRA POINT.

INTIMIDATE:

WHEN YOU INTIMIDATE ANOTHER PLAYER, HE MUST SHOW YOU HIS ENTIRE HAND. YOU CANNOT REVEAL ANY OF THIS INFORMATION TO OTHER PLAYERS; IF YOU DO SO, INTENTIONALLY OR NOT, YOU LOSE 3 POINTS AND THE INTIMIDATED PLAYER DRAWS 4 CARDS AND DISCARDS DOWN TO THE REVEALED HAND'S SIZE.

CONSTABLES:

CONSTABLES SPECIALIZE IN HAVING IT ROUGH AND COMPLICATING THE RULES. FORTUNATELY, IT COMES DOWN TO A COUPLE OF RELATIVELY SIMPLE CHANGES:

ARRESTS:

RATHER THAN BITING, KILLING, OR FUCKING, CONSTABLES ARREST OTHER PLAYERS. TO DO SO, A CONSTABLE FIRST REVEALS HIS HAND TO SHOW THAT HE HAS NO ROLE CARD. THEN, HE MAKES HIS FIRST ACCUSATION BY SELECTING ANOTHER PLAYER AND ACCUSING HIM OF BEING A VAMPIRE, VAMPIRE SLAYER, OR WHORE. THE ACCUSED PLAYER MUST PROVE HIS INNOCENCE BY REVEALING HIS ENTIRE HAND

TO THE CONSTABLE. IF HE IS GUILTY, HE IS ARRESTED AND THE CONSTABLE MUST ACCUSE ANOTHER PLAYER. IF HE IS INNOCENT, THE CONSTABLE GETS BITTEN, KILLED, OR FUCKED (IN PRIVATE—OTHER PLAYERS DO NOT LEARN THE ACCUSED'S ROLE). SHOULD THE CONSTABLE ACCUSE ANOTHER CONSTABLE, THE ACCUSING CONSTABLE'S TURN ENDS, BUT NEITHER PLAYER IS ELIMINATED. ARRESTS CONTINUE UNTIL ALL PLAYERS HAVE BEEN ARRESTED, THE CONSTABLE ACCUSES ANOTHER CONSTABLE OR, MORE LIKELY, THE CONSTABLE GETS BITTEN, KILLED, OR FUCKED.

WHEN A PLAYER PURSUES A CONSTABLE, INSTEAD OF EXCHANGING CARDS, THE CONSTABLE MUST CONFESS TO BEING A CONSTABLE, IS BKf'D, AND LOSES 2 POINTS. THE PURSUER RECEIVES 3 POINTS.

HERE ARE THE POINT VALUES FOR CONSTABLES AND ARRESTS:

GETTING BKf'D, WHEN PURSUED OR MAKING A WRONGFUL ACCUSATION:	-3
MAKING AN ARREST:	+2
CONSTABLES ACCUSING OR BEING ACCUSED BY CONSTABLES:	0
VAMPIRES, VAMPIRE SLAYERS, OR WHORES GETTING ARRESTED:	-2
BEING WRONGFULLY ACCUSED, THEN BKfING A CONSTABLE:	+1
PURSUING AND BKfING A CONSTABLE:	+3

WINNING:

GET 13 OR MORE POINTS! HOWEVER, PLAY DOES NOT END WHEN A PLAYER REACHES 13 POINTS—YOU MUST FINISH THE CURRENT ROUND OF PLAY SO THAT ALL PLAYERS HAVE HAD EQUAL OPPORTUNITY TO ABKf THEIR WAY TO THE TOP.

HERE'S AN EXAMPLE: IN A 6-PLAYER GAME, THE 3RD PLAYER JUST GOT HIS 13TH POINT. THE 4TH, 5TH, AND 6TH PLAYERS TAKE THEIR TURNS BEFORE THE 3RD PLAYER WINS. THOSE PLAYERS MAY WIN BY HAVING THE MOST POINTS AT THE END OF THE ROUND, OR THEY MAY PROLONG THE GAME BY BRINGING ALL PLAYERS' SCORES BELOW 13. THE PLAYER WITH THE MOST POINTS WINS AND BECOMES THE GREATEST CONSTABLE, VAMPIRE, VAMPIRE SLAYER, OR WHORE OF ALL TIME (NOT DEPENDENT ON ROLE CARDS)!

CORNER

CASES:

WHAT IF I PURSUE A PLAYER WHO HAS MORE THAN ONE ROLE CARD IN HIS HAND?

EASY. THAT PERSON IS A FUCKER. YOU MUST REVEAL HIS HAND TO THE GROUP SO EVERYONE CAN SEE HOW MUCH OF A FUCKER HE IS. HIS ENTIRE HAND IS DISCARDED, HE LOSES 5 POINTS, AND YOU MAY TAKE ANOTHER ACTION.

WHAT IF I PURSUE A PLAYER, BUT BOTH OF US HAVE MORE THAN ONE ROLE CARD IN OUR HANDS?

MY GOD, QUIT BEING FUCKERS! BOTH OF YOU DISCARD YOUR HANDS AND LOSE 5 POINTS. YOUR TURN ENDS.

WHAT IF SOMEONE FLIPS MY HAND OVER AND I'M NOT A FUCKER?

YOU HAVE SHITTY FRIENDS! EVEN IF THEY MISUNDERSTOOD THE RULES OR THOUGHT YOU WERE BREAKING THEM WHEN YOU WERE NOT, YOU KEEP YOUR HAND, DRAW 4 CARDS, AND THEN DISCARD DOWN TO THE REVEALED HAND'S SIZE. IF YOU HAD A TAUNT CARD IN PLAY, DISCARD IT. YOUR SHITTY FRIEND DISCARDS HIS HAND AND LOSES 8 POINTS.

WHAT IF AN OPPONENT REVEALS MY ROLE AFTER A PURSUIT OR INTIMIDATION?

SERIOUSLY, STOP INVITING ASSHOLES TO PLAY THIS GAME.

IF YOU SURVIVED THE PURSUIT, THAT PLAYER LOSES 5 POINTS. IF HE SURVIVED, HE HAS TO KEEP HIS HAND FOR BEING STUPID ENOUGH TO UNINTENTIONALLY REVEAL HIS ROLE.

WHAT IF AN OPPONENT HAS MORE CARDS THAN HE'S ALLOWED?

CONSIDER YOURSELF A GHUMP! HOWEVER, YOUR OPPONENT MUST LOSE 1 POINT FOR EVERY EXTRA CARD AND DISCARD DOWN TO FEWER THAN FOUR CARDS.

CONTRIBUTORS

ENDLESS THANKS TO COLIN KIRCHNER FOR ALL ARTWORK.

THANKS TO DILLON NELSON FOR PROBABLY ENTERTAINMENT'S LOGO.

THANKS TO ALL OF YOU FOR READING THESE RULES AND PLAYING OUR GAMES! ADDITIONAL CONTENT FOR THIS GAME AND ALL OTHERS IS ALWAYS BEING PONDERED VERY SERIOUSLY, SO CHECK BACK FOR MORE GAMES AND WHAT APPEAR TO BE JOKES AT PROBABLYENTERTAINMENT.COM

VAMPIRE



ROLE
YOU'RE A VAMPIRE!
BITE WHORES!

VAMPIRE



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BITE WHORES!

VAMPIRE



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VAMPIRE



ROLE
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BITE WHORES!

VAMPIRE SLAYER



ROLE
YOU'RE A VAMPIRE SLAYER!
KILL VAMPIRES!

VAMPIRE SLAYER



ROLE
YOU'RE A VAMPIRE SLAYER!
KILL VAMPIRES!

VAMPIRE SLAYER



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VAMPIRE SLAYER



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VAMPIRE SLAYER



ROLE
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KILL VAMPIRES!

WHORE



ROLE
YOU'RE A WHORE!
FUCK VAMPIRE SLAYERS!

WHORE



ROLE
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WHORE



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FUCK VAMPIRE SLAYERS!

WHORE



ROLE
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FUCK VAMPIRE SLAYERS!

EXUDE SEX



TAUNT
AS A WHORE!
OR AS A VAMPIRE!

EXUDE SEX



TAUNT
AS A WHORE!
OR AS A VAMPIRE!

EXUDE SEX



TAUNT
AS A WHORE!
OR AS A VAMPIRE!

PUT YOUR MOUTH ON SOMEONE



TAUNT
AS A WHORE!
OR AS A VAMPIRE!

PUT YOUR MOUTH ON SOMEONE



TAUNT
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OR AS A VAMPIRE!

PUT YOUR MOUTH ON SOMEONE



TAUNT
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OR AS A VAMPIRE!

FLIRT



TAUNT
AS A WHORE!
OR AS A VAMPIRE!

FLIRT



TAUNT
AS A WHORE!
OR AS A VAMPIRE!

SOULLESS STARE



TAUNT
AS A WHORE!
OR AS A VAMPIRE!
OR AS A VAMPIRE SLAYER!
OR EVEN AS A CONSTABLE!!

DISGUSS NEVER HAVING DIED



TAUNT
AS A WHORE!
OR AS A VAMPIRE SLAYER!

DISGUSS NEVER HAVING DIED



TAUNT
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DISGUSS NEVER HAVING DIED



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FETISHIZE LEATHER



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FETISHIZE LEATHER



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SOULLESS STARE



TAUNT
AS A WHORE!
OR AS A VAMPIRE!
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OR EVEN AS A CONSTABLE!!

RECALL FONDLY YOUR VICTIMS



TAUNT
AS A VAMPIRE!
OR AS A VAMPIRE SLAYER!

RECALL FONDLY YOUR VICTIMS



TAUNT
AS A VAMPIRE!
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RECALL FONDLY YOUR VICTIMS



TAUNT
AS A VAMPIRE!
OR AS A VAMPIRE SLAYER!

TALK ABOUT PUNCTURE WOUNDS



TAUNT
AS A VAMPIRE!
OR AS A VAMPIRE SLAYER!

TALK ABOUT PUNCTURE WOUNDS



TAUNT
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OR AS A VAMPIRE SLAYER!

TALK ABOUT PUNCTURE WOUNDS



TAUNT
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LURK MURDEROUSLY



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SOULLESS STARE



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