

You

YOUR FIRST TURN

(Yuri [2], Miranda [4])



YOUR FIRST TURN

Each turn has five different phases: Untap, Master, Minion, Influence, Discard. Let's run through these phases step by step:

Untap: Nothing is tapped (since it's the start of the game) and no one controls the edge, therefore nothing happens during this phase.

Master: You have a master card, Haven Uncovered, but as you can tell from the game text, it has to be played on a vampire, and there are no minions in play. Since you have no master cards or actions that you can play during this phase, you must skip this phase.

Minion: You have no minions in play, so you must skip this phase.

Influence: You can influence vampires now.

Your influence phase actions are known as transfers. You can use transfers to move pool to your uncontrolled vampires, move blood counters off an uncontrolled vampire to your pool, or move the vampire card on top of your crypt to your uncontrolled region.

These actions have different costs, as listed below:

1 transfer - Move one pool to a vampire in your uncontrolled region.

2 transfers - Move one blood counter from a vampire in your uncontrolled region to your pool.

4 transfers - Burn one pool *and* Move the next vampire from your crypt to your uncontrolled region.

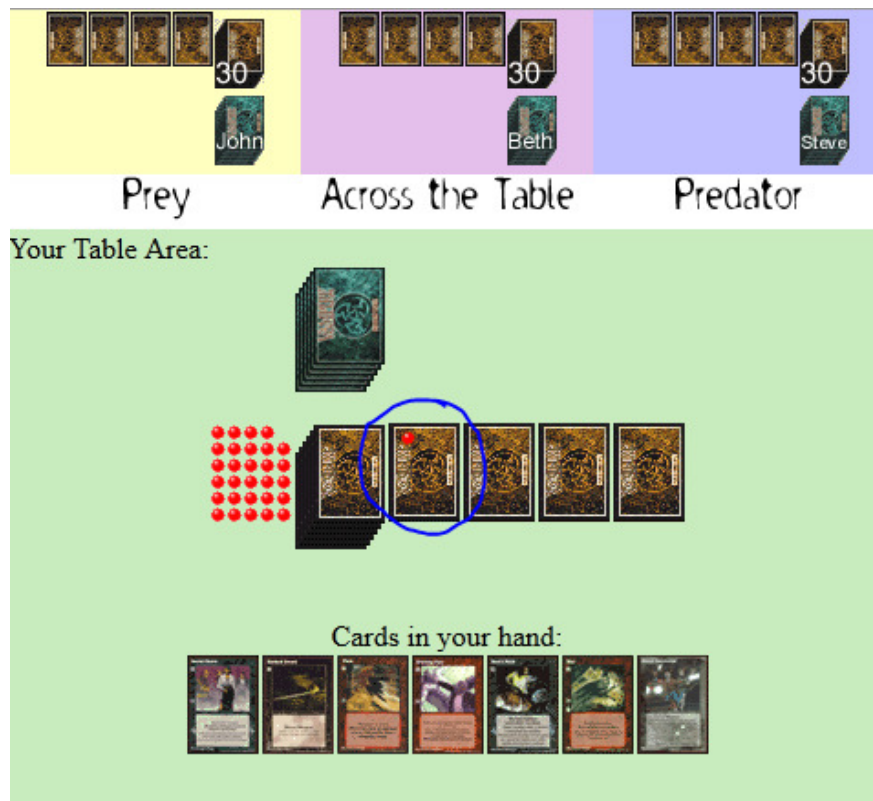
At the end of your influence phase, if a vampire has blood equal to his/her capacity, the vampire is considered controlled. The card is turned face up in the ready region, and the blood counters are placed on the vampire.

Usually a player receives four transfers each turn. At the start of the game, however, the first person to play, in this case you, only receives one transfer, the second player gets two, and the third person gets three, until the fourth person gets the regular four transfers.

Now would be a good time to look at the vampires in your uncontrolled region, as you need to decide where to use your one transfer.

It doesn't look like it's going to matter where you use the transfer, as you won't be able to control a vampire. Let's say you chose to move a pool to Yuri, The Talon.

[Influence Yuri](#)



You've finished with your influence phase.

Discard: You may always discard a card at the end of your turn, but for this demo, let's skip this step.

It's now John's turn, let's see what actions he takes.

[\[Next Turn\]](#)

John's Turn

JOHN'S FIRST TURN

(Bear Paw [2], Giuliano Vincenzi [3], Anastasia Grey [3])

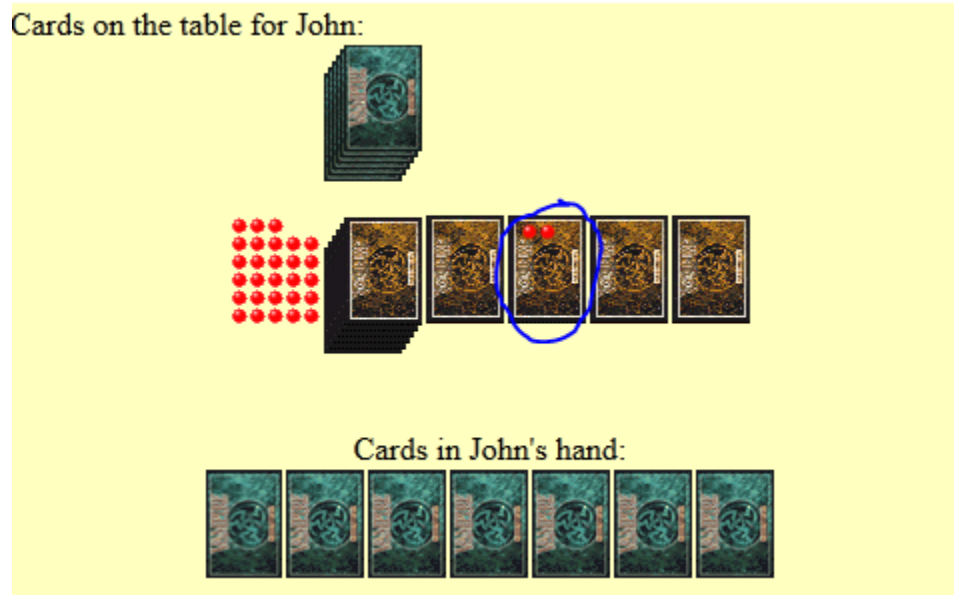
Let's see what John is doing on his turn:

Untap: Nothing to untap.

Master: He skips this phase.

Minion: No minions-- John skips this phase.

Influence: John does influence with the two transfers he has.



Discard: John does not discard.

It's now Beth's turn, let's see what she does.

Beth's Turn

BETH'S FIRST TURN

(Colin Flynn [1], Dorian Strack [2])

Let's see what Beth is doing on her turn:

Untap: Nothing to untap.

Master: [[She plays Protracted Investment.](#)]



Minion: No minions-- Beth skips this phase.

Influence: Beth does influence with the three transfers she has.

[[Beth's Transfers](#)]



The vampire with the three transfers has a capacity of three. The vampire becomes controlled and moves to the ready region.

[\[Move Vampire to Ready Region\]](#)



Discard: [\[Beth discards Political Backlash.\]](#)

Apparently Beth thinks she has another card that is more useful. Please note that she still has seven cards in her hand because she drew another card when she discarded the Political Backlash.



Beth has finished her turn. Go on to see what happens during Steve's turn.

[\[Next Turn\]](#)

Steve's Turn

STEVE'S FIRST TURN

(Gilbert Duane [2])

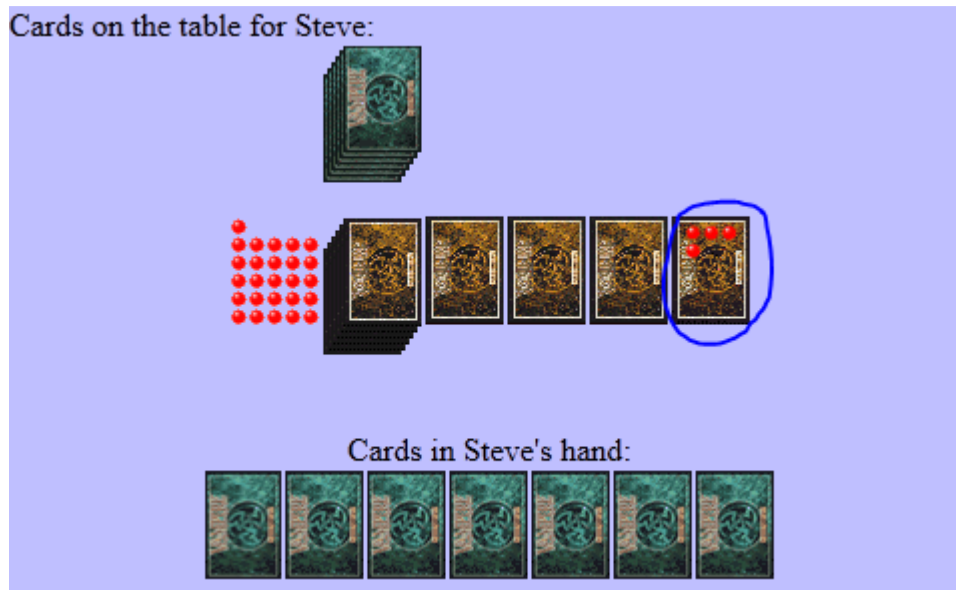
Untap: Nothing to untap.

Master: He skips this phase.

Minion: No minions-- Steve skips this phase.

Influence: Steve does influence with the four transfers he has.

[\[Steve's Transfers\]](#)



Discard: Steve does not discard.

[\[Next Turn\]](#)

You

YOUR SECOND TURN

(Yuri [2], Miranda [4])



Untap: Nothing to Untap.

Master: You *can* now play your master card, but since the only person with a minion is beth, it would make more sense to wait until your predator or prey had a ready vampire and *then* use Haven Uncovered.

Minion: You have no minions in play, so you must skip this phase.

Influence: You get four transfers now. If you've forgotten who you have face down, go ahead and check.

Let's say you go ahead and finish [[influencing Yuri](#)], and then you have an extra transfer. You're not obligated to use it, but you can't save it for your next turn. Since you'd like to have at least one more minion, we'll just put it on Miranda Sanova.



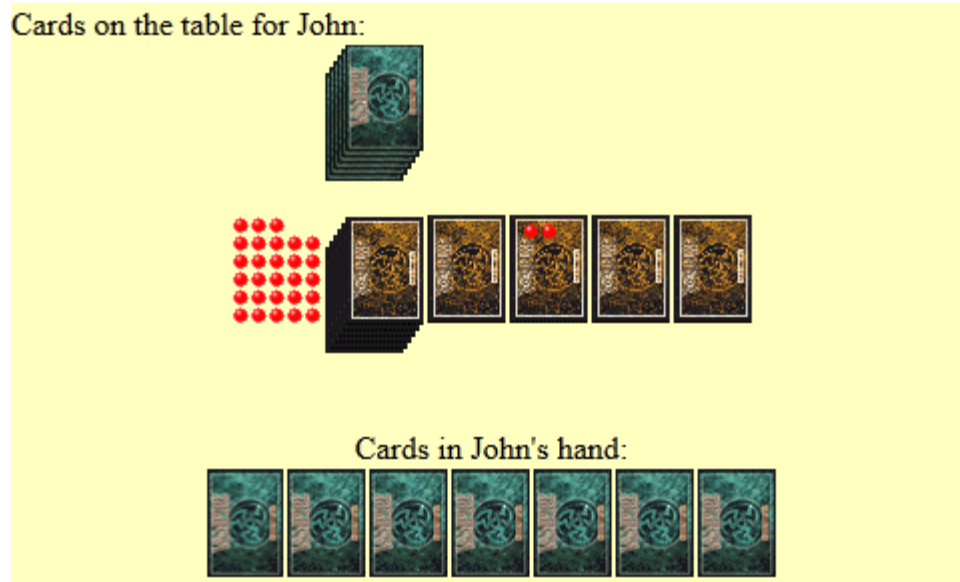
Discard: Like last turn, let's skip this step.

It's now John's turn, let's see what actions he takes.

John's Turn

JOHN'S SECOND TURN

(Bear Paw [2], Giuliano Vincenzi [3], Anastasia Grey [3])



Let's see what John is doing on his turn:

Untap: Nothing to untap.

Master: He skips this phase.

Minion: No minions-- John skips this phase.

Influence: John does influence with the four transfers he has.

[\[John's Transfers\]](#)

John has a vampire that is at full capacity. It will move to the ready region.



[\[Move Bear Paw to the Ready Region\]](#)



Discard: John does not discard. It's now Beth's turn, let's see what she does.

Beth's Turn

BETH'S SECOND TURN

(Colin Flynn [1], Dorian Strack [2])

Let's see what Beth is doing on her turn:

Untap: Nothing to untap.

Master: Beth chooses to use her master phase action to move a blood counter from [\[Protracted Investment\]](#) to her blood pool rather than play a master card.



Minion: Beth is going to attempt to bleed Steve. Because bleeding is one of the few actions that doesn't require an action card, (Hunting and Leave Torpor are examples of other actions) Beth may simply [\[tap a minion\]](#), and declare the action.



A minion's bleed actions are directed at his prey (by default), which means that only Steve (the target of the action) has a chance to block. An undirected action would allow a player's prey followed by the player's predator the option of blocking. Actions are directed if they target a single other Methuselah's pool, minions, or cards. Otherwise, they are undirected. Steve doesn't have any minions to block with in his ready region, so the bleed is successful, and Beth [\[gains the Edge\]](#).



The Edge is a marker used to show which Methuselah was the last to successfully bleed another Methuselah. There's only one Edge counter in the game, so the next time another player successfully bleeds, he/she will receive the Edge. Controlling the Edge has a few benefits: Beth will gain a pool at the start of her next untap phase if she still controls the Edge. It can be used during political actions which will be discussed later.

Influence: Beth does influence with her four transfers.

[\[Beth's Transfers\]](#)



[Finish Influence Phase]



Discard: Beth does not discard

Beth has finished her turn. Go on to see what happens during Steve's turn.

[Next Turn]

Steve's Turn

STEVE'S SECOND TURN

(Gilbert Duane [2])



Because Beth bled Steve for 1 pool, Steve now has 25 pool

His Turn:

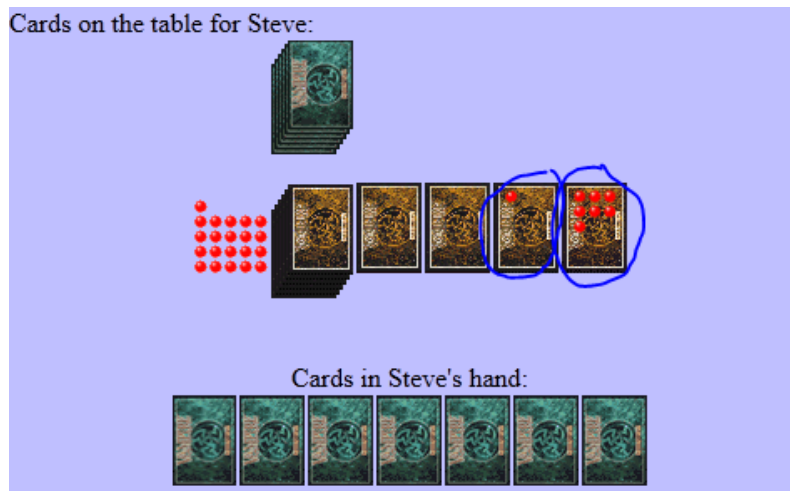
Untap: Nothing to untap.

Master: He skips this phase.

Minion: No minions-- Steve skips this phase.

Influence: Steve does influence with the four transfers he has.

[\[Steve's Transfers\]](#)



[Finish Influence Phase]



Discard: Steve does not discard.

[Next Turn]

You

YOUR Third TURN

(Yuri [2], Miranda [4])

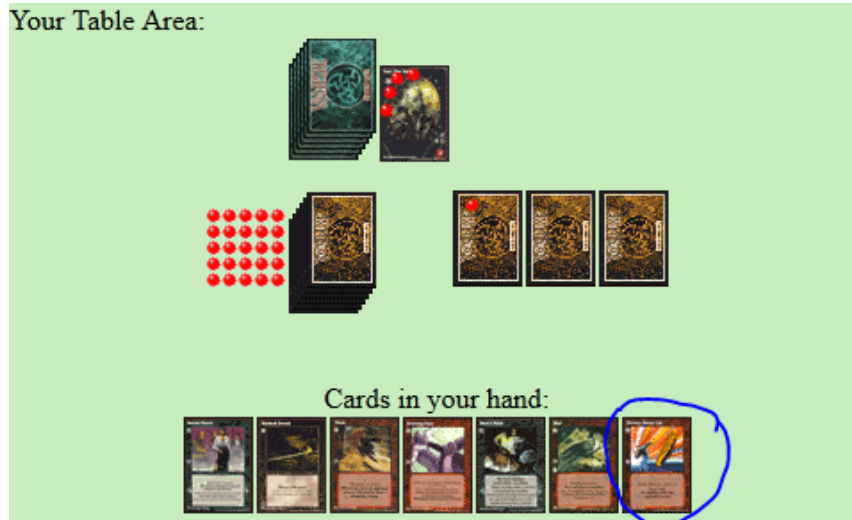


Untap: Nothing to Untap.

Master: You can play your master on several different minions, but for our purposes let's say that you chose to put [[Haven Uncovered](#)], on Gilbert Duane, your predator's vampire.



As soon as you play the master card you [\[replace it with a new card\]](#).



Minion: Yuri is untapped, so let's take an action. It would be nice to use the Thrown Sewer Lid that you just picked up, but the card text says 'only usable at long range'. Looks like you'll need a maneuver. Since Bum's Rush is an action that would provide an optional maneuver in combat, let's try that action.

[\[Tap Yuri, The Talon and Bum's Rush Bear Paw\]](#)



Notice that Bum's Rush **specifically** instructs you not to replace the card until after combat. When a card specifies an exception to the rules, follow the exception.

[\[Bear Paw taps to block\]](#)



Bear Paw blocks the action, meaning it is unsuccessful. Here you will enter combat because the action was blocked, *not* because of the Bum's Rush. You don't have the optional maneuver, for the same reason. It's now time to discuss the steps of combat.

[\[Start Combat\]](#)



COMBAT

This is combat. The player controlling the acting minion, (in this case you) goes first.

Establish Range: Each new round of combat begins at close range. It may move to long range if one of the combatants moves there. Since you must call maneuvers first, look at your hand. The Flash card would allow you to maneuver, note that it has a celerity discipline requirement. If you check Yuri, The Talon, you will find that he possess the celerity discipline at the basic level (in a square). Therefore, play [[Flash](#)] and announce, "**Maneuver to long range**" (or by some other means notify your opponent that you will be maneuvering.) Your opponent now has the opportunity to maneuver. He chooses not to and announces "**No maneuvers.**" If he had maneuvered, you would have had the opportunity to cancel his maneuver, by playing one of your own, but since he chose not to maneuver, the range is set at long.



Choose Strike: You may choose any strike you like, but you are required to choose one. You always have the option of striking with your fists, even at long range. At long range, however, a hand strike is ineffective. You choose to play your [[Thrown Sewer Lid](#)], and then John announces that Bear Paw is using a [[Canine Horde](#)] to inflict damage.



Resolve Damage: Damage resolves simultaneously, here Bear Paw has done one point of ranged damage, signified by the '1R' in the card text, and Yuri, The Talon landed a three damage sewer lid, signified by the '3R' on your strike card. Each vampire must heal the damage he receives by [\[losing blood\]](#) equal to the amount of damage.



Additional Strikes: Such an effect would allow you to strike your opponent again, there are none inherent to a combat, so you must gain them through other means. Only one additional strike card may be used by a minion per round of combat. You have the Blur card that would give you an additional strike, and Yuri may play the card. [[Play Blur](#)]. The round is still at long range. Now choose a strike...



The combat is still at long range, so an effective strike must be a ranged strike. You have two cards with "xR" damage, the Well-Aimed Car, and the Thrown Gate. The Well-Aimed Car is restricted to the second round of combat or later, so choose the Thrown Gate. [\[Play Thrown Gate\]](#) Bear Paw declines to do additional strikes.



At this point, [\[resolve damage\]](#) equal to the "1R" strike on the Thrown Gate.



Check for Presses: In order to start another round of combat you must press to continue combat. Presses are announced in the same manner that maneuvers are, with the opposing minion given the opportunity to cancel the last press. You have drawn another Flash during combat, so [\[play\]](#) it and announce that you are **pressing to continue combat**. Bear Paw declines to press.



Combat moves to the second round.

The second round of combat has the same five steps as the first. Combat will continue until there are no more presses to continue, or until one or both combatants are sent to torpor.

Establish Range: Even though you fought the last round at long range, each new round of combat begins at close range. You cannot maneuver because you have run out of maneuver cards. You decline to maneuver. Bear Paw declines as well.

Choose Strike: Since you have reached the second round of combat you can now strike with the Well-Aimed Car or Growing Fury. Since the Well-Aimed Car requires you to be at long range, and you are not, use [[Growing Fury](#)].

Bear Paw chooses to strike with his fists. Bear Paw then plays [[Wolf Claws](#)] to make his hand damage aggravated.



Resolve Damage: Damage resolves simultaneously, here Bear Paw has done one point of aggravated damage, and Yuri, The Talon used Growing Fury to strike with his hands for 3 damage. Each vampire handles the damage he has received as follows:

Bear Paw cannot lose enough blood for the three damage, and goes to torpor. The damage done to Yuri is aggravated, meaning you deal with it a little differently than normal damage.

Aggravated damage cannot be healed, so Yuri will go to torpor (even though he has blood). Any aggravated damage done to a torpored vampire would burn him unless he burns a blood. In Yuri's case, he only has one point of aggravated damage, so he is just going to torpor. [[Resolve Damage Now](#)].



AGGRAVATED DAMAGE

Normal Damage: If Yuri were to go to torpor as a result of normal damage, he would have to take more damage than he could heal. In this case that number is three. Two damage would leave him without blood, but not in torpor.

Aggravated Damage: Just one point of aggravated damage would send Yuri to torpor. 2 points of aggravated damage sends Yuri to torpor and causes him to lose a blood. When Yuri cannot lose any more blood, he is burned.

Combined Normal and Aggravated: Sometimes you receive damage from several sources that mix aggravated and normal damage. Aggravated damage is always handled after (simultaneous) normal damage. If you prevent damage, you may choose to prevent either type of damage, but it will not change how the remaining damage resolves.

Beth Interrupts: Beth now plays a Master: Out-of-Turn. This is a special master that your are allowed to play during other people's turns. Beth has used her master phase action for her upcoming turn to do this. Beth plays [[Minor Boon](#)] on Yuri. The card text prevents him from going to torpor.



No More Combat: Combat ends immediately because both of the combatants are not ready.

Influence: You get four transfers. It would be nice to have a ready vampire after influence, but your vampires are too large to do so. Meanwhile, continue putting pool on Miranda Sanova. She will be ready after your next influence phase.

[\[Finish Influence Phase\]](#)



Discard: Get rid of the [\[Well-Aimed Car\]](#). You just had an extensive combat and couldn't use it. It could get stuck in your hand.



It's now John's turn, let's see what actions he takes.

[\[Next Turn\]](#)

John's Turn

JOHN'S THIRD TURN

(Bear Paw [2], Giuliano Vincenzi [3], Anastasia Grey [3])

Let's see what John is doing on his turn:

Untap: [[Untap Bear Paw](#)]

Cards on the table for John:

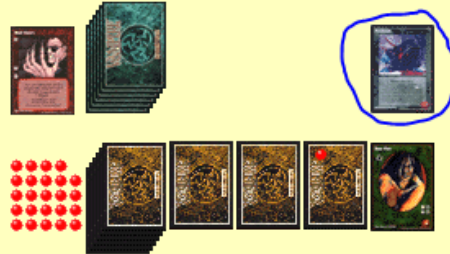


Cards in John's hand:



Master: John puts a [[Fortitude](#)] Master on Bear Paw

Cards on the table for John:



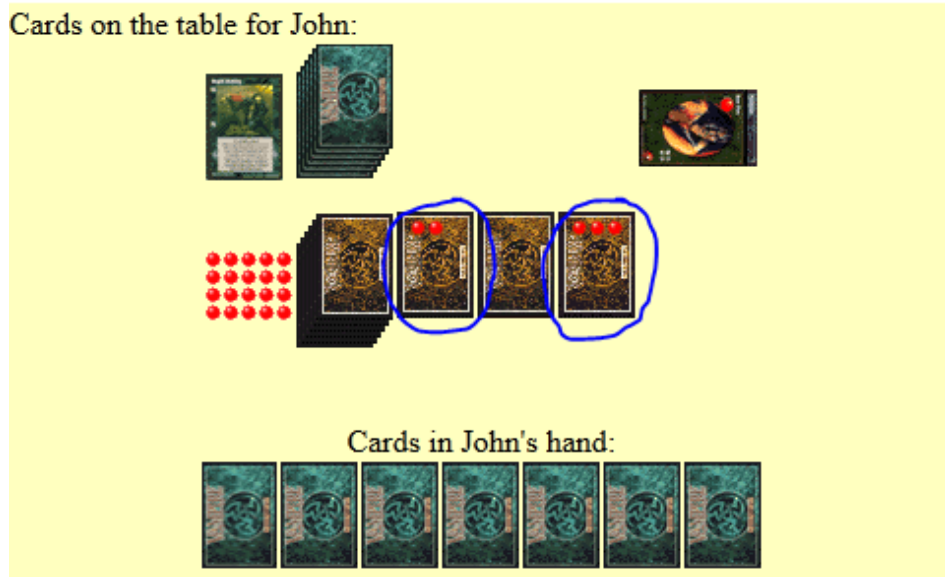
Cards in John's hand:



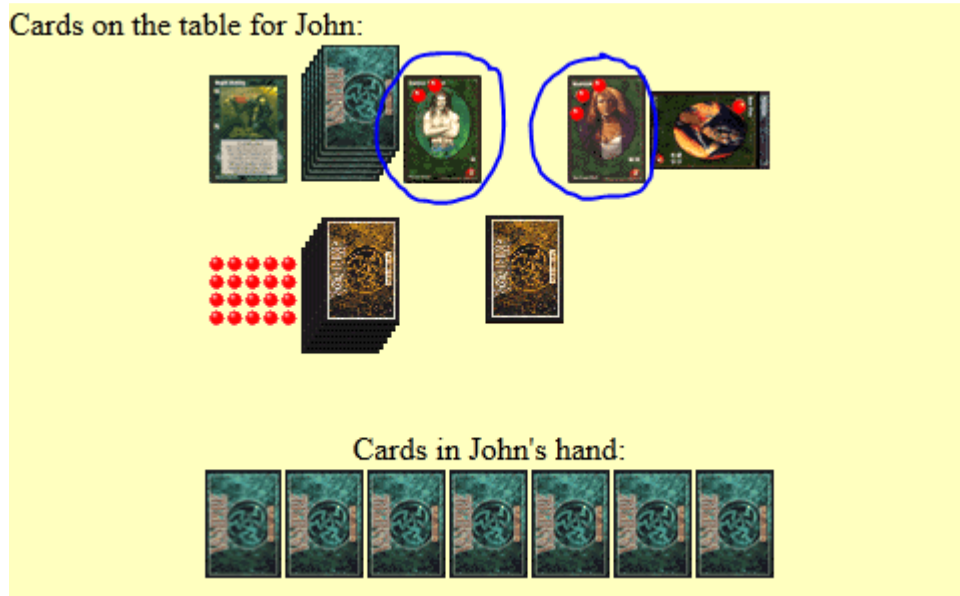
Minion: Normally, "Leave Torpor" is the only action a vampire in Torpor, such as Bear Paw, may take. That action requires Bear Paw to have two blood, which he does not. John plays [\[Rapid Healing\]](#), which has special card text allowing Bear Paw to leave torpor and gain a blood since he now has superior Fortitude. Beth and yourself have the option of blocking the action, but you don't have an untapped minion and at least +1 intercept (because the action is at +1 stealth, by card text), and Beth declines.



Influence: John does influence with the four transfers he has. [\[John's Transfers\]](#)



[\[Finish John's Influence Phase\]](#)



Discard: John does not discard.

It's now Beth's turn, let's see what she does.

[\[Next Turn\]](#)

Minion: Beth [[taps Dorian Strack](#)], and declares a bleed.
Since there is no stealth on the action, Steve has Gilbert Duane [[block](#)] the bleed.



Combat occurs with steps just like before, however Steve and Beth are interested in protecting their minions rather than fighting, so the combat proceeds as follows:

Range: Beth plays a [\[Fake Out\]](#), and maneuvers to long range. Steve declines to maneuver.

Choose Strikes: Beth declares a hand strike for Dorian. Steve does likewise for Gilbert.

Resolve Strikes: No damage occurs to either vampire because hand strikes are not ranged strikes. They may be used at long range, but they are simply ineffective.

Additional Strikes: The vampires do not gain additional strikes.

Press: Beth and Steve decline to press. [\[Combat Ends\]](#).



Beth declines to take actions with Colin Flynn and leaves him untapped.

Influence: Beth does not influence.

Discard: Beth does not discard

Beth has finished her turn. Go on to see what happens during Steve's turn.

[\[Next Turn\]](#)

Steve's Turn

STEVE'S THIRD TURN

(Gilbert Duane [2])

His Turn:

Untap: [\[Untap\]](#) Gilbert Duane

Haven Uncovered

Cards on the table for Steve:



Master: Steve plays [\[Elder Library\]](#)

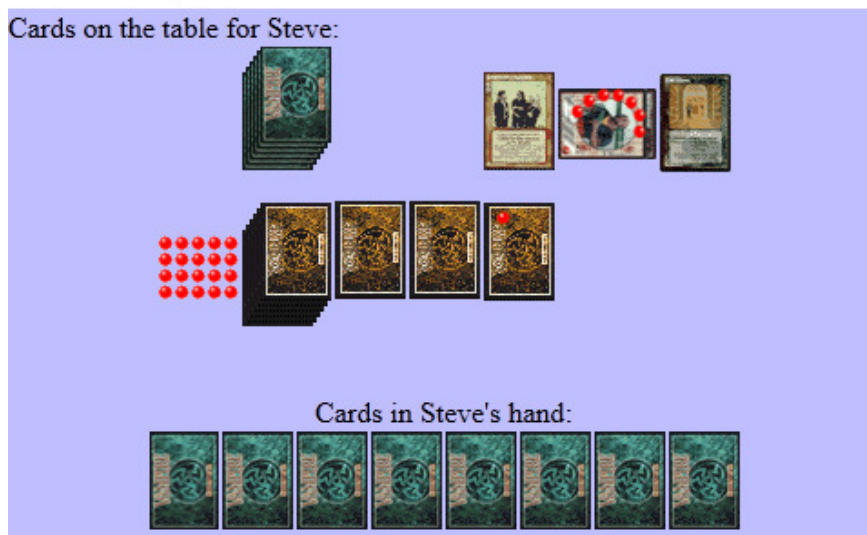
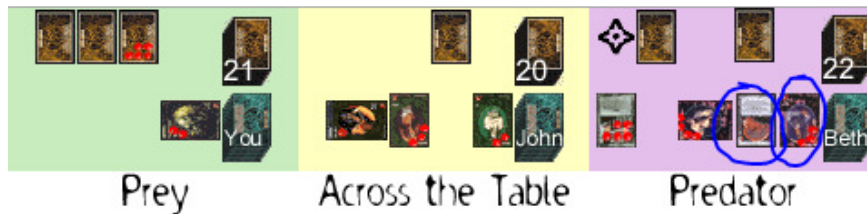
Cards on the table for Steve:



Minion: Steve taps [\[Gilbert Duane\]](#) and announces his action, he will be attempting to call a vote, namely Conservative Agitation.



Stealth and Intercept A political action is still an action, so the predator and prey are allowed to block it. As prey, you decline because you don't have any intercept. Beth has the next option to block, and she announces her intent to do so with Colin Flynn. First, Colin needs intercept, because the card text says the actions is at +1 stealth. Colin uses [\[Enhanced Senses\]](#) to gain +1 intercept.



If no more stealth is added, the action will be blocked. Gilbert Duane, however, gains +1 stealth from [\[Cloak the Gathering\]](#).



Beth declines to add further intercept to Colin's blocking attempt. Gilbert cannot add more stealth because he does not need any more stealth. In the same fashion, Colin Flynn could not have used more intercept if Gilbert had not played Cloak the Gathering.

Political Referendum The action now continues on to the referendum. This is the voting part of the action. Vampires have a chance to cast votes for or against the terms of the referendum. Some vampires have titles, giving them votes that other vampires do not have. Primogen gain one vote each referendum, Princes gain two, and a Justicar gets three. Gilbert Duane is the Prince of Miami, so he will have two votes in the referendum. Other items are worth votes too. The Conservative Agitation card itself is worth a vote, and so is the Edge. Beth would have to burn the Edge (It would then be uncontrolled) to gain the vote from the it. The vote from the Edge is not inherent like titles. Up to now, the terms of the vote have been ignored because they were not part of allowing Gilbert Duane to take the action. Steve now announces that he will assign you 3 points of damage and Beth 1 point of damage, since card text requires him to divide up the 4 points among two methuselahs.

Voting Vampires have a chance to cast votes for, against, or abstaining from the terms of the referendum. Some vampires have titles, giving them votes that other vampires do not have. Primogen gain one vote each referendum, Princes gain two, and a Justicar gets three. Gilbert Duane is the Prince of Miami, so he will have two votes in the referendum. Other items are worth votes too. The Conservative Agitation card itself is worth a vote, and so is the Edge. Beth would have to burn the Edge (It would then be uncontrolled) to gain the vote from the it. The vote from the Edge is not inherent like titles. Some cards allow you to gain votes, which if you remember, you have one of. To help out, we will momentarily change views so you can see your cards. Remember that it is still Steve's turn.... [\[Ready to Switch Views\]](#)

VOTING

During the referendum of a vote, players do not replace cards as normal. Players wait until the referendum ends before replacing cards (stops spam card voting).

Current Votes: Only Gilbert Duane has a title. He votes in favor of the action. Steve also casts the vote on the political action in favor of the referendum, so the vote total is currently 3 in favor to 0 against.

Your Cards: You will notice that you have a reaction card that allows you to gain votes, surprise influence. To play reaction cards you need an untapped vampire, and Yuri is tapped from the Bum's Rush action you took during your turn. The other reaction card in your hand is Wake with Evening's Freshness. It has card text which allows a Yuri to play the reaction card, and then Wake allows Yuri to play other reaction cards like Surprise Influence. Wake with Evening's Freshness has a cost, you will not be able to replace it until your next untap, which is coming soon. Go ahead, play [[Wake with Evening's Freshness](#)].

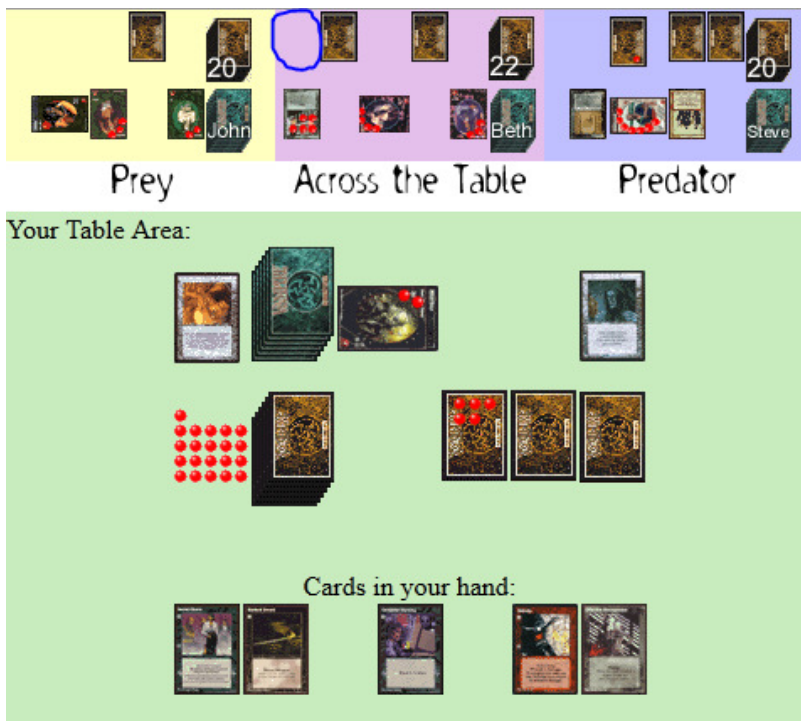


Note that it does not actually untap Yuri, it just lets him play reaction cards. Now play [[Surprise Influence](#)]. You have gained two votes.



The New Vote Total: You cast your votes against the referendum (since you don't want to lose three pool!) The vote is now 3 in favor vs. 2 against. If it remains this way, the vote will still pass.

The Edge Vote: Beth controls the Edge and also stands to lose a pool if the referendum passes, so [\[she burns the Edge\]](#) and casts the vote against the referendum.



The vote is tied 3 to 3.

Outcome: No more votes are cast. When a referendum is tied, it fails. You keep your pool as does Beth.

[\[Replace Surprise Influence\]](#) (You don't replace the Wake with Evening's Freshness until your next untap phase)

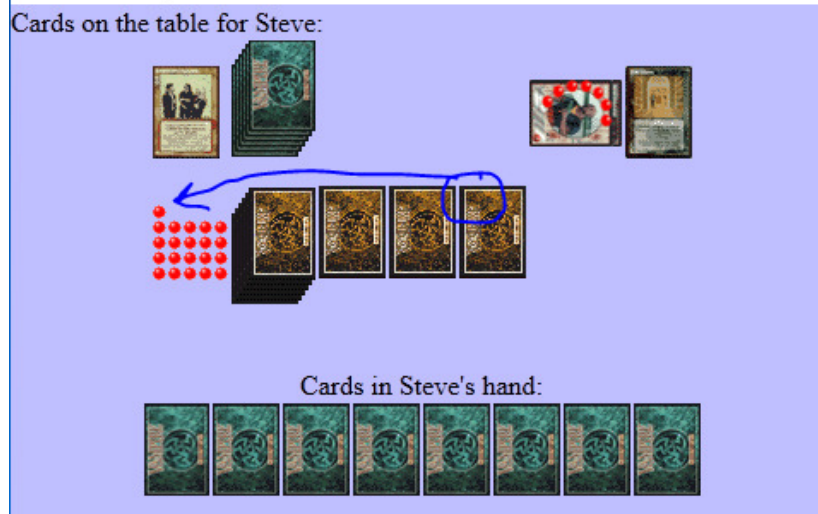
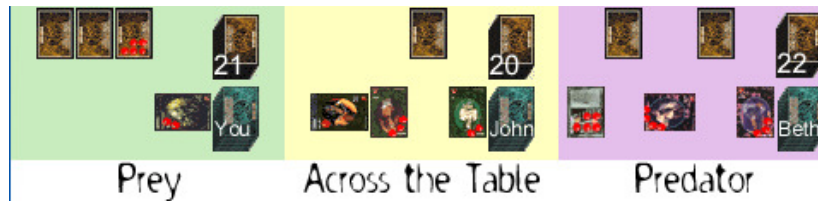


[\[Return To Steve's View\]](#)

Steve is out of untapped minions so he must move on to his influence phase.

Influence: Steve chooses to use two transfers and move the blood on the uncontrolled vampire to his pool.

[[Steve's Transfers](#)]



Discard: Steve does not discard.

You

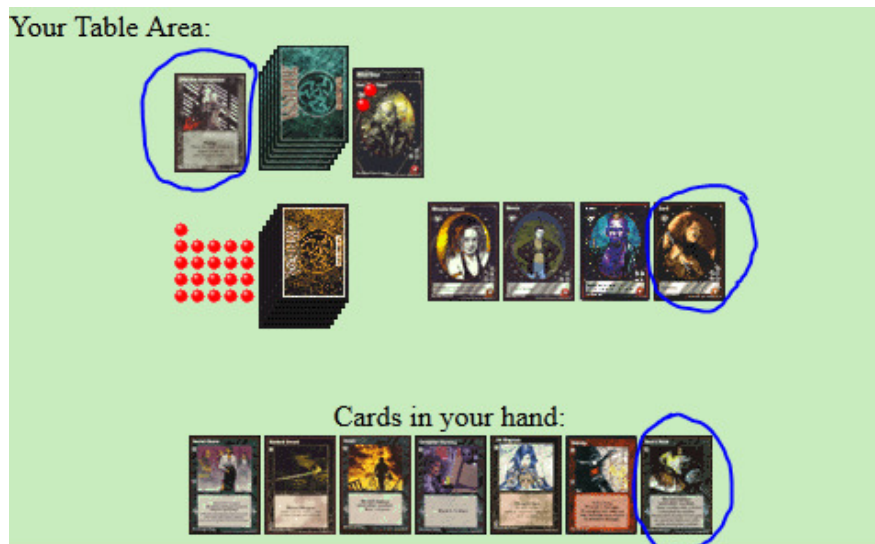
YOUR FOURTH TURN

(Yuri [2], Miranda [4])

Untap: Untap [[Yuri](#)], and Replace the Wake with Evening's Freshness.



Master: Play [[Effective Management](#)]. You get another vampire.



Minion: Your hand is starting to get full of actions. You also have two equipment cards, which require an action before you can use them. Equip actions automatically happen at +1 stealth. Lets try equipping the [.44 Magnum]. John and Steve both have the option to block the action but because it is at +1 stealth they decline to block it. Pay for the card and put it on Yuri. You have successfully [equipped] the .44 Magnum.



Influence: You could transfer pool to any of your four uncontrolled vampires, including Anvil, but Miranda Sanova needs only three more transfers to be controlled. Simply [\[move three pool to Miranda\]](#), and she will be ready when you [\[finish\]](#) your influence phase.



Discard: You might want to discard, but now that you have two minions, the number of actions is less overwhelming. We'll skip the phase.

Let's see what John has planned.

[\[Next Turn\]](#)

John's Turn

JOHN'S FOURTH TURN

(Bear Paw [2], Giuliano Vincenzi [3], Anastasia Grey [3])

Let's see what John is doing on his turn:

Untap: [\[Untap Bear Paw\]](#)

Fortitude

Cards on the table for John:



Cards in John's hand:



Master: John skips this phase.

Minion: First, Anastasia Grey seeks to employ a retainer. A retainer is employed to protect the acting minion. A retainer grants additional abilities to the employing minion and cannot act independently. Seeking a retainer is an inherent +1 stealth action like equipping, except it requires a retainer card instead of an equipment card. Anastasia seeks an [\[Owl Companion\]](#). You decline to block, as does Beth, and John [\[puts the retainer on Anastasia Grey\]](#).

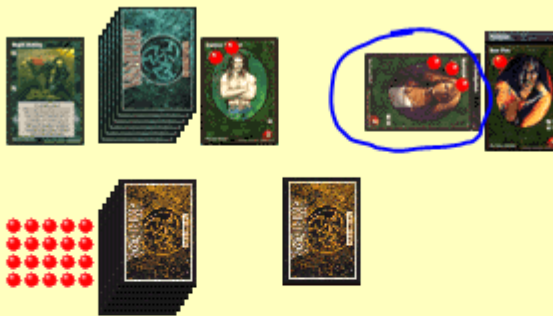
Cards on the table for John:



Cards in John's hand:



Cards on the table for John:



Cards in John's hand:



Next, Guiliano Vincenzi attempts to recruit an ally. Allies are mortals or supernatural beings who also serve you, the methuselah. They differ from retainers because they can act independently. In fact, allies should be treated like vampires in most ways. They have life points which are similar to the vampire's blood points, except that they cannot burn them to pay for card costs, or hunt to replace them. After recruiting successfully, the ally should get life points (blood counters) from the blood bank. Guiliano is recruiting [[Gypsies](#)]. Again both you and Beth decline to block.



Now, [[Pay](#)] the recruitment cost. The ally is placed in the uncontrolled region to remind you that it cannot take actions on the turn it is recruited. **Gypsies will leave the uncontrolled region at the end of John's turn.**



Influence: John would like a vampire from his crypt. Last turn, you used the effect of a master card to move a vampire from your crypt to your uncontrolled region. This is the more common method to move vampires because it does not require a card. John decides to give up his normal four transfers and pay one pool to the blood bank. This [\[moves\]](#) a vampire to John's uncontrolled region.



Discard: John does not discard. [\[Move Gypsies\]](#) to the controlled region.



WINNING

Now that you've had a sample of a game, here's how a full game ends: When a player runs out of pool, he or she is ousted. The player's predator earns a victory point and six pool when the oust occurs. The last player in the game earns an additional victory point. The player with the most victory points wins.