



The dreadfully exciting expansion for DAWN UNDER; for 2 to 6 vampires aged 6 years and up. Requires the original game, DAWN UNDER.

Game contents

12 bats (2 bats per colour at 6 colours)
1 „Rucola“ piece
1 column

Game concept

If you are familiar with the game, DAWN UNDER, you will have no trouble understanding the concept behind this expansion. Each player tries to be the first to get rid of all of his vampires by either laying them down into the vaults or by passing them on to their fellow players.

Preparation

Place the game board onto the table and distribute the equipment of the game, DAWN UNDER, as described in its instructions. Each player receives 2 bats in the colour of his garlic bundles and places them in front of him onto the table. If there are less than 6 players, put the remaining bats back into the box.

Then, place count Rucola onto the column in the centre of the game board (see illustr. 2, page 2). And now, you may begin to play ...

How to play

The rules of the game, DAWN UNDER, apply.

BUT: leave each grave lid that you turn over open until the end of your turn.

And what is count Rucola doing? Where do his bats fly to? If you want to find out, just continue reading!

Count Rucola

Count Rucola will reserve a vault for you! But you will first have to get him!

Here is how it works:

Getting Count Rucola

There are two ways to get Count Rucola:

- if you manage to place three vampires into suitable graves during one turn

Or

- if the neighbour on your right loses him, by placing him in an occupied vault. In the following paragraph („How does Count Rucola help you?“), you will learn how this can happen.

As soon as you receive Count Rucola, place him on his column in front of you, then complete your normal turn. As soon as you have finished your turn, Count Rucola will reserve a vault for you: Take him down from his column and place him on any grave that you suppose to be unoccupied. Then, wait until your next turn ...

The column remains in front of you. As long as it is there, Count Rucola reserves the chosen grave for you. Nobody else may open it (not even during a „rat plague“).

How does Count Rucola help you?

At the beginning of your next turn, open the vault that Count Rucola has reserved for you. You do not have to turn over the grave lid, since the bottom (colour) of the lid is of no importance.

- If the vault is empty, place one of your two outermost vampires inside and then close it again. Afterwards, place Count Rucola on another vault which is situated in the next quarter of the cemetery (in a clockwise direction) (see illustr. 3, page 3). Then, your „normal“ turn begins.

- If the vault is not empty, you immediately lose Count Rucola along with his column. Pass them on to the neighbour on your left. Thanks to Count Rucola's help, you will not be penalised for having opened the grave - neither with a stake, nor with additional vampires. Nevertheless, your turn is over after having closed the vault.

The bats

Instead of opening a tomb as usual, you may place one of the bats on a tomb. Doing this, you say: „This tomb is empty.“ Now, you ask each player, one after another, if he believes you.

As soon as any participant doubts your statement - but also if nobody doubts your statement - you take the bat immediately away from the tomb and open it. You do not have to turn over the grave lid, since the bottom (colour/rat) of the lid is of no importance.

A) If somebody doubts your statement, there are 3 possibilities:

1) The tomb is really empty

You are right.

Consequence: The player who has doubted your statement immediately receives a stake. Place one of your two outermost vampires in the open tomb and then close it again.

2) There is a vampire in the tomb

The player who has doubted your statement is right.

Consequence: He takes the vampire out of the tomb and gives it to you as a „present“. You have to place it at one end of your vampire row. Then the „doubter“ places one of his two outermost vampires in the open tomb.



3) There is garlic in the grave

The „doubter“ is right.

Consequence: The garlic's owner gives you a vampire as a „present“. If you have discovered one of your own garlic bundles, each player gives you a vampire as a „present“.

When the garlic's owner has taken back his garlic bundle, the „doubter“ may place one of his two outermost vampires in the emptied tomb.

B) If nobody doubts your statement, there are also 3 possibilities:

1) The tomb is really empty

You are right.

Consequence: Place one of your two outermost vampires in this open tomb.

2) There is already a vampire in the tomb

It is true that you are not right, but you have successfully pulled the wool over the other players' eyes.

Consequence: Take the vampire out of the tomb and give it to any player as a „present“. Then place one of your two outermost vampires in the emptied tomb.

3) There is already garlic in the grave

You have bluffed very well.

Consequence: Give the garlic back to his owner. Then place one of your two outermost vampires into the now vacant vault.

Place the used bat back into the box of the game! Each bat may only be used once during the game.

At the end of your turn you close the open tomb. Then the neighbour at your left continues the game.

End of the game

The game is over as soon as a player has placed his last vampire in a tomb or given him to another player as a present. This player wins the game.

Frequently asked questions:

- I open a tomb on which Count Rucola or one of my bats is standing. The grave lid shows a rat. Does this provoke a „rat plague“? No, since in both cases it is of no importance what the lid is showing.

- May I open a tomb on which Count Rucola is standing during a „rat plague“?

No - even if the platform is standing in front of you and the Count has consequently reserved this tomb for you.

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Published by Zoch Verlag - Copyright: 2005

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Une extension aussi belle que macabre du jeu OUTRE - TOMBE pour 2 à 6 vampires à partir de 6 ans. Seulement utilisable avec OUTRE -TOMBE.

Matériel

12 chauves-souris (2 de chaque couleur en 6 couleurs);
1 comte « Rucola »; 1 socle

Idée du jeu

Il s'agit d'être le premier à coucher ses vampires dans des tombeaux ou à les donner à ses compagnons de jeu.

Préparatifs

Placez le plateau de jeu sur la table et distribuez le matériel du jeu OUTRE -TOMBE conformément aux instructions décrites dans les règles du jeu. Ensuite, chaque joueur reçoit deux chauves-souris de la couleur de ses gousses d'ail et les place devant lui sur la table. S'il y a moins de 6 joueurs, on remet les chauves-souris restantes dans la boîte du jeu.

Puis, placez le comte Rucola sur le socle au milieu du plateau de jeu (voir l'illustr. 2, sur page 2). Maintenant, vous pouvez commencer à jouer.

Déroulement du jeu

Cette variante suit les mêmes règles que la partie OUTRE - TOMBE.

MAIS : on laisse ouvert chaque couvercle qu'on ouvre jusqu'à la fin de son tour.

Et que fait le comte Rucola ? Où ses chauves-souris volent-elles ? Pour le découvrir, tu dois continuer à lire ces règles!

Le comte Rucola

Le comte Rucola peut te réserver un tombeau! Mais tout d'abord, tu dois le recevoir !

Cela fonctionne de la manière suivante :

Le comte Rucola vient chez toi

Il y a deux possibilités pour recevoir le comte Rucola. Tu le reçois

- si tu arrives à coucher trois vampires dans des tombeaux appropriés pendant un seul tour

ou

- si ton voisin de droite le perd en ayant placé le comte Rucola sur un tombeau occupé. Dans le paragraphe suivant (« Comment le comte Rucola t'aide-t-il ? »), tu apprendras comment cela se passe.