



Game designers:
Laura & Giuliano Draguleanu
in collaboration with
Andreea Georgescu from **@boardiacs**



Art: **Mihai Mihail**



"Breakfast with Dracula"

a 1-3 players Pen and Paper TEASER to the upcoming
"Dining with Dracula" board game --> AUGUST 2020 on Kickstarter!

Staying with Dracula is no easy thing to do, especially in this period of social isolation. Unfortunately, we are all trapped at Dracula's Castle. In order to entertain ourselves, we came up with a little game. Who wins it gets to go shopping for groceries this week :)

What you have to do in order to win the game is gather resources and complete the most buildings and gifts for Dracula. **All this in a maximum of 3 days** and without getting too many bites from Dracula.

Each day, we have 24 hours to prove ourselves useful. After Dracula wakes up, he expects a full report with what happened during the last 24 hours at his usual midnight breakfast.

It might sound easy but you have limited access to resources and the breakfasts with Dracula don't come for free, as we all know. Besides **completing buildings and gifts**, you will also have to be sure to meet all the requirements for the **breakfast entrance fee**. If you can't participate at breakfast with Dracula, he will bite you and even though he doesn't want to kill you, it might just be enough to make you lose the game.



In order to play the game you will need to print a number of player sheets equal to the number of players (for solo game you will need 2 player sheets). Then you will have to cut out the 9 Location Cards. You don't need to cut out the clocks, you will use them as they are, on the same sheet.

SETUP

Each player takes a pen or pencil and a player sheet.



Player Sheet

Place the sheet representing the clocks in the center of the table within easy reach.



Clocks

Shuffle the Location cards and form 2 rows. Deal 4 Location cards face up to the Top row, above the Clock sheet. Deal the other 5 Location cards face up to the Bottom row, below the Clock sheet.



Location Cards

GAME TURN

On your turn you must:

- put the Location card from your hand on the Bottom row (skip this on your first turn).
- take a Location card from the Top row (this card is now in your hand and no longer available to other players)
- do **one** of the actions described below for the Location card you **took**
- choose a second Location card from the Bottom row and move it to the Top row
- do **one** of the actions described below for the card you **moved**

With **each** of these 2 Location cards a player can do one of the following two actions:

1. **Take resources** and use them to check off spaces on **Buildings, Gifts or Offerings (Breakfast)** to Dracula.
2. **Complete a building** if all of its required resources have been previously checked.

The **Buildings** are numbered from 1 to 9 on your player sheet.

Below the buildings you will find the **Gifts** shown in an horizontal orange row with points varying from 3 to 7.

Below the gifts you will find the **Offerings to Dracula options = Breakfast.**

1. Take resources (costs 1 hour)

The player takes the resources corresponding to the Location card in his hand (+1 if the building is completed) and for each resource, he marks a space on his player sheet where he wants to use it: Buildings, Gifts, or Offerings (Breakfast).

For **Locations 1 (WOOD), 2 (METAL) and 3 (BRICKS)**, the player takes **2 resources** when using the card. For the **rest of the Locations (4 - 9)**, the player takes **only one resource** of that type.

2. Complete a building (costs 2 hours)

If you've already marked off all resources required for a building on your player sheet (ex: 2 bricks + 1 metal for the Church etc.), you can use a **Location card** corresponding to that building to complete it (Card no 4 - Holy Water). You then mark the "check when built" box of that building.

Once you have marked your building as complete, every time you **Take Resources** from that Location card, you may take **one additional resource of that type.**

After completing the building, you can immediately do the Take Resources action for free (it doesn't cost time), and the bonus now applies. Mark the box to show that this one-time reward has been used.

All players spend time on the clock for each action they take: For every **Complete a building action** you spend **2 hours** and for every **Take resources action** you spend **1**

hour.

COMPLETING GIFTS & BONUS ACTIONS

When you have marked all the resources required by a certain gift, that gift is considered complete. Each completed gift gives you a **one time reward**: a **Bonus Action** which you can use to **Take resources** or **Complete a building**. However you decide to use the Bonus Action, you don't spend any time on the clock for it.

You can use the **Bonus Action** on your turn completing the action corresponding to the Location card you **took**:

- **Before returning the card from your hand to the Bottom row at the start of the turn**
- **After completing the action corresponding to the Location card you moved**
- After resolving **Breakfast with Dracula** (on your turn)

To use the Completing Gifts Bonus Action, you must replace the Location card in your hand with any other Location card on the table.

When a player uses a Bonus Action, he must mark the "check when used" box corresponding to that gift.

After the first player has taken his actions, the game continues in clockwise order until the end of the day. The day finishes when all 24 hours on the clock have been used.

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The actions a player can take are limited to the hours left on the current day, but if there's only 1 hour left when the player's turn begins, he must do the **Take resources** action. In this case only, he can choose any Location card on the table and replace it with the one from his hand.

BREAKFAST WITH DRACULA

After all 24 hours in a day have passed, all players must pay the entrance fee to have Breakfast with Dracula.

In player order starting with the first player, each player must choose his offering for Dracula (the breakfast entrance fee): **2 sheep / 2 blood / 1 gift**.

If all of the required resources for one of these options is marked, the player is safe. If a player hasn't gathered all the resources needed for one of the offerings, the player must still choose one of the offering options and mark the bite space next to it. That option will no longer be available in the remaining breakfasts and it will count as a bite from Dracula. **Each bite from Dracula gives you a 3 points penalty at the end of the game.**

When you choose to use the gift as a breakfast entrance fee, you don't lose the points awarded to you by completing the gift.

At the end of each day, the player must choose one of the 3 offering options. They can mark them (check or bite) in any order, but can never choose the same offering twice.

So, either the player paid the breakfast entrance fee or got a bite. They may no longer choose that offering and can only fulfill one of the remaining options in future breakfasts. If a player has fulfilled the requirements for a breakfast entrance fee, he can choose one of the 3 resources shown below that offering and use it immediately.

After all players have resolved the Breakfast with Dracula phase, a new day begins. The player to the left of whoever marked the last hour of the previous day is now the starting player.

GAME END

The number of days in the game depends on the number of players. **The game ends after the 2nd breakfast for 1-2 players and after the 3rd breakfast for 3 players.**

The players now add up all the points they earned during the game from all the marked scoring spaces of the buildings and gifts. They must subtract any penalty points from Dracula's bites and the resulting number is their final score.

The player with the highest score wins the game. If there's a tie, the player with the fewest bites wins the game. If there is still a tie, the player with the most completed buildings wins the game. If it's still a tie, the player who completed the most gifts wins the game. If it's still a tie, the players share the victory.

SOLO GAME

In a "Breakfast with Dracula" Solo game you will need to use 2 player sheets.

You follow the normal rules for the 2 player game choosing cards for both player sheets.

Each player sheet will constantly have a card assigned to them as if they were in a player's hand. You can never use a card which you already assigned for the other player sheet.

Your final score is the lowest of the two scores of your player sheets.

What was your best score? Let us know on:

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Dining with
DRACULA



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