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Game: **BUFFY THE VAMPIRE SLAYER: THE GAME**

Pub: **Hasbro (2000)**

Page 1: **Rules summary**

Page 2: **Player reference cards**

v1.1

Dec 2008

For best results, print on card, laminate and trim to size.

Buffy

the Vampire Slayer

THE GAME

Setup

One player is the **Evil player** and the other four play **Buffy, Xander, Willow** and **Oz**.

4 players: one player is Xander & Willow.

3 players: one is Xander/Oz, another is Buffy/Willow.

2 players: on player controls all Good characters.

The Evil player chooses a **Villain card** which determines goals and servants for the game.

Place all pawns on their starting spaces and a white or black **Life token** next to the character names on their **Life tracks**. Place the **Buffy talisman** on the first **New Moon** space on the **Phase Chart**.

Shuffle and place the **Weapons, Research, Help** and **Evil decks** on the board. Characters take their starting card and Evil takes one Evil card.

Take the appropriate special **Artifact card**, remove the other 3, shuffle, and draw 3 Artifact cards. Shuffle and place these each of these 4 cards face down under a corner of the board. The remaining Artifact cards are not used.

Turn Sequence

Evil starts by rolling the black die. **The large flame allows the villain can move, and the each small flame allows a servant to move.**

Play then proceeds clockwise around the board: Oz, Xander, Willow, then Buffy.

At the start of a character's turn the player must roll the 2 blue movement dice. **For each Moon symbol rolled move the Buffy talisman one space clockwise on the Phase Chart.**

A character may then perform any or all of the following actions:

Move	
Play card(s)	
Draw card	ends move
Attempt to recover artifact	ends move
Trade card(s)	ends move
Fight	ends turn

Movement

Characters move a number of squares up to the total rolled on the **Movement dice**.

Characters may not move diagonally or share spaces, and can move through allies but not enemies.

A move between manhole covers or tunnels counts as one space.

Vampires cannot enter blue areas without having a **You Are Invited** card. Vampires may attack characters inside a house through doorways. Demons may go anywhere.

Good characters cannot pass over or land on the **Hellmouth**.

Drawing and Playing Cards

Characters may draw a card of a matching colour on a space with a coloured circle on it.

Good characters may have up to 5 cards (show face up) of the types shown on their card holder.

The Evil player may have up to 4 Evil cards (kept secret in the Evil card holder). Each Evil character may also carry an Artifact card (kept face down near their Life track).

The Villain keeps his Artifact card faceup near the Evil card holder.

If a player has no empty spot for a card on their card holder, it or the old card must be discarded.

Cards may be played at any time during a turn unless a time is specified.

These cards can only be drawn by the Good player:

Weapons cards are played immediately before rolling Fight dice. A character can play only one per turn.

Research cards are usually spells. The character must roll equal to or greater than the number of **Majik** symbols on their yellow Majik die/dice to successfully cast a spell. Discard the card in any case.

Help cards usually allow extra dice on rolls. Discard after use.

These cards may only be drawn by the Evil player:

Evil cards are discarded after use. When used to summon servants they appear on the Hellmouth.

Artifacts

When a character lands on an Artifact space, and he/she does not already have an Artifact, roll at least one Majik symbol on their yellow Majik die/dice to recover the card under that corner of the board.

Artifacts can only be used by the character holding the Artifact card. They cannot be discarded but most may be traded or given to another character.

Trading Cards

Characters adjacent (not diagonally) to each other may trade, give or receive cards.

Fighting

Characters adjacent (not diagonally) may **fight**. Roll the character's number of **red Fight dice**.

Punch, Kick, Jab: each causes 1 point of damage.

Stake: when trying to destroy a Vampire with a wooden weapon, count the number of Stakes after resolving damage. An unwounded Vampire is dusted with 2 Stakes, a wounded Vampire with one.

Fangs: when rolled by a Werewolf, each causes one point of damage. When a Vampire attacks with a **Sire a Vampire** card, count the number of Fangs after resolving damage. An unwounded character is sired with 2 Fangs, a wounded Character with one.

Life Tracks

When a character's **Life Token** moves into the lighter-coloured area of their Track, he/she is **Wounded**. When it reaches X the character is dead. All cards are discarded except for Artifact cards, which are moved facedown to an empty board corner chosen by the killed character's player.

Siring

If a vampire successfully **sires** a Good character, flip his/her cardholder to the **Vamp** side, discard all cards except Artifacts and set his/her Life counter to its highest number. He/she becomes an **Evil servant**.

Oz cannot be sired.

The **Spell of Soul Restoration** card can turn Evil Angelus into Good Angel or make a sired character Good again.

The player who restored Angel's soul gains control of Angel, who takes his turn after the Evil player. Change his pawn. He can only carry an Artifact card.

Good vampires can again collect cards, cast spells etc. They cannot be 're-sired'.

The Phase Chart

New Moon spaces: Evil characters may draw 2 Evil cards on an Evil space instead of one.

Full Moon spaces: Werewolf characters (Oz and Veruca) transform into their animal state.

Flip the Oz cardholder over to the Werewolf side, move his Life counter to 15 (Veruca 13) and discard all cards (an Artifact card goes to a board corner of choice). Oz cannot draw, recover or use any cards but his Move roll is *doubled*.

When the Full Moon ends flip his cardholder back and move his Life points to 6 (Veruca 5).

Sunrise space: All vampires outside must *immediately* run to the nearest indoor space. Vampires take damage equal to the number of spaces it takes to get out of the sunlight. They may not move outside again until the talisman passes Sunrise.

Good vampires are still burned by sunlight.

If the Sunrise space is moved past in one turn, these effects still take place.



Character *must* roll the 2 blue movement dice. For each **Moon symbol** rolled, move the Buffy talisman 1 space clockwise on the **Phase Chart**.

Then perform any or all of these actions:

Move

Play card(s)

Draw card ends move

Attempt to recover artifact ends move

Trade card(s) ends move

Fight ends turn

Weapons cards: played immediately before rolling Fight dice. Can play only one/turn.

Research cards: If a spell, roll equal to or greater than the number of **Majik** symbols on the character's yellow Majik dice to cast successfully. Discard after use.

Help cards: Discard after use.



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