

Vampire Survivor Rulesheet

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In this board game adaptation of the classic roguelite bullet-heaven Vampire Survivors, you will take on an ever-growing hoard of enemies. Slay them to get experience and add to your deadly arsenal of weapons and abilities. Try to survive to the end and earn

Components:

- 1 Game Board
- 4 Character Pieces
- 12 Enemy Cards
- 45 Item Cards
- 11 Character Cards
- 1 Round Marker
- 200 Enemy Pieces

Objective:

Your goal is to survive 30 rounds against waves of enemies. Collect gems from your defeated foes to level up and upgrade your abilities to slay the monsters before they overwhelm you.

Setup:

Each player selects their character. Take your character's associated character sheet and starting item from the item deck. Decide which character piece will represent each character and place each character piece on one of the following spaces which lie at the center of the board: F10, F11, G10, G11. If you have more than 4 players, form teams and have each team control and make decisions for one of the four characters.

Choose what stage you will be playing on. This will determine the Round Deck you use, which will effect what enemies spawn and events occur after each round. (For the base game only the mad forest is included, but other stages could be added as expansions) Place the Round Marker at Round 1.

Playing the Game:

This game is played over the course of 30 rounds. Each round, any round events happen, monsters are spawned, every player takes their turn, then enemies move and attack.

At the start of each new round reveal the corresponding round card. Immediately perform any events on the card.

Once any round events have been performed, spawn any enemies designated on the round card in their appropriate locations plus 2 D6 enemies of a random type shown on the round card. To determine where these enemies spawn, for each enemy roll a D8 to determine which direction from the character they will be spawned then roll a D6 and place them that many spaces from the character. If you are playing with multiple people randomly determine which character each enemy will spawn around. If the space an enemy would spawn is occupied by a character or enemy, instead spawn them in the closest space of your choosing.

On your turn you may move up to your movement speed. You may move to any adjacent or diagonal space next to you, and all sides of the board are treated as if they are connected (this means, for example, that someone could go from E20 to E1 by moving right). Walking into a space containing a gem makes you collect the gem, taking it off the board and onto your Character Sheet. You may choose to walk into a space occupied by an enemy, but you immediately suffer the damage of an attack from that enemy and you cannot end your turn in an enemies space. Once you have finished your movement choose which direction your character will face, this may effect some of your attacks. After your turn all of your items activate.

The amount of gems needed to level up for each level is noted on your Character Sheet. If at any point you collect enough gems to level up, draw three item cards and choose one to keep, shuffle the other two back into the deck. If you get more than one of the same item, your item instead upgrades, gaining the benefits denoted on its card.

Once all players have taken their turns, the enemies move and attack. Each enemy, starting with those closest to player 1 or if multiple enemies are an equal distance an enemy of the players' choice, moves up to their movement speed toward the closest character. Enemies can move over spaces containing gems, but cannot move through each other. If an enemy reaches a space adjacent to a character they stop moving and deal their damage amount to that character's health. Once all enemies have moved and attacked the next round begins.

How to Win:

Once you make it to round 30, The Reaper will spawn and immediately kill all characters. You are rewarded with 30 coins per living character before The Reaper spawned and you win.

If all characters are killed before reaching round 30, you lose.

Upgrading:

Once you complete a game, whether that be through reaching round 30 or all characters dying, you earn coins that you can spend to gain additional benefits in future games. Keep track of the coins that you have accumulated and the upgrades that you have bought.

How to Play:

1. Each player selects a special character with unique passive abilities and weapons
2. Once chosen, players receive their character sheets and all character pieces begin in the center of the hexagonal board
3. Players will choose mobs randomly from a selected deck of cards; with some decks separated based on the difficulty of the mobs to spawn randomly around the players.
 - As each round progresses, more difficult mobs will be chosen through the deck of cards and will spawn around the map, increasing in numbers. Various types of enemies will appear at the start of each round
 - “Once each mob (token) is individually killed, flip the token over to reveal one or more gem materials.”
4. Each player rolls a 2d6 to determine who moves first for the round and the number of spaces they can move.
 - Once every player has taken their turn to move, their character will passively attack either from a distance or nearby; depending on the character they are playing or items they get from events that occur
 - Once every player has moved and attacked, the enemies may move according to the movement of die roll (1d6), and according to their card.

Goal: Players must work together to survive as long as possible, aiming to reach round 30 or beyond, while fending off increasingly difficult waves of enemies in each round of the game.

STAGES:

Round 1 - 7:

Roll a 2d6, draw and place that many danger level 1 enemies.

At the start of round 8 draw a level 1 miniboss to place.

Round 8 - 15:

Roll a 2d6, draw and place that many danger level 1 enemies, roll a 1d6 and draw and place that many level 2 enemies.

At the start of round 16 draw a level 1 or 2 miniboss to place.

Round 16 - 20:

Roll a 2d6, draw and place that many danger level 2 enemies. Roll a 1d6, draw and place that many level 1 enemies.

At the start of round 21 place a level 3 miniboss.

Round 21 - 25:

Roll 1d6, draw and place that many level 3 enemies, roll a 1d6, draw and place that many level 2 enemies. Roll 4d6, place that many level 1 enemies.

At the start of round 26 place a level 3 miniboss

Round 26 - 29:

Roll 2d6, draw and place that many level 3 enemies, roll a 2d6, draw and place that many level 2 enemies

At the start of round 26 place a level 3 miniboss

Round 30+:

Spawn the Reaper.

Mob Category:

- Pipistrello 1, 2 and 3
- Bloodbath

- Skeleton
- Scarleton
- Ghost
- Flower wall
- Werewolf
- Giant bat
- Twin snakes
- Skullzone
- Demon preist
- Jellyfish
- Mummy
- Mantis

Mini-bosses

- Glow bat
- Glowing Skeleton
- Minatotaur Boss
- Big Golem

Bosses:

- The Reaper

Materials & Components:

- Character Pieces
- Character Card Descriptions

- Hexagonal platform, slightly larger to accommodate multiple players and mob spawns
- Dice: Used to determine actions such as movement, spawning mobs, and attacks
- 30+ Rounds
- Items, Armor, Weapons, Abilities
- Mob Designs & pieces: Tokens or miniatures representing various types of enemies
- Mob Cards

VampireS Items

VampireS Characters

VampireS enemies

VampireS cards

>character and item rules

-Damage is determined by what weapon you use + what your might is

-Every character has 10HP+whatever they add from items or themselves

-Every character has 0 armor+whatever they add from items or themselves

-every character has 5 speed+ whatever they add from items or themselves

-you can attack with each weapon separately(ex: you can attack with bone twice, then attack with whip once, then use your characters extra attacks to attack with bone again)

-useable items are used then put back into the shuffle pile

-If you draw the same item more than once it levels up, giving the weapon an upgrade,

-once the weapon hits level 3 it upgrades your character instead

-When an enemy dies it drops an experience gem

HP:How much damage they can take before death

Might:How much extra damage they deal to everything in range

Armor:negated damage from enemy attacks

Speed: How many spaces they can move

Range: how far you can hit

Damage: how much you hit an enemy for

Ex: Antonio Belpaese

HP: +20(30)

Might: +3

Speed: 5

Armor: 0

Weapon: Whip, 6 damage, 2 range.

>Rounds

- at the beginning of each round, roll 2d6 to determine how many monsters spawn, draw an enemy card from the pile and place them according to the card
- every player rolls a dice to determine who moves first this round
- the round ends when every enemy is defeated or every player dies, in which case you lose

>Turns

- every player moves, then attacks. If you have any leftover movement you may move the remainder.
- once every player has moved and attacked the enemies may move according to their card

Card symbols

>P=move to closest player

X=stop's when its within player range