シ祖狩リ

players : 4-5   age : 8   minutes : 10

CONTENTS

5 Role Cards (1 Vampire, 4 Hunter)
9 White Item Cards (3 Crucifix, 3 Holy Water, 3 Dagger)
9 Black Item Cards (3 Stake, 3 Bible, 3 Garlic)
10 Bloodsucking Cards (5 White, 5 Black)
2 Blank Cards (1 White, 1 Black)
15 Summary (in Japanese)

face-up	face-down

Role Cards

Vampire Hunter

face-up   face-down

White Cards

Crucifix Holy Water Dagger Bloodsucking Blank

face-up   face-down

Black Cards

Stake Bible Garlic Bloodsucking Blank

1.OVERVIEW

- In this game named "Shisogari (Vampire and Hunters)", all players are divided into【Vampire】team and 【Hunter】team.
- In playing the game, 《Hunter》player may change to 《Vampire Kin》player, and transfer from 【Hunter】team to【Vampire】team.
- In this rulebook,【】means team、《》 means role.

2.SET UP

In 4 players game, return one Hunter Role Card, one White Bloodsucking Card and Black Bloodsucking Card to box. In 5 players game, use all Cards.

Shuffle a deck of White Item Cards and Black Item Cards separately (not including Bloodsucking Cards and Blank Cards).

Deal one White Bloodsucking Card and one Black Bloodsucking Card to each player. Deal one White Item Card and one Black Item Card face-down to each player.

Deal one Role Card face-down to each player. Each player confirms content of the card. Player holding Hunter Card is 《Hunter》and belongs to【Hunter】. Player holding Vampire Card is 《Vampire》and belongs to【Vampire】.《Vampire》 returns to two Item Cards face-down to box. 《Hunter》returns to two Bloodsucking Cards face-down to box.

In 4 players game, deal one White Item Card and one Black Item Card face-down to each player. Mix the remaining Item Cards and Blank Cards together, regardless of color. Shuffle and place them face-down on the table. Decide the starting player. From the starting player, each player takes one card on the table in a clockwise order.

In 5 players game, Mix the remaining Item Cards and Blank Card by color. Shuffle and deal one card to each player. Decide the starting player.

3.OBJECTIVE OF THE GAME

Objective of 【Vampire】 is to lose any player's hand.
Objective of 【Hunter】 is to guess and hit who is 《Vampire》.

4.PLAYING THE GAME

From the starting player, each player takes turn in a clockwise order. 《Vampire》 and 《Vampire Kin》 selects one of the following two actions A to B. 《Hunter》 selects one of the following three actions A to C.

After the action, next player takes turn. During the game, players must not communicate.

A. Taking a card

Choose one player from other players. Turn player having white card only may not choose player having black card only. Turn player having black card only may not choose player having white card only.

Choose one Item (Crucifix, Holy Water, Dagger, Stake, Bible, and Garlic). Turn player having white card only may not choose Black Item. Turn player having black card only may not choose White Item.

Pick a card from the chosen player's hand and confirm the content of the card. The content must not be known to each other players.

If the picked card is chosen Item Card and the same card exist in player's hand, place them in pairs face-up surely.

If the picked card is not chosen Item Card and the same card exist in player's hand, place them in pairs face-down surely.

If the picked card is not the same as any cards in player's hand, add it to player's hand. 《Vampire》 may place Bloodsucking / Blank Card and Item Card of the same color in pairs face-down instead. One of the pair must be picked card.

If the picked card is Bloodsucking Card, choose same color card from player's hand and place them in pairs face-down surely. Role is changed from 《Hunter》 to 《Vampire Kin》, and team belonged is changed from 【Hunter】 to 【Vampire】. If Bloodsucking Card is picked again, role and team belonged is maintained to be 《Vampire Kin》 and 【Vampire】.

If the picked card is Blank Card, add it to player's hand.

If any player's hand is lost as a result of action, the game is ended immediately, and all players belonging to 【Vampire】 win.

B. Giving a Card

Choose one player from other players according to the rules described in [A. Taking a Card].

Choose one Item according to the rules described in [A. Taking a Card].

Let the chosen player to pick a card from turn player's hand and to confirm the content of the card. The content must not be known to each other players.

Chosen player place a pair of card or add the picked card to his/her hand according to the rules described in [A. Taking a Card].

If any player's hand is lost as a result of action, the game is ended immediately, and all players belonging to 【Vampire】 win.

If turn player have only one card in his/her hand, turn player cannot select this action.

C. Determining Vampire

Turning own Role Card face-up, proclaim that own role is 《Hunter》 and which player is 《Vampire》.

The game is ended immediately, and decide whatever won or lose the game with following procedure.

At First, all player turn all cards face-up.

Secondly, count the number of pairs consisting same Item Cards, and the number of 《Hunter》 (not counting 《Vampire Kin》).

Finally, add the two numbers counted.

If the count is equal to or more than the number below and proclaimed player is 《Vampire》, all players belonging to 【Hunter】 win. Otherwise, all players belonging to 【Vampire】 win.

If the count is lower than the number below, all players belonging to 【Vampire】 win.

Number of all players	4	5
〔number of pairs consisting same Item Cards〕＋〔number of 《Hunter》〕	5	6

■An example of 4 players game

Turn Player

Choose you
Choose Garlic
(Action B)

Role is changed to 《Vampire Kin》

You

You pick a Bloodsucking

Place pair face-down

Choose opposite player
Choose Daggar (Action A)

Opposite player

You pick a Holy Water

Place pair face-down

You are turn player

Role is 《Vampire》

《Vampire》 may place Blank Card