

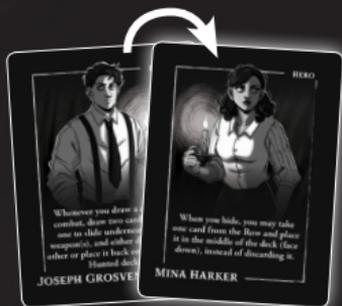


**HUNTED**

TRANSYLVANIA

DESIGNED BY KYLE BRUNER

# COMPONENTS



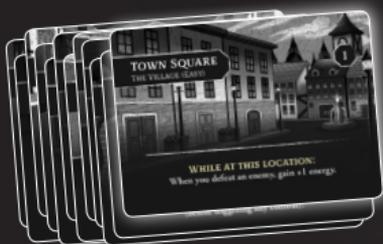
1 HERO CARD



1 STARTING WEAPON CARD



1 ENERGY TRACKER & CUBE



12 LOCATION CARDS  
(I / II / III PER LOCATION)



22 FINALE CARDS (NAMED PER BOSS)



46 OTHER CARDS:

- 10 Enemies
- 9 Keys
- 9 Weapons
- 9 Survivors
- 9 Items

\*Different card types must be shuffled together during setup, so most have the same back image.



# INTRODUCTION

*Strange things are happening outside a small town in Transylvania. Mysterious disappearances. Odd behavior from the locals. People speak of monsters. You've come to investigate, find the source, rescue any survivors, and end the terror once and for all.*

## WINNING & LOSING

In *Hunted: Transylvania*, you will explore your way through various locations, searching for survivors, scavenging what you can, and avoiding (or fighting) enemies along the way. **Survive to the Finale and defeat the Boss to win. If your Energy is ever reduced to zero, you have lost.**

## SETUP

1. First, separate all cards by type according to what's shown on the previous page. Each card type is set up in a different way.
2. **Your Hero:** Place the Hero card in a play area in front of you, with the Hero of your choice face up. Place the Starting Weapon next to them, with the "Pocket Knife" side face up. The Energy Tracker should also be placed next to your Hero, with the Tracker Cube starting at 10 Energy:



3. **The Hunted Deck:** Shuffle all other cards besides the Location and Finale cards together, and place them in a face down stack to the left side of your play area. This forms the **Hunted deck**. You will need some space to the right of this for a row of in-play cards, called the **Row**.

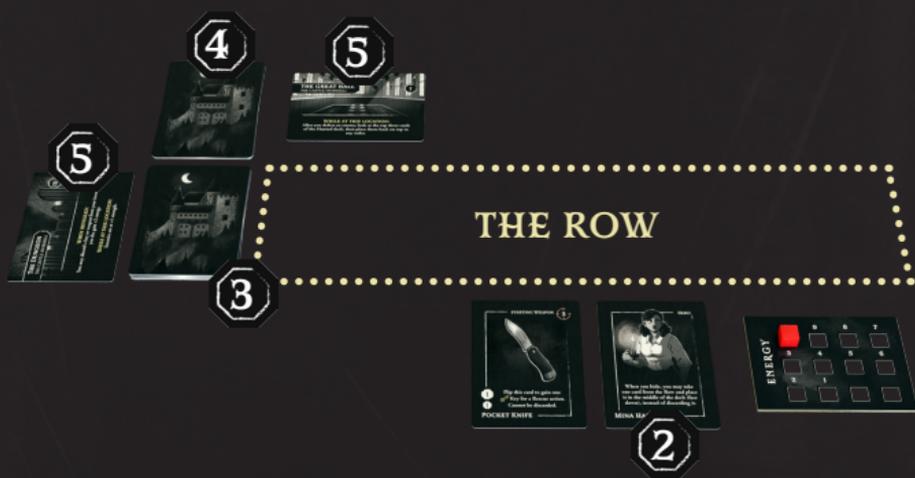
**4. Finale Cards:** Select your Finale by grabbing all the Finale cards for either **DRACULA**, **DORIAN GRAY**, or **JEKYLL AND HYDE** (choose one). All unused Finale cards can be returned to the box. Set up your Finale according to its specific instructions on pages 17-19.

*For your first time playing, we recommend starting with the Dracula Finale. For Dracula, simply shuffle the six Dracula Finale cards together and place them face down in the space above the Hunted deck.*

**5. Setting The Stage (Difficulty Setting):** Choose a Stage (e.g. “The Castle (Normal)”) and find all 3 Location cards for that Stage (Ⓛ/Ⓜ/Ⓝ). All unused Location cards can be returned to the box. Place the Ⓛ Location card at the top of the play area. Slide the Ⓜ Location card roughly in the middle of the Hunted Deck, making sure not to reveal any cards from the deck. Finally, place the Ⓝ location card face up in a discard pile next to the Hunted Deck.

*If you're a Hunted veteran, consider starting with The Mansion (Hard). Otherwise, we recommend starting with The Castle (normal).*

The play area should now look something like this:



# GAMEPLAY

In *Hunted: Transylvania*, you will take actions to move through the Hunted deck, rescuing survivors and salvaging weapons and items while avoiding (or fighting) the enemies that lie within.

You always start the game with 10 Energy and may never go above 10 Energy. Keep track of your Energy by moving the cube for it along the Energy Track.



# CARD TYPES

You will encounter the following types of cards as you make your way through the Hunted deck:

- **Enemies** – Avoid them if you can, fight them if you must.
- **Weapons** – Collect weapons to even the odds against those pesky enemies.
- **Items** – There's all kinds of useful stuff just lying around. You never know what you might find.
- **Survivors** – Rescue as many as you can. Survivors have special abilities and will also help you in the Finale.
- **Keys** – Pick up keys and use them to rescue survivors.
- **Locations** – Each new Location will have its own special benefits or challenges.

Each type of card is described in greater detail on pages 11-13, but the things you will find on most cards are:



# ACTIONS

As you make your way towards the Finale, you will be taking actions one by one, each time choosing 1 of the 4 available:

- 1. Explore** – Make your way through the Hunted deck, and one step closer to the Finale.
- 2. Collect** – Collect items, keys, and weapons you find on your journey.
- 3. Rescue** – Rescue trapped survivors with keys you've picked up along the way.
- 4. Hide** – Avoid enemies or other dangerous situations at the cost of precious Energy.

As soon as an action is complete (and any Combat or other situation is resolved), you may then take a new action. Continue taking actions until you have made it through the Hunted deck **twice** and you reach the Finale... or die trying.

Each action is summarized on the Reference Card, and we'll go through each in detail now.

## EXPLORE

To Explore, draw a card from the Hunted deck and place it face up to the right of it. The area next to the Hunted Deck is called the **Row**.



If, after you Explore, there are 2 Enemies in the Row, or if there is at least 1 Enemy and 2 or more noise icons (🔔), a combat is immediately triggered (see page 9). Otherwise, you may move onto your next action.

**EMPTY DECK?** *The first time the Hunted deck is depleted, shuffle the discard pile, then place it face down on top of the Finale cards to re-form the Hunted deck. You must then reach the Finale at the end of the Hunted deck and defeat the Boss and their Minions to win!*

## COLLECT

To Collect, **discard one or more cards from the Row featuring resources** (( icons in the top left), then immediately spend those resources to **pay the cost** (( icons in the bottom right) **of one other card** from the Row to Collect it. Place the collected card your inventory to the left of your Hero.

You may only Collect one card per action, but you may discard multiple cards at once to combine their resource icons. Any unspent resources are lost.



*Example: You currently have the Handheld Flare, the Mystic, and the Sacred Relic all in your Row. You could then discard the Flare and the Mystic to Collect the Sacred Relic, but the  2 on the Mystic would be lost.*

## RESCUE

To Rescue, **discard one or more KEY type cards from your inventory to Rescue one Survivor** located in the Row and place them in your party, to the right of your Hero. Some Survivors require 1  to rescue, while others require 2 .

Survivors have special abilities that can be used once per game. Importantly, Survivors will also rally to your aid in the Finale, even if already used for their ability. The more you Rescue, the better your chance of making it out alive!

Note: s are considered to be a Survivor card's cost, but they are not considered a resource and are not found in any card's resource area. Only Key cards have  icons on them that can be used to Rescue Survivors (see Keys on page 14).



*This card is worth 2 , which can be spent to Rescue a Survivor requiring either 1 or 2 , but any  spent in excess are lost.*

## HIDE

To Hide, **reduce your Energy by one, then discard all cards in the Row.** This cannot be used to interrupt a combat once it has been triggered - if there are 2 enemies in the Row, or 1 Enemy and 2 , you cannot Hide.

Using the Hide action can still help you avoid singular enemies. Don't be afraid to Hide! Hiding strategically often means the difference between life and...well, something worse.

## OKAY, NOW GO PLAY!

At this point, feel free to start the game! Explore, Collect, Rescue, and Hide as you make your way through the Hunted Deck. As you encounter questions or need any additional information, come back to the rulebook and pick things up from here. For example:

- When you trigger your first combat, read the rules for Combat on the next page.
- As you encounter each type of card, feel free to take a quick look at the details on pages 11-14.
- If you make it to the Finale (congrats!), read the Finale instructions on page 15.

# COMBAT

A combat is triggered if there are ever 2 Enemy cards in the Row, or if there is 1 Enemy card in the Row and 2 or more  icons.

**When a combat is triggered, discard all cards from the Row except for the strongest (highest  value) Enemy. You must now fight that Enemy.**

Combat takes place as follows:

1. Select a **Weapon** from your inventory to use in combat, and shift it up to show it's being used. If desired, you may also add **Throwing** Weapons from your inventory by tucking them underneath your primary Weapon, making sure the attack values () of all used weapons are visible.

*Example: You choose the Silver Dagger  as your primary Weapon, and tuck a Loose Stone  underneath it.*



ATTACK VALUES



2. Attack the Enemy for the total attack value of your chosen weapon(s), and reduce your Energy by the **First Energy Cost** (top  icon) of your primary Weapon.



*In this example, you would attack for a value of 6, and then lose 1 Energy from the Silver Dagger.*

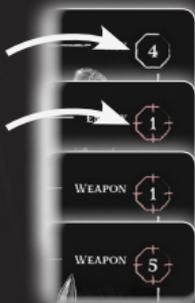
3. If your attack value meets or exceeds the enemy's Strength (top-right  value), you have defeated the enemy on the first strike! Proceed to Step 6.

4. Otherwise, the combat continues. You then draw a card from the Hunted deck and tuck it underneath your weapon(s) so that the card's top-right value (⬡/⬢) is visible. Add the value of the drawn card to your Weapons' attack value, and attack again using the new total value. Then reduce your Energy by the **Subsequent Energy Cost** (bottom ● icon) of your primary Weapon.



*Say you don't defeat the enemy right off the bat. You then draw a card, and it has a value of ⬡1. You add its value to your existing attack, which results in a total attack value of 13! You then lose ●2 Energy for this second attack.*

5. Repeat step 4 and keep drawing cards to increase your Weapon's attack, attacking once per card draw, until the value of your attack meets or exceeds the enemy's printed strength. Continue applying the highest Subsequent Energy Cost each time.



*Let's say you only drew a card with a value of ⬡1 on your first draw, and that wasn't enough to defeat the Enemy. You then draw again and get a ⬡4, bringing you to a total attack value of 11. That should do it! Once again, you lose ●2 Energy for this attack.*

6. Once you have defeated the enemy, discard the Enemy, any cards drawn to add to your attack, and any "Usable Once Only" Weapons that were used. Return any remaining Weapons to your inventory.

## SOME NOTES ON COMBAT

- You may not attack an enemy in the Row voluntarily; combat only occurs when triggered.
- When using multiple weapons, sum their attack values and use the primary Weapon's Energy Cost for that attack.

*Example – You use the Silver Dagger (5, 1/2) and the Kerosene Lantern (3, 0/1). Treat this as if you had a single weapon with an attack of 8, and a cost of 1/2.*

- If you draw a Location card during Step 4, place it on top of your current location, then immediately draw a replacement card to use for your next attack. Finish combat before following the “When revealed” instructions on the Location card.
- Note that enemies do not “lose health”. Instead, you must meet or exceed the enemy's printed strength with your attack. Once you do, you have defeated the enemy.

## CARD DETAILS

You will encounter the following types of cards as you make your way through the Hunted deck.

### ENEMIES

*This place is crawling with monsters... As you Explore, you will come across all sorts of Enemies.*

- Enemies have no resource icons and cannot be discarded using the Collect action.
- The card value (top right (6)) of an Enemy is its **Strength**.
- If there are ever 2 Enemy cards in the Row, or if there is 1 Enemy card in the Row and 2 or more (2), a combat is triggered. *See page 9 for details on Combat.*



## WEAPONS

*Weapons come in all shapes and sizes...*



- Weapons are collected from the Row using the Collect action. When you collect a Weapon, add it to your inventory.
- The top right  value of a Weapon is its **Attack Value**. The  numbers in the bottom left represent the Energy used when making a First (top) and Subsequent (bottom) attack with the Weapon.

- Some weapons have the Throwing keyword. You may use any number of Throwing Weapons in a single combat, in addition to a primary Weapon. You may also use a single Throwing Weapon alone.
- When using multiple Weapons, calculate the attack value by **summing** the attack values of all used Weapons. Always use the Energy Cost of your **primary** Weapon.
- Some weapons are **Usable Once Only**. In this case, discard the weapon at the end of combat, after the enemy is defeated. If a weapon does not say Usable Once Only, return it to your inventory at the end of combat.

## ITEMS

*It's amazing what people just leave lying around...*

- Items are collected from the Row using the Collect action and provide various benefits depending on the printed text on the Item card. When you collect an Item, place it in your inventory unless the card text indicates otherwise.
- The card value (top right ) of an Item has no effect except when drawn during combat.

- You may use an Item for its effect at any time **except during combat**. Most Items are discarded when used.
- Some Items say to “attach” them to a Weapon. In this case, when you Collect the Item, tuck it under a Weapon in your inventory so that only the bottom portion of the Item card is visible. These Items permanently modify the Weapon’s properties. If you ever discard the Weapon, also discard the attached Item.



## SURVIVORS

*Many have wandered in; few make it out...*

- You will encounter many Survivors during your journey. Survivors are rescued from the Row using the Rescue action. When you Rescue a Survivor, add them to your party.
- The card value (top right ) of a Survivor has no effect except when drawn during combat.



- Each Survivor has an ability that can be used once per game. You may use a Survivor’s ability at any time **except during combat**.
- Once you’ve used a Survivor’s ability, **Exhaust** it by rotating the card horizontally. **Once rescued, Survivors are never discarded.**
- If you are instructed to “re-ready” an exhausted Survivor, rotate the Survivor vertical. They can now be used again.

- Any Survivors you rescue will rally to your aid in the Finale, even if they've been exhausted. The more Survivors you rescue, the easier time you'll have in the Finale.

## KEYS

*There's a Survivor back there, but you'll need to find a way to unlock that door...*



- Keys are collected from the Row using the Collect action. When you collect a Key, add it to your inventory.

- The card value (top right ) of a Key has no effect except when drawn during combat.

- There are two types of Key cards: Lone Keys, which are worth 1 , and Key Rings, which are worth 2 .

- Discard Keys from your inventory to Rescue Survivors using the Rescue action. Some Survivors require 2  to rescue; in these cases, you may discard 2 Lone Keys or 1 Key Ring. You may also discard a Key Ring to rescue a Survivor that requires only 1  to rescue, however the extra  is lost.

- Note that you may Rescue only one survivor per Rescue action.

## LOCKED-IN CARDS

Some cards feature the  icon, which means they can never be discarded, and are instead returned to their original location. *For example, Minions and Bosses can't be discarded, so if they get added to your Weapon during a combat, they get shuffled back into the Hunted Deck after.*

## LOCATIONS

- Location cards are used to modify the experience and adjust game difficulty. Each Location card (eg. **The Great Hall**) belongs to a specific Stage (e.g. **The Castle (Normal)**) chosen during setup.



- Whenever you draw a Location, immediately place it face up directly on top of your previous Location. Do not discard the previous Location.
- If you draw a Location during an Explore action, resolve the “When revealed” effect on it immediately. If you draw a Location for any other reason (e.g. during combat), finish what you’re doing first (e.g. draw a replacement card and finish combat), then resolve the “When revealed” effect.
- Each Location has a “While at this location” effect – this effect applies as long as the location card is visible, and generally modifies the usual rules in some way.

## THE FINALE

You have entered the Finale when you have made it through the Hunted deck twice and have placed the first Finale card (eg. the first “**(DRACULA)**” card) in the Row.

At this point, flip all the Location cards face down; the Location card effects no longer apply. You also cannot Hide once in the Finale.

**Continue playing normally and taking actions (Explore, Collect, or Rescue) until you have drawn the Boss and all of their Minions. At this point, the Finale Battle is triggered.**

## THE FINALE BATTLE

*You've survived this long. Let's see if you can still get through one final stand against the Boss and end their reign of terror!*

### To complete the Finale Battle:

1. Discard all cards (including any Enemies) except the Boss and Minion(s).



2. Re-ready all survivors in your party (rotate them vertical) and place them between you and the Boss/Minions.



3. Re-shuffle the discard pile (including any discarded Finale cards) and place it underneath any remaining cards in the Hunted deck.

4. Fight the Minion(s) one at a time in the order of your choosing, followed by the Boss. Follow normal combat rules with one important exception – **when you must lose Energy for an attack, you may exhaust your Survivors instead (1 Survivor per Energy) to prevent the loss.** Once all Survivors are exhausted, you must lose energy for attacks as normal.

5. Defeat the Boss and you've won!

## A FEW FINALE NOTES

- The Boss and Minions are not Enemies and do not trigger combat in the normal manner - they are only fought once all are placed in the Row.
- Survivors can no longer be used for their abilities once the Finale Battle has begun (unless otherwise indicated on the Survivor card).
- The Boss and each Minion count as an individual combat. As you defeat each minion, simply flip it over.
- Any attack that defeats the Boss results in victory, even if that attack would reduce your Energy to zero.

## FINALE SETUPS & DETAILS

Each Finale represents a unique challenge. During Setup, select your Finale by picking the Finale cards with the same back.

### DRACULA

*Dracula and his Brides await you in this Finale, waiting patiently for a taste of your blood...*

To set up the Dracula Finale, shuffle the six Finale cards together, then place them face down in the space above the Hunted deck.



This Finale has **2 Minion cards**: The Brides and The Victim.

The Boss is Dracula. Dracula absorbs the first card you draw from the Hunted deck in combat with him. This means your first two attacks against him will have the same attack value - that of your chosen Weapon(s).

## JEKYLL AND HYDE

*The well-respected Dr. Jekyll waits alone in this Finale. Surely, he's not dangerous...*



To set up the Dr. Jekyll & Mr. Hyde Finale, place the double-sided Boss card above the Hunted Deck, with Dr. Jekyll facing up. Then shuffle his other three Finale cards and place them face down on top of Dr. Jekyll.

This Finale has only **1 Minion card**: Dr. Jekyll. The Boss (Mr. Hyde) is on the back of it.

As soon as you draw the third Finale card from the Hunted deck, revealing Dr. Jekyll, immediately discard all cards in the Row except Dr. Jekyll and proceed to the Finale Battle.

To win, you must first defeat Dr. Jekyll, then flip his card and defeat Mr. Hyde. If you cannot defeat Mr. Hyde quickly enough, he transforms back into Dr. Jekyll.

Each time you flip the card, a unique combat begins. This means, for example, if you defeat Dr. Jekyll using a Usable Once Only weapon, you must discard that weapon before fighting Mr. Hyde.

## DORIAN GRAY

*The flawless Dorian Gray walks among you in this Finale, while his Picture waits, growing more hideous moment by moment...*



To set up the Dorian Gray Finale:

1. Find the “**MINION 1/2 (DORIAN GREY)**” card and shuffle it into the Hunted deck during setup.
2. Place the “**BOSS**” **PICTURE OF DORIAN GRAY** card face up next to the  Location card, and place the other

PICTURE OF DORIAN GRAY card on top of the Boss so that only the number **5** is visible on the right hand side:



3. Shuffle the three other Dorian Gray Finale cards (1 Minion, 1 Survivor, 1 Weapon) together and place them in the space above the Hunted deck, face down.

The Minion version of Dorian Gray will appear during the course of regular play, and **counts as an Enemy for purposes of triggering combat**. The effect on this card is resolved each time it is discarded, which will make the Picture of Dorian Grey Boss stronger and stronger:



This Finale has **2 Minion cards**: Dorian Gray and Lord Henry. **Remember that Dorian Gray counts as both an Enemy and a Minion.**

The Boss is the Picture of Dorian Gray. Its strength in the Finale battle is the highest number displayed on the card once you have drawn both Minions and triggered the Finale Battle.

# MONSTER MASH MODE

After you've experienced all three Finales, take things up a notch with a Monster Mash! For this mode, instead of selecting a single Finale, you will shuffle the Finale items, weapons, survivors, and minions into the Hunted deck during setup, facing off against all three bosses at the end.

## SETUP CHANGES

During setup, shuffle all Finale cards except the Boss cards (**DRACULA**, **JEKYLL/HYDE**, and the 2 **PICTURE OF DORIAN GRAY** cards) into the Hunted deck.

Set up the **PICTURE OF DORIAN GRAY** cards as normal, then place **DRACULA** and **JEKYLL/HYDE** in the Finale Cards space. Dr. Jekyll should be face up, as usual, and Dracula should be face down on top of him.

## GAMEPLAY CHANGES

All Minion cards are considered to be Enemies **instead of** Minions. They will trigger combat as normal, but will not trigger the Finale Battle.

When you re-shuffle the Hunted deck, place Dracula and Jekyll/Hyde at the bottom of the deck.

## FINALE CHANGES

The Finale battle is triggered as soon as you draw Dracula from the Hunted deck. You will of course know exactly when this is about to happen, so make sure you're ready!

The Finale battle will consist of Dracula, Jekel/Hyde, and the Picture of Dorian Gray. You may fight them in any order. Defeat all three to win!