THIRST

THIRST IS A BLOODTHIRSTY 2–4 PLAYER COMPETITIVE VAMPIRE VS. VAMPIRE CITY DOMINION GAME

AGES 8+ | *2–4 PLAYERS* | *30–60 MINUTES*

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WHO AM I IN THIS GAME?

In *Thirst* players become unholy powerful, inhumanly monstrous, vampires. As a timeless vampire you can command undead and wield evil dark magic, but you awaken in a modern age of human invention and society.

Evil ichor courses through your veins keeping you undead, and since you only know peace when you kill, you MUST FEED, you must drink blood, and there isn't enough in this city to go around!



In *Thirst* there are three things that are important to you as a vampire: *Blood, Ichor,* and *Influence*. You must drink *Blood* so you won't frenzy, your *Ichor* allows you to perform your dark actions, and *Influence* is a gauge of your control and sway over the city.

Blood **Ichor** **Influence**

HOW DO I PLAY THIS FUN GAME?

In *Thirst* you fight other vampires for dominion, hunting grounds, and influence over city neighborhoods. Drive your opponents into deadly frenzy, *Prey* on humans, use *Dark Powers*, and claim everything as your domain! You can enthrall humans, make ghouls, and even more vampires... but beware, reckless choices and discovered bodies create harsh *Consequences* for vampires. Which vampire will control the city by controlling their... *Thirst*!



GAME ELEMENTS

- 1 Active player sun/moon
- 4 Action index cards
- 4 Player coffins
- 44 Player tokens
  - 4 Character tokens (1 per player)
  - 24 Ghoul tokens (6 per player)
  - 16 Vampire tokens (4 per player)
- 12 Consequence cards
- 30 Neighborhood tiles
- 4 Influence dice (1 per player)
- 120 Ichor cubes (30 per player)
- 50 Blood cubes
- 30 Tainted Blood cubes
- 50 Dark Power cards
- 51 Prey cards
- 1 Rulebook
- 1 Box

51 Prey cards



30 Neighborhood tiles



1 Active player sun/moon



4 Player coffins



50 Dark Power cards

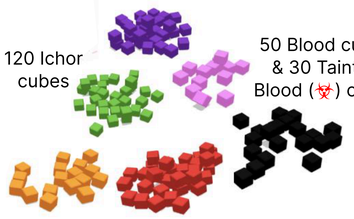


44 Player tokens



120 Ichor cubes

50 Blood cubes & 30 Tainted Blood (☣) cubes



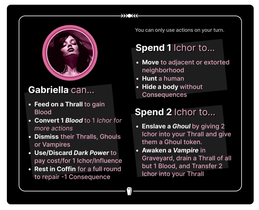
12 Consequence cards



4 Influence dice (1 per player)



4 Action index cards



HOW DO I WIN?

Rise each night, prey on the living and terrorize neighborhoods to get Influence, then return to your coffin to hide from the deadly rays of morning. **The end of the game is triggered once a player accrues 10 Influence.** Complete the current Day/Night cycle (all players should have an equal number of turns), and the player with the most Influence wins! If there is a tie, the tied player with the most Minions (Ghouls and/or Vampires) is the winner. If there is a still a tie, the tied player with the most Thralls is the winner. If there is still a tie, the tied vampires have set a precedent by agreeing to rule over the city together as partners!

WHAT IS FRENZY?

If you rise from your slumber without any blood on your Player coffin, you frenzy. When you frenzy you must choose to either:

- Drain all of your Thralls and keep your turn
  OR
- Lose your turn and regenerate 1 Blood

CAN I BE ELIMINATED?

You can be eliminated from Thirst if another vampire's Ghoul or a Vampire Hunter stakes you in your coffin during the day while you are out of Blood.

HOW DO I SET UP THE GAME?

1. **Shuffle the Dark Power, Consequence, and Neighborhood cards into their own decks,** then place the shuffled decks facedown where everyone can reach them. For a 2-player game, remove the Prey and Neighborhood cards worth 2 Influence.
2. Place the Red Blood and Tainted Blood cubes where everyone can reach.
3. Players **choose a player *Coffin* card and take their corresponding tokens, dice, and cubes** of color.
4. Players **start with 3 Blood and 3 Ichor cubes** on their player Coffin card.
5. Each player **draws 3 *Dark Powers*, chooses 1** to keep in their hand, and reshuffles the rest back into the deck.
6. Place the Graveyard Neighborhood tile faceup in the center of the table, then shuffle the remaining Neighborhood tiles and place them in a stack facedown where everyone can reach them.
7. **Place all player tokens faceup on the Graveyard tile**, and flip the Active player sun/moon so the moon is faceup.
8. The last person to play a vampire video game, watch a vampire movie, a vampire TV show, read a vampiric book, etc. goes first, and takes the Active player sun/moon.



ROUNDS AND TURNS

A round of *Thirst* consists of two (2) phases, NIGHT and DAY. During each phase, each player takes turns in clockwise order taking single Ichor ations.

NIGHT

1. **Rise from your slumber** and flip your vampire token(s) faceup.
2. **Stave off thirst** by spending 1 Blood to replenish you and your minions' Ichor.
3. **Prowl the night** by using unlimited free actions, and a single Ichor action. *Refer to Actions and Ichor for details on your available actions and their costs.*
4. **Command your Created Vampires** by repeating step 3 for each. Use as many free actions as you like, but only 1 action that utilizes an Ichor cost.
5. **Pass to next player OR** end your turn by flipping your token(s).
6. **Repeat steps 3–5 until** all players have flipped their tokens, signifying that all of their vampires turns are over.
7. **Draw 1 *Consequence* IF** a Prey got away or a Neighborhood was preyed upon twice., and place it faceup so all players can see it. If there is already an existing *Consequence* from a previous turn/phase, place the new *Consequence* to the right of those existing *Consequences*. Only draw 1 *Consequence*, regardless of how many hunts were abandoned or how many Neighborhoods were preyed upon more than once.

DAY

1. **Call from the Coffin** to flip your Ghoul tokens.
2. **Ghouls obey your commands** by using a single Ichor action.
3. **Pass to next player OR** end your turn by flipping your token(s).

4. **Repeat steps 2–3 until** all players have flipped their tokens.
5. **If any Bodies are left in daylight** draw 1 *Consequence* as the city reacts, and place body at bottom of deck. If there is no such incident, remove the oldest consequence (place on bottom of deck).
6. **Extort your n*eighborhood*** that aren't desecrated, and collect Resources.
7. **Flip and pass the active player token to the next player** who is the new first player. *Please note: In a two player gme there is no progressive turn order.*

HOW TO HUNT

Blood is the life, and **hunting** is how vampires consume *Blood* ( ), unlock *Dark Power* ( ), and acquire Influence ( ).

HOW TO HUNT

1. **Place 1 Ichor ( ) on the Hunt Counter** in the top available square, or replace an existing Ichor if the Hunt Counter is full. The player who places the first Ichor in the last square draws a Dark Power ( ) card. A neighborhood's Dark Power can be drawn only once per game.
2. **Draw # of Prey cards listed on the Neighborhood, minus the number of Ichor cubes on the Hunt Counter, and keep them facedown.** The # of Prey cards drawn is decreased by the number of Ichor on the Hunt Counter before placing your own Ichor. The # of Prey drawn will never be less than 1, regardless of the number of Ichor on the Hunt Counter.
   - *Example*: If the Neighborhood has a Prey value of 4 and there are 2 Ichor cubes on the Hunt Counter when you start your hunt, place your Ichor on the Hunt Counter and draw 2 Prey cards.

1. **Choose which Prey to pursue based on their heartbeat** from the facedown draw, or abandon the hunt. Place the remainder on the bottom of the deck.
2. **Turn your chosen Prey faceup** in the most dramatic way possible. It could be a Prey, but you might be surprised as some humans fight back!
3. **Add Blood ( ) to the Prey.** Prey have a starting number of Blood indicated by the number of hearts on the back of the card. Use Blood from the common pool.
4. **Gain Influence.** If the Prey has an Influence value, increase your Influence dice by that Influence value. Move the Prey to the left side of your Player coffin.
5. **Your Prey is now a *Thrall*.** They are alive, untainted, loyal. Please Note: Hunting twice in the same Neighborhood in a single Night, regardless of who hunted in the Neighborhood first, results in a Consequence card being drawn at the end of the Night phase. *Please note: You can only have a max of 5 Thralls.*

THRALL DEATH

When a Thrall loses their last Blood so that a skull is visible, they are dead. Forfeit their Influence, and leave their body in the street.

If the skull is flaming ( ), then your Thrall's death lets you draw a Dark Power.

You can transform Thralls into Ghouls and Vampires. Refer to **Actions & Ichor** for instructions. Doing so forfeits their Influence to the pile, as well as the potential they bestow a Dark Power upon their death.

TAINTED BLOOD

Tainted Blood ( ) – the black 8mm cubes – replaces Ichor or Blood, acting as an unusable blocker until you resolve the causing Consequences.



NEIGHBORHOODS

Neighborhood tiles represent a unique place in the city that's pulsing with life. Players arrange these tiles turn-by-turn as a grid to make up the dynamic playing board.

PROPERTIES OF A *NEIGHBORHOOD*

- **Population** ( ) - the number of Prey cards you must draw when hunting, which decreases by 1 for each Ichor cube in the Hunt Counter.
- **Hunt Counter** - a tracker that represents how many times a neighborhood has been hunted.
- **Resources** - an indicator showing what *resources* - such as Blood ( ) or Influence ( ) - the vampire with dominion extorts at the end of the Day phase.

STATES AND ATTRIBUTES

- **Revealed -** a neighborhood can be face up or face down. A neighborhood is "revealed" when it is face up.
- **Dominion** - the vampire who has the most cubes on the Hunt Counter has "dominion." The vampire with dominion can extort their Neighborhood at the end of Day phase, as well as spend 1 Ichor to move between any Neighborhoods in which they have dominion, regardless of adjacency.
- Some Neighborhood tiles allow you to draw a **Dark Power** ( ) if your Ichor cube is the first one placed in the last Hunt Counter position marked with the Dark Power icon.

ACTIONS & ICHOR

Only Vampire can do

Only Ghoul can do

Anyone can do



FREE ACTIONS

- **Dismiss** your *Ghoul* ( ) or *Vampire* ( ) and discard their cards
- **Feed** on a Thrall
- **Convert** 1 Blood ( ) into 1 Ichor ( )
- **Use Dark Power** and pay cost, **Discard a Dark Power** for 1 Ichor ( ), or 3 for 1 Influence ( ).

1 ICHOR ACTIONS

- **Hide a body** by moving the body, facedown, to the bottom of the Prey deck without triggering a *Consequence* draw.
- **Move** to an adjacent Neighborhood (draw a Neighborhood if one doesn't exist in the direction you want to move), or move between any Neighborhoods in which you have Dominion. If moving to a Neighborhood that hasn't been revealed yet, reveal the Neighborhood.
- **Hunt.** Refer to **Hunt** for instructions.

- **Scout Neighborhood.** Draw a Neighborhood during the Day phase, look at it, and place it facedown in an adjacent open spot on the map.
- **Carry coffin.** Carry a coffin to an adjacent neighborhood.
- **Stake a vampire.** Target 1 vampire in the same square as the *Ghoul*. The *Vampire* loses 1 blood, and if they have no blood they Die. Please Note: A *Ghoul can only Stake once per round.*

2 ICHOR ACTIONS (PLAYER VAMPIRES ONLY)

- **Enslave a Ghoul.** Feed a Thrall from your lecherous veins to think only of your dark will. Transfer 2 Ichor into your Thrall and place a Ghoul token (numbered 1-3) on their card, and place the matching Ghoul token facedown in your current Neighborhood. Place an Ichor cube on the Ghoul's token in the Neighborhood to show it is newly created and not yet ready to act. The first time you would flip the Ghoul token faceup during the next Day phase, instead remove the Ichor token.
- **Awaken a Vampire**. You must be in the Graveyard. Empowered by the tainted soil from which you emerged, drain a Thrall of all but 1 Blood and feed them from the rotten gash on your arm. Transfer 2 Ichor into your Thrall and place a Vampire token (numbered 1 or 2) on their card, and place the matching Vampire token facedown in the Graveyard. Vampires awaken the subsequent night with the most ravenous Thirst

FULL-ROUND ACTION

- **Rest In Coffin** - Flip over the Vampire/Player token to spend the entire round repairing any 1 *Consequence*. This action cannot be chosen if the Vampire/Player has spent any Ichor on another action this round.