

RULES



A GAME BY
THOMAS M. GOFTON





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Game Components:



Misc. Components

Rule Book 1
Game Board 1
Standee Bases 7

Cards 185

Artifact Cards 19
Plot Cards 36
Event Cards 48
Evil Character Cards 4
Item Cards 60
Monster of the Week Cards 18

Punchboard Components 104

Action Tokens, Basic 18
Action Tokens, Special 6
Clue Tokens 3
Demons 9
First Player Token 1
Monster of the Week Token 1
Townies / Wounds 26
Vampires 10
Big Bad Boards 6
Big Bad Standees 5
Character Boards 6
Character Standees 6
Garlic Tokens 4

Game Overview:

In *Buffy the Vampire Slayer: The Board Game*, players take on the roles of their favorite Characters from the television show, and work together to defeat a Big Bad (major villain).

To defeat the Big Bad, the players must first defeat three "Monsters of the Week" and research the Clues they drop to uncover the Big Bad's plot and weaknesses. While the players work to save Sunnydale, the Big Bad's influence grows and Vampires and Demons prey on the town, Killing Townies and dealing Wounds to the Characters. If too many Townies are Killed and/or too many Wounds are taken, the game is lost!

Each Round, players have 3 Basic Action Tokens to play that allow them to perform Basic Actions such as moving, fighting, and researching, and 1 Special Action Token that allows them to perform their unique Special Ability or any Basic Action. Players take turns expending 1 token at a time until all of their tokens are expended. Then, all of the Baddies that are still in play activate, Killing Townies and Wounding players. **Before playing the game**, it is recommended that you read the entire rulebook thoroughly.

Language Note: *Buffy the Vampire Slayer: The Board Game* uses natural language on many cards and components. While certain terms read differently, they have identical meanings and usage. For example, "A Demon is terrorizing..." and "A Vampire lurks at..." can be read as "place a Demon at..." and "place a Vampire at..." respectively. Likewise, the terms "Slay" and "Dust" have identical meanings. Any terms with different meanings are explicitly laid out in this rule book.

Component Overview:

This section introduces the various game components that are used to play *Buffy the Vampire Slayer: The Board Game*. Carefully reading this section will help you to fully understand these components as you play the game.

The First Player Token:



This token indicates which player takes the first Action each Round, and is passed clockwise at the end of each Round.

The Game Board:

The Game Board is a map of Sunnydale. During the game, Buffy and her friends will travel to the various Locations in the town. The Game Board also displays the Apocalypse Track, which tracks progress towards the Hellmouth opening and the game being lost.





Character Boards and Standees:

Each player chooses 1 Character Board, which describes the Basic Actions that can be taken each turn, and their Character's Special Action. The Character Boards also list each Character's starting Location and starting Item Card. Each player also receives their Character's matching standee, which marks their current Location in Sunnydale.



Action Tokens

These tokens are flipped to their 'used' side to perform Basic Actions and Special Actions. Each player starts with 3 Basic Action Tokens and 1 Special Action Token. There are specific places for them beside the Character Boards.

Artifact Cards

Artifact Cards represent powerful objects that can heavily influence the difficulty of the game. Each Artifact is unique, and gives its owner powerful benefits ranging from new Special Actions to reduced Item requirements when fighting the Monster of the Week or the Big Bad.

Be careful! A very small number of Artifact Cards make the game more difficult instead of making it easier!



Item Cards

There are 7 different types of Item Cards, and each represents one of the generic objects that Buffy and her friends will use in abundance. They are "Weapons", "Magic Supplies", "Garlic", "Holy Water", "Tomes", "Cross", and "Wooden Stake". Item Cards either give players access to new Basic Actions, or can be discarded as Free Actions. Some Item Cards do both. Discarded Item Cards are shuffled back into the Item Deck at the end of each Round.

Big Bad Boards and Standees

The Big Bads are the major antagonists of *Buffy the Vampire Slayer*. Each Big Bad has a unique set of abilities, and a unique plot that Buffy and her friends must uncover. Each time you play the game, a Big Bad is chosen either collectively or randomly, and must be defeated to win the game. Each Big Bad is represented by a board that lists vital information, and a standee that indicates its position in Sunnydale after it is revealed.



Plot Cards

Each Big Bad has a unique set of 6 Plot Cards which represent their evil plans. Each time a Monster of the Week is defeated, a Clue Token is dropped which can be researched to reveal 1 of the Big Bad's Plot Cards. Revealed Plot Cards have detrimental effects but Plot Cards must be revealed to advance the game. When the 3rd Plot Card is revealed, the Big Bad reveals itself, and the final battle of the game begins. Each Plot Card also lists 2 of the Big Bad's weaknesses, and must be resolved after the Big Bad has revealed itself, in order to defeat the Big Bad and win the game.

Monster of the Week Cards and Token

Each Big Bad is proceeded by 3 random Monsters of the Week, which represent the minor villains that Buffy and her friends must overcome. One Monster of the Week Card is revealed at the start of the game, and remains in play until it is defeated. Every Monster of the Week is represented by the same Monster of the Week Token, which is placed in the Locations specified by the Monster of the Week cards whenever they are revealed. Each Monster of the Week has a unique ability, and a specific set of Items that must be used to defeat it. Defeating Monsters of the Week and collecting their Clue Tokens is the primary method of advancing the game.





Event Cards

Event Cards represent Sunnydale Press articles telling Buffy and her friends where the city is under attack by Vampires and Demons. The primary purpose of the Event Cards is to tell you where to place Vampires, Demons, and Townies, and the secondary purpose of Event Cards is to allow you to make "Event Checks" to determine, among other things, whether or not you can successfully use an Artifact Card. Some Event Cards also have ongoing detrimental effects that make the current Round of the game more difficult when they are drawn.



Baddies

Baddies are the generic Vampires and Demons that terrorize Sunnydale. Each Baddie has 2 sides, an Active side and a Stunned side. At the end of each Round, surviving Baddies attack Townies, and move through the city.



Townies/ Wounds

Townies are the helpless citizens of Sunnydale. Male and female Townies are functionally identical. Be careful to protect both types of Townies or risk losing the game! When a Townie is attacked by a Baddie, it is added to the Apocalypse Track. If the Apocalypse Track is ever filled, the game is lost!



The reverse of each Townie token is a Wound Token. Whenever a Character is attacked by a Baddie, a Wound Token is added to the Apocalypse Track. Wound Tokens on the Apocalypse Track function exactly the same as Townies on the track but can be removed from the track by healing.



Evil Card

This card is given to a Character that becomes Evil, and dictates which Action that Character will take on their next turn.



Clue Token

Clue Tokens appear at a Monster of the Week's starting Location as soon as the Monster of the Week is defeated. They must be collected to reveal the Plot Cards.



Garlic Token

Garlic Tokens are placed on the Game Board when a "Garlic" Item Card's discard effect is used. When a Baddie attempts to enter a Location containing a Garlic Token, leave it in its current Location instead and remove the Garlic Token from the Game Board.



Setup:

Follow the steps in this section to set up the game. Once you have completed this section, you are ready to start playing *Buffy the Vampire Slayer: The Board Game*!

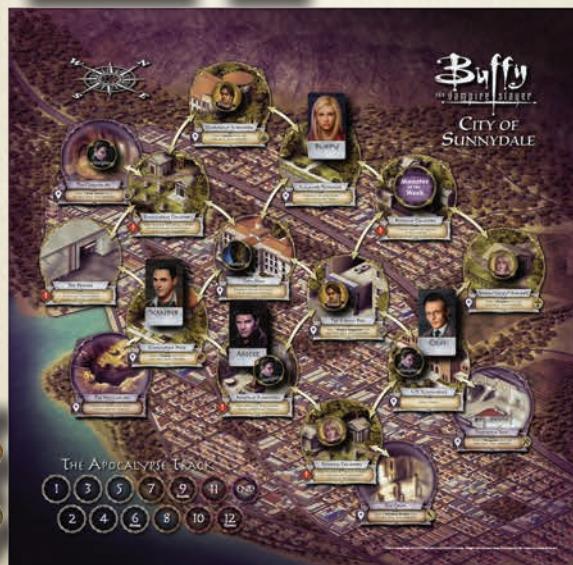
1. Game Board

Unfold the Game Board and place it in the center of the play area.

2. Baddies and Townies

Place the Baddies and the Townies in piles beside the Game Board. Make sure they are in easy reach, as you will be moving them around regularly.

1. Set up the Game Board.
2. Set up the Baddies and Townies.
3. Each player chooses a Character Board and places the corresponding standee on the Game Board.



4. Each player takes their Action Tokens and starting Item Card.
5. Give the First Player Token to the player that will take the first turn.



6. Shuffle the Monster of the Week Deck, Event Deck, Artifact Deck, and Item Deck, and place them beside the Game Board.
7. Choose a Big Bad and set the Big Bad's Board beside the Game Board.
8. Shuffle and place the Big Bad's Plot Deck beside the Big Bad's Board.



3. Character Boards

Each player chooses a Character Board and places the corresponding standee on the Game Board. Each Character Board indicates in which Location to place the standee.

4. Action Tokens and Item Cards

Each player takes 3 Basic Action Tokens and 1 Special Action Token, and places them beside their Character Board.

Then, each player takes their Character's starting Item Card, as indicated by the Character Boards.

5. First Player Token

The player with the First Player Token will take the first turn of the game.

Give the First Player Token to the Buffy player, or if no one is using Buffy as their Character, give the First Player Token to the player who most recently watched an episode of the *Buffy the Vampire Slayer* television show. In a draw, choose a player to take the First Player Token.

The First Player Token will be passed clockwise at the end of each Round.

6. Decks of Cards

Shuffle the Monster of the Week Deck, the Artifact Deck and the Item Deck, and place them beside the Game Board. These decks will be used frequently so make sure that the player sitting beside the decks is prepared to pass the cards out as required.

7. The Big Bad

Either collectively or randomly choose a Big Bad to act as the game's final boss. Then, place the chosen Big Bad's Board beside the Game Board.

8. The Big Bad's Plot Cards

Each Big Bad has a unique set of 6 Plot Cards. Find the Chosen Big Bad's Plot Cards and place them beside the Big Bad's Board.

9. Monster of the Week

Reveal the first Monster of the Week, and place the Monster of the Week Token on the Location indicated by the card. Collecting the indicated Item Cards and challenging the Monster of the Week is your first goal.

10. Event Cards

Draw and resolve 1 Event Card per player, placing Baddies and Townies in the indicated Locations. During Setup, ignore each Event Card's third effect.

Setup is Complete!

The game is now ready to be played! Before you start playing, it is recommended that you read this rule book in its entirety.

If this is your first time playing the game, it is recommended that you choose **The Master** as the Big Bad, and that you search the Artifact Deck for the Slayer Scythe Artifact Card, and give it to the first player.

Playing the Game:

This section covers the basic rules of the game.

Round Summary

Each player, starting with the first player, chooses an Action and expends (flips face-down) one of their Action Tokens to perform that Action. Then, play proceeds clockwise until all Action Tokens have been flipped face-down. At that point, Monster Activation must be resolved, all Action Tokens are flipped face-up, the First Player Token is passed clockwise, and a new Round begins.

Round Sequence

1. Round Starts.
2. Flip Action Tokens and trigger Events.
3. Monster Activation.
4. End of Round.

Performing Basic Actions

There are 4 types of Basic Action (Search, Fight, Use, and Move). Players can flip any 1 of their Action Tokens to use these Basic Actions in the ways described on the Character boards:



Search: Draw 2 Item Cards.



Fight: Stun (flip face-down) one Vampire, or challenge a Monster of the Week or Big Bad.



Use: Follow the Instructions on your Location if there are no Enemy Tokens in your Location.



Move: Place your Character on any Location.

Many Items and Artifacts grant new ways to use Basic Actions. New uses for Basic Actions are marked with the Basic Action icons.

Performing Special Actions

The Special Action Token can be used like any other Action Token to perform any of the Basic Actions, and can also be used to perform Special Actions.

Each Character's unique special ability, and some of the Artifact Cards, can only be used by flipping a Special Action Token. These Actions cannot be performed by flipping a Basic Action Token.

Every Special Action is marked with the following symbol:



Special: Use your unique special ability, or a powerful Artifact Card.

Beware! Every time you flip your Special Action Token, whether you are performing a Basic Action or a Special Action, you must draw an Event Card after resolving your Action, which will cause more Baddies to appear!

Hand Limit

Unless otherwise noted, you can only hold 3 Item and Artifact Cards in any combination at any time. If you ever hold more, discard down to 3 (the Hand Limit is 4 in 1-2 player games).

Running out of Cards

Discarded Item Cards are shuffled back into the Item Deck at the end of each Round. All other discarded cards are shuffled back into their decks when their decks have no cards remaining. By shuffling the discarded cards back into the decks, you will never run out of cards.



Performing Free Actions:

Trading Item or Artifact Cards between Characters in the same Location, giving Item Cards to Characters in your Location, and discarding certain Item Cards*, are Free Actions that do not require a player to flip one of their Action Tokens. During a player's turn, they may perform any number of Free Actions before or after flipping one of their Action Tokens. If they do, they still have to perform a Basic Action or Special Action. Free Actions cannot interrupt any other game process (for example, a player cannot use Free Actions between drawing Items and discarding down to their Hand Limit).

Make sure to discard Item Cards for their discard effects before searching. That way, you're less likely to go over your Hand Limit and have to discard for nothing.



*A "Wooden Stake" is an example of an Item that can be discarded as a Free Action: Discarding a Stake to Dust a Vampire is a Free Action.

Drawing and Resolving Event Cards:

An Event Card must be drawn whenever a Special Action Token is flipped face-down. Whether the Special Action Token was flipped to perform a Special Action or a Basic Action, an Event Card is drawn after the Action is resolved.

Whenever an Event Card is drawn, follow the instructions on the card from top to bottom, placing Baddies and Townies in the indicated Locations, and resolving any additional effects. If there are not enough Vampire, Demon, or Townie Tokens to follow one of the instructions of an Event Card, ignore that instruction and resolve the rest of the Event Card. If an Event Card has an effect that remains active for the entire Round, place the card beside the Game Board, and discard it at the end of the Round.



Performing Event Checks:

Many cards say something along the lines of "Check: $\text{†}/\text{▲}$. For each success do something." These cards are instructing you to perform an Event Check. An Event Check is performed by drawing an Event Card (without resolving its effects), and comparing the Glyph on the Event Card to the Glyphs required by the Event Check. Each Event Card displays 1 of 3 Glyphs: † , ▲ , or ⊗ . If the Glyph on the Event Card matches one of the Glyphs required by the Event Check then the Check is a success! Many Artifacts can only be used by making a successful Event Check, and the Big Bad and Evil Characters perform their Actions randomly by making Event Checks.

Turning Evil:

Some effects cause a Character to become Evil. When a Character becomes Evil, they must take an Evil Card. Instead of performing their next Action, they will flip one of their Action Tokens face-down, and perform an Event Check to determine which Evil Action they will take. Once a Character has performed an Evil Action, the Evil Card is removed from play and the Character becomes good again. Note that an Evil character cannot become Evil. Never give 2 Evil Cards to 1 Character.

When you take an Evil Action, you should still try to help your team win the game. If the Evil Card instructs you to "Activate 1 Baddie" then choose a Baddie that is not threatening any Townies.

Monster Activation Summary:

Every Round, after the final Action Token is flipped face-down, all of the remaining Baddies activate, along with the Monster of the Week, and the Big Bad. When they do, the Big Bad activates first, followed by the Monster of the Week, and then the Baddies.

Big Bad Activation:

When the Big Bad activates, check any of their revealed Plot Cards for "Start of Monster Activation" effects, and resolve any relevant effects. If the Big Bad has revealed itself, add 1 Wound Token to the Apocalypse Track for each Character sharing its Location.

Protected/ Unprotected Townies:

When Baddies and the Monster of the Week activate, check to see which Townies are easiest to hunt. Townies are considered Protected if they share a Location with a Character, and unprotected if there is no Character in their Location.



Monster of the Week Activation:

When a Monster of the Week activates, it follows the same steps as the Baddies unless otherwise noted on its card. Unless otherwise noted, Monsters of the Week move 1 Location.

Baddie Activation:

When the Baddies activate, each Baddie Kills an unprotected Townie in its Location if possible or Wounds a Character in its Location if possible. Then, each Baddie that does not share a Location with a Townie or a Character moves to the first possible Location in the following list:

- An adjacent Location with an unprotected Townie.
- An adjacent Location with a protected Townie.
- An adjacent Location with a Character.
- Vampires move 1 Location towards the nearest Townie. Demons move 2 Locations towards the nearest Townie.

If there are two or more equivalent movement options, collectively choose where the Baddies will move.



Wounds and Dead Townies:

Wounds and Townies are the opposite sides of the same tokens. Townies exist physically in Sunnydale, and Wounds are used to track damage to the Characters.

Whenever a Townie is Killed, place their token on the Apocalypse Track, Townie-side up. These tokens count towards losing the game, and can never be removed from the Apocalypse Track.

When any Character is Wounded, place a Wound Token on the Apocalypse Track, Wound-side up. These tokens count towards losing the game, and can be removed from the Apocalypse Track by healing abilities, which read, "remove X Wound Token(s) from the Apocalypse Track".

Losing the Game

There are 2 ways to lose the game. First, if a Townie or Wound Token is ever placed in the "end" space of the Apocalypse Track, the Hellmouth opens and the game is lost. Second, if you are ever required to place a Wound Token on the Apocalypse Track, and there are not enough Wound Tokens remaining, you succumb to your wounds and the game is lost.

End of Round:

After Monster Activation is complete, resolve the following steps in order:

- Flip all Stunned Enemy Tokens face-up.
- Follow the "At the end of each Round:" instructions on the Big Bad's Board.
- If possible, Rescue Townies.
- Check all Passive Locations (Locations marked with !) and resolve their effects.
- Shuffle all discarded Item Cards back into the Item Deck.
- Pass the First Player Token Clockwise.
- All players flip their Action Tokens over to the ready side (not used).

Rescuing Townies:

Rescuing Townies is how you get them out of harm's way, but you cannot Rescue Townies that are in immediate danger. During the end of Round, remove 1 Townie from the Game Board for each Character sharing a space with a Townie, unless that Location also contains any Monster.



When removing Wound Tokens from the Apocalypse Track, remove the highest-numbered Wound Tokens first, and move Townies to lower numbers as necessary to prevent empty spaces.



The number of Townies / Wounds on the Apocalypse Track at the end of the game ranks your success. For example, if you have 0-6 tokens on the Apocalypse Track, you are a "Slayer".

Advancing the Game:

This section explains how to make progress towards winning the game once you start playing.

Monsters of the Week:

The game begins with 1 Monster of the Week in play. When the first Monster of the Week is defeated it is removed from play, a Clue Token is placed in its starting Location, and a new Monster of the Week is drawn and put into play. This process is repeated when the 2nd Monster of the Week is defeated. When the 3rd Monster of the Week is defeated, remove it from play, and place a Clue Token in its starting Location but do not draw a new Monster of the Week.

To defeat a Monster of the Week, a player in its Location must flip an Action Token face-down and discard both of the "Item Requirements" shown on the Monster of the Week Card to perform a Fight Action and attempt an Event Check to Slay the Monster of the Week.

When the Event Check is successfully completed, the Monster of the Week is defeated.

When the Event Check is failed, the Character that performed the Event Check can permanently remove 1 of their Basic Action Tokens from the game to automatically succeed on the Event Check instead.



Required Glyphs



Matching Glyph Success!

Regardless of whether an Event check to challenge a Monster of the Week is passed or failed, the Items used to challenge the Monster of the Week are discarded.

Clue Tokens and Plot Cards:



Whenever a Monster of the Week is defeated, a Clue Token is placed on the Game Board in the Monster of the Week's starting Location. Any Character in a Location containing a Clue Token can Search as a Basic Action to remove the Clue Token from Play, and research the Big Bad's Plot, revealing 1 of the Big Bad's Plot Cards. Each revealed Plot Card has an ongoing effect that makes playing the game more difficult. When the 3rd Plot Card is revealed, the Big Bad reveals itself, and the final battle to save Sunnydale begins!



The Big Bad:

This section explains how to complete the final battle, and win the game!.

Revealing the Big Bad:

When the Big Bad's 3rd Plot Card is revealed, the Big Bad reveals itself. When the Big Bad reveals itself, follow the instructions on the Big Bad's Board. Typically, you will be required to place the Big Bad in a specific Location, and resolve a very powerful effect.

The Big Bad's Special Actions:

Whenever an Event Card is resolved, if the Big Bad has revealed itself, compare the Glyph on the Event Card to the Glyphs on the Big Bad's Board under the "Special" section. Then, resolve the effect indicated by the Glyph that matches the Event Card. These Special Actions are the Big Bads' primary method of attack.



Slaying the Big Bad and Winning the Game:

Slaying the Big Bad is similar to Slaying a Monster of the Week but is more difficult. To Slay the Big Bad, **a player in its Location** must perform a Fight Action to attempt to flip one of its Plot Cards face-down. To do this, they must first discard the Item Cards indicated on the Plot Card, and then pass the Event Check indicated by the card. When the Event Check is passed, the Plot Card is flipped face-down, and its effects are no longer active. Note that unlike when challenging the Monster of the Week, players cannot permanently spend Action Tokens to automatically succeed on Event Checks against the Big Bad. When the final Plot Card is flipped face-down, the Big Bad is defeated and the game is won.



**Instructions for
Monster Activation**

**Instructions for
Revealing the Big Bad**

Special Actions

Special Rules:

This section explains rules that only apply in special cases.

Rules for 2 Players:

When playing with only 2 players, each player can hold up to 4 cards instead of 3 (5 in the case of Giles).

For a Less Difficult Game:

Try any of the following adjustments:

- Each player starts with 1 random Artifact Card.
- Ignore the 3rd effect on all Event Cards.
- Do not discard Item Cards to attempt challenges against the Monster of the Week or the Big Bad.
- Healing can remove Townies from the Apocalypse Track.
- Players can hold any number of Item and Artifact Cards.
- Items can be discarded as Free Actions when you exceed your Hand Limit.

Rules for 1 Player:

When playing with only 1 player, increase your hand-limit to 6 cards instead of 3 (7 in the case of Giles) or consider playing with 2 Characters and the 2 player rules.

For a More Difficult Game:

Try any of the following adjustments:

- Players do not start with Item Cards.
- The Big Bad does not reveal itself until a 4th Plot Card is revealed.
- Resolve an Event Card as the first step of the end of Round.
- When you move out of a Location containing an Enemy Token, take a Wound.
- Randomly Draw a new Big Bad after defeating the first Big Bad, and deal out 3 Plot Cards. Then you must defeat the 2nd Big Bad to win the game.

Frequently Asked Questions:

What do Dust and Slay mean?

These terms both mean kill a Baddie.

When I discard down to my Hand Limit, do I get to use discard effects?

No. Discard effects cannot interrupt discarding down to your Hand Limit.

Can I show my cards to other players?

Yes. Your hand of cards is not secret.

Are Artifact Cards discarded after use?

Only if specified on the card.

When I use my Special Action Token for a Basic Action do I draw an Event Card?

Yes. Event Cards are drawn even when you use a Special Action Token for a Basic Action.

If I flip my Special Action Token to use an Evil Action, do I resolve an Event?

Yes. Event Cards are drawn every time you use your Special Action Token.

When I flip a Special Action Token, when do I draw an Event Card?

When you flip a Special Action Token, resolve your Action and then draw an Event Card.

When I use a Basic Action to use an Item, do I get the normal effect too?

No. Item Card Actions are used instead of performing the default Basic Actions.

When I "permanently lose" a Basic Action Token, do I ever get it back?

No. It is gone for the rest of the game.



What do I do on my turn when I don't have any face-up Action Tokens left?

If other players still have face-up Action Tokens, skip your turn. When no player has face-up Action Tokens proceed to Monster Activation.

Can I use an Item Card to perform a Basic Action, and then Discard it for a Free Action in the same turn?

Yes. Item Cards can be used for both Basic Actions and discard effects in the same turn.

Can I fight a Demon to Stun it?

No. Demons cannot be Stunned using a Basic Fight Action. They can only be Stunned by using certain Special Abilities and cards.

Are the Monster of the Week and the Big Bad "Baddies"?

No. Only Vampires and Demons are "Baddies".

Can Stunned Baddies be moved by effects?

No. Nothing moves Stunned Baddies.

Can Stunned Baddies be Killed?

Yes. Stunned Baddies can be Killed by effects that Kill Baddies just like any other Baddie.

What happens to a Townie when it is "replaced" with a Baddie?

Townies that are "replaced" with Baddies are removed from the Game Board and set aside with any remaining Townies/ Wound Tokens.

What happens if a Character takes a Wound but all of the Townies/ Wound Tokens are in use?

If this ever happens, the game is lost. Make sure to Rescue lots of Townies so that this doesn't happen.

When I fight a Monster of the Week or a Big Bad, do I get to use discard effects?

No. When you discard Items to challenge a Monster of the Week or a Big Bad, they cannot be used for their normal discard effects.

What happens when I run out of cards?

Discarded Item Cards are shuffled back into the Item Deck at the end of each Round. All other discarded cards are shuffled back into their decks when their decks have no cards remaining.

How do I Kill Vampires and Demons?

Some Item Cards give you new Basic Actions that let you Slay Vampires and Demons. As well, some Artifacts, and some Character abilities let you Slay Vampires and Demons.

If I use a Special Action Token to fight the Monster of the Week or the Big Bad, which Event Card do I draw first?

Making the Event Check is part of your Action so make the event check first, then resolve an Event Card because you used your Special Action Token.

What do Slayer, Scoobie, and Townie mean? When does the game end?

These are just rankings for how well you did when you win the game. The game is lost immediately if the Apocalypse Track ever reaches "end" or if a character takes a Wound and there are no Wound Tokens available.

Can I use a Basic Search Action in a Location containing a Baddie?

Yes. The only type of Action that cannot be used in a Location containing a Baddie is a Location's Use Action.



Examples of Play:

This section explains some typical events that can happen in the game.

Example Turn:

Buffy is the First Player. Buffy and Xander are in Angelus' Mansion, and Sunnydale High, respectively.

Buffy knows that she needs "Magic Supplies" to attempt to defeat the Monster of the Week, so she flips one of her Basic Action Tokens face-down and moves to The Magic Box where she can spend her next Action Token to search for "Magic Supplies".

Xander finds himself faced with a Vampire that will Wound him during Monster Activation, or move to the adjacent Townie's Location (if he leaves) unless he does something to stop it. Xander doesn't have a "Stake" with which to dust the Vampire, so he flips one of his Basic Action Tokens face-down to fight and Stun the Vampire. This will prevent it from activating during Monster Activation.

Either of these Actions could have been performed by flipping a Special Action Token face-down but that would force the players to draw an Event Card, adding more Baddies to the Game Board.

Example Monster of the Week Challenge:

Giles has found the "Garlic" and "Holy Water" required to defeat Darla, the Monster of the Week. After moving to her Location, Giles flips one of his Basic Action Tokens face-down and discards his "Garlic" and "Holy Water" to Challenge Darla. He passes the required Event Check, and Darla is Dusted!





Example Monster Activation:

In this example, There are two Vampires and one Demon threatening two Townies. When Monster Activation begins, the Vampire in City Hall will Kill the Townie sharing its Location, adding it to the Apocalypse Track. Then, all of the Baddies will move. The Vampire in City Hall will move to the adjacent Townie in Sunnydale Cemetery. The other Vampire will move 1 Location closer to the same Townie, ending its movement in either City Hall or The Bronze (player's choice). Finally, the Demon will move 2 Locations towards the nearest Townie, ending its movement sharing the Townie's Location in Glorificus' Mansion.

After Killing Townies, Baddies attempt to move to the first possible Location on the following list (if there are 2 or more equivalent moves, players choose):

- An adjacent Location with an unprotected Townie.
- An adjacent Location with a protected Townie.
- An adjacent Location with a Character.
- Vampires move 1 Location towards the nearest Townie. Demons move 2 Locations towards the nearest Townie.



Appendix (Locations):

This section explains the details of the many Locations in Sunnydale.

Active Locations:

These Locations can be used to gain varying benefits.



The Summers'

Residence is the best place in Sunnydale to rest and recover. Spend an Action here to remove 2 Wounds from the Apocalypse Track.



City Hall is a hub of organization and leadership. Spend an Action here to move any Townie to an adjacent Location.



UC Sunnydale contains a wealth of knowledge and Resources. Spend an Action here to draw 3 Item Cards.



The Hellmouth is a great source of power that draws in many evils. Spend an Action here to move a Baddie to an adjacent Location.

Remember, Active Locations and Search Locations cannot be "used" when they contain any number of Enemy Tokens that are not Stunned.

Passive Locations: !

These Locations activate at the end of each Round, without requiring player input.



Restfield Cemetery

is home to a lot of Townies that ended up as quick snacks. Townies cannot be Rescued here.



The Bronze is the place to be but not a good place to make new friends. After Monster Activation, 1 Townie here becomes a Vampire.



Rosedale Cemetery tends to scare Townies causing them to foolishly seek shelter in The Crypt.



Angelus' Mansion is a place of relative safety. When Rescuing Townies in this Location, Rescue 1 additional Townie.



Sunnydale Cemetery is a dangerous place for Townies who often get lured into The Catacombs.



Search Locations:

These Locations allow you to search the Item Deck or the Discard Pile for specific Items.



The Crypt is littered with Stakes dropped by would-be Vampire Slayers. Spend an Action here to search for "Wooden Stakes".



The Catacombs contain useful supplies dropped by scared Townies. Spend an Action here to search for "Holy Water".



Sunnydale High has an extensive library of rare books. Spend an Action here to search for "Tomes".



The Initiative Base is well equipped to deal with potential Demon problems. Spend an Action here to search for "Weapons".



The Magic Box is a one-stop shop for aspiring witches. Spend an Action here to search for "Magic Supplies".



Glorificus' Mansion has an elegant, well-stocked kitchen. Spend an Action here to search for "Garlic".



Shadow Valley Vineyards is home to Caleb's demonic church. Spend an Action here to search for "Crosses".

Search Locations are a much more reliable method of finding Monster of the Week and Big Bad Item Requirements than using the Basic Search Action.

Appendix (Basic Actions):

This section goes into more detail on how the Basic Actions work by default.



Search: Draw 2 Item Cards. Then, discard down to your Hand Limit (3 Item and Artifact Cards in any combination.)



Fight: Stun (flip face-down) one Vampire, or challenge a Monster of the Week or Big Bad by discarding Items and making an Event Check.



Use: Activate an Active Location or a Search Location. This Action can not be used in a Location containing Enemy Tokens that are not Stunned.



Move: Place your Character standee on any Location. The new Location does not have to be an adjacent Location.

Appendix (Item Cards):

This section goes into more detail on how Item Cards work. Item Cards are very important for winning the game because they are required to defeat the Monsters of the Week and the Big Bads. Even generic Vampires and Demons cannot be defeated without the use of Items.



Crosses let their holder use a Basic Fight Action to move 1 Vampire in any Location 1 space. They can also be discarded as a Free Action for the same result.



Tomes let their holder use a Basic Search Action to Stun 1 Demon anywhere on the Game Board. They can also be discarded as a Free Action to draw 1 Artifact Card.



Garlic can be discarded as a Free Action to place a Garlic Token in your Location. When a Baddie attempts to enter a Location containing a Garlic Token, leave it in its current Location instead and remove the Garlic Token from the Game Board.



Weapons let their holder use a Basic Fight Action to Slay a Demon (removing it from the Game Board) instead of Stunning it. They can also be discarded as a Free Action for the same result.



Holy Water lets its holder use a Basic Fight Action to Stun 1 Vampire in any Location. It can also be discarded as a Free Action for the same result.



Wooden Stakes let their holder use a Basic Fight Action to Dust a Vampire (removing it from the Game Board) instead of Stunnering it. They can also be discarded as a Free Action for the same result.



Magic Supplies

let their holder use a Basic Search Action to remove 1 Wound Token from the Apocalypse Track.



Important Terms:

Action Token: Basic and Special Tokens used to perform Actions. See pages 5, 10, 18.

Apocalypse Track: Indicates progress towards losing the game. See pages 4, 7, 13.

Artifact Card: Very powerful, unique cards. See pages 5, 10.

Baddie: Generic Vampires and Demons. See pages 7, 12, 19.

Basic Action: Search, Move, Use, Fight. See pages 5, 10, 21.

Basic Action Token: Used to perform Basic Actions. See pages 5, 10, 21.

Big Bad: The final boss. Beat it to win the game. See pages 6, 12, 15.

Character: Buffy and her friends. You help them save Sunnydale. See page 5.

Clue Token: Information on the Big Bad's Plot. You research them to advance the game. See pages 7, 14.

Demon: A type of Baddie. See pages 7, 12, 19.

Dust: Defeat and remove from play. See pages 17, 22.

End of Round: A phase in which several steps must be completed. See page 13.

Event Card: Spawns Baddies and allows for Event Checks. See pages 7, 10, 11.

Event Check: A random factor to make challenges harder. See pages 7, 11.

Evil Card: An indicator that your Character has become Evil. See pages 7, 12.

Fight: A type of Basic Action. See pages 5, 10, 21.

First Player Token: Indicates the player that will take the first Action. See page 4.

Free Action: An Action that does not use an Action Token. See pages 11, 22.

Game Board: A map of Sunnydale where you play the game. See page 4.

Garlic: A type of Item Card and a type of token. See pages 5, 7, 22.

Glyph: An important symbol for making Event Checks. See pages 11, 14.

Hand Limit: The maximum number of cards you can hold (3). See pages 10, 16.

Heal: Remove Wound Tokens from the Apocalypse Track. See pages 13, 20, 22.

Item Card: General, useful cards required to beat Monsters of the Week, and Big Bads. See pages 5, 10, 22.

Location: The labeled circles on the Game Board. See page 20.

Monster: General term for Big Bad, Monster of the Week, and Baddie. See pages 6, 7, 12, 15, 19.

Monster Activation: The phase in which Monsters attack and move. See pages 10, 12, 19.

Monster of the Week: Important villains from the show that you have to Slay in order to uncover the Big Bad's Plot. See pages 6, 12, 14, 18.

Move: A type of Basic Action. See pages 5, 10, 21.

Plot Card: Powerful effects that make the game harder. See pages 6, 10, 12, 14.

Protected: Sharing a Location with a Character. See page 12.

Rescue: The process of removing Townies from the Game Board. See page 13.

Search: A type of Basic Action. See pages 5, 10, 21.

Slay: Defeat and remove from play. See pages 17, 22.

Special Action: An Action requiring a Special Action Token. See pages 5, 10.

Special Action, Big Bad: The Big Bad's primary method of attack. See page 15.

Special Action Token: Used to perform Special Actions or Basic Actions, and triggers Event Cards. See pages 5, 10.

Stun: Flip face-down. See pages 10, 13, 18, 21.

Townie: A helpless citizen of Sunnydale. See pages 7, 13.

Unprotected: A Townie not sharing a Location with a Character. See page 12.

Use: A type of Basic Action. See pages 5, 10, 21.

Vampire: A type of Baddie. See pages 7, 12, 19.

Wound: Add a Wound Token the Apocalypse Track. See pages 7, 12, 13.

Wound Token: Represents damage taken.

See pages 7, 12, 13.

Important Sequences:

Monster Activation:

The Big Bad activated first, followed by the Monster of the Week. Finally, the Baddies Activate. Baddies attempt to move to the first possible Location in the following list:

- An adjacent Location with an unprotected Townie.
- An adjacent Location with a protected Townie.
- An adjacent Location with a Character.
- Vampires move 1 Location towards the nearest Townie. Demons move 2 Locations towards the nearest Townie.

If there are two or more equivalent movement options, collectively choose where the Baddies will move.

End of Round:

Resolve the following steps in order:

- Flip all Stunned Enemy Tokens face-up.
- Follow the "At the end of each Round:" instructions on the Big Bad's Board.
- If a Townie is in a Location with a Character and no enemies, Rescue one Townie for each Character present, removing them from the Game Board.
- Check all Passive Locations (Locations marked with !) and resolve their effects.
- Pass the First Player Token Clockwise.
- All players flip their Action Tokens over to the ready side (not used).



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