

Came

Didn't
use
crypts.

Dungeon
Awarded Way
N Hallway
Entrance Hall
~~Secret passage~~
Bathroom.
S Hallway.
Exitance Hall.

- 2 girls per round
- Lose a stake + stunned
- Could be good if a stake notified player's if they hit Dracula - extra info is expensive.
- Players enjoying discussing ideas, actually said (unprompted) that it ~~is~~ is fun
- Excited to devise strategies and make decisions.
- Players enjoy heavy physical game pieces to track game state.
- Would be good for everyone else.

To have a game

Getting annoyed because no idea when Dracula is

~~pass~~

Game 2

Next Time

Next Time

- No crypts
- Resource distribution when on same square
- Dracula can attack the turn after getting staked

Dungeon

Abandoned Chapel

Entrance Hall

Odious Vent

Dungeon (Dun → Tomb → Pun)

↳ Adrian thinks I am I move from Tomb of the Fallen Heroes

Gallery

Crypt B

Canal (spotted)

- Can players get stakes / lights in the late game? Crypt A (bite Ma in winding staircase)

- Since players are against the board, they can give up any time to bite

- Should Dracula "want" people?

- Does late game work when Dracula is winning?

- Considering w/ adjacent rooms is good

End game - how to ~~make~~ incentivize Dracula to be aggressive?

Maybe Drac needs a bites to win and players can spend a turn to get another stake?

Ruleset

Stakes and lanterns also give info. 4 pooled garlicks.

Notes

Hallways mean crypts are less necessary.

Maybe Dracula of lanterns in early game.

Names for rooms are helpful for communication.

- Would be good if AI doesn't always make the best move? Add some random weights to minimax tree maybe?

- Too many turns without any action ~~leaves~~ plays feeling kinda Stab

- Players like being able to put physical tokens for light, idios etc on the board ~~keep~~ them there.