

DECKULA!



A SOLO CARD GAME OF HOSPITABLE HORRORS

After a century of slumber, you awaken to discover your castle in a disgraceful state. This will not do! Vampires are, after all, connoisseurs of the very best that (un)life has to offer.

Renovate the most imposing rooms of your lair! Fill the halls with ghoulish servants! Drink a fine wine, pose dramatically on the highest tower, and write dreadful poetry! But beware the curious and bold locals that might wander by...

Perhaps they should join you for...a drink?

SUMMARY OF PLAY

Deckula! is a solo card game where you try to survive until the end of the deck with a good score - the more points, the more decadent your existence. Each turn, you will draw a card and decide whether to discard it (gaining valuable energy) or buy it to improve your castle. However, some cards represent meddling Visitors than can cost you your (un)life if you don't maintain some...insistent hospitality.

The game ends when...

A: You reach the end of the deck - you win and count up your points OR

B: A card effect ends the game - you lose and score no points

A NOTE FOR YOUR FIRST GAME

Many cards make reference to other cards - so it will be hard to make good decisions or understand the point of most effects during your first few plays. You can either jump right in and be surprised (highly recommended!) or have a read through all the cards in advance.

DIFFICULTY

The difficulty depends upon the Visitor cards added to the deck during setup. Note: *Home Sweet Home* is always added.

Beginner: *Hapless Vagabond*, *Curious Quaintrelle*, *Furious Farmer*, *Vengeful Villager*, and one random other Visitor.

Hard: Replace *Hapless Vagabond* and *Curious Quaintrelle* with 2 other random Visitors.

Harder: Randomly select an unseen combination of 5 Visitors...or more...



a game by
DR. MINDFLIP
and The Spooky King



DRAW PILE



DISCARD PILE



THREAT AREA



HOME AREA



ENERGY



SETUP

(See the diagram inside the sleeve for a suggested play layout)

1. Set aside all of the Visitor cards (with a red title scroll) and the *Home Sweet Home* card.
2. Shuffle the rest of the cards and draw 3 face-up.
3. Choose 1 of the cards to play into your Home area (for free) and apply the card effect if possible. Use the other 2 cards to form the discard pile.
4. Shuffle *Home Sweet Home* and some Visitor cards (see the **DIFFICULTY** section for suggestions) into the remaining cards to form the draw pile.
5. Place the unused Visitor cards to one side. They will only be used if certain card effects specify.
6. Set the energy tracker card to 2 energy. You always begin with 2.

You're ready to play! Proceed to the **TURN SEQUENCE**.

TURN SEQUENCE

1. (Optional) you may activate any number of cards in your Home area with the discard icon: Note that you do not get energy when you discard cards to activate these kinds of effects.

2. Draw a new card from the draw pile. If the card has an eyeball icon immediately place it in either the Threat or Home area - up indicates the Threat area, down indicates Home. You never have to pay energy to play a card with an eyeball icon. They are free and mandatory.

Otherwise, you have a choice to make:

- Discard the card to gain 1 energy. Apart from a few card effects, this is the only way to get energy
- OR spend 2 energy to buy the card and place it in your Home area

3. If a new card has been placed into your Home or Threat areas:

- Apply any instant effects, marked with a
- Check if the card triggers any other card effects

4. If there are still cards in the deck, go to step 1

CARD EFFECTS

Card effects only occur when they are placed into the Home or Threat areas - either by buying the card on your turn, obtaining it through another effect, or if the card is put into play via an eye icon.



Instant effects happen immediately



Discard effects can be activated at the start of your turn by discarding the card

Any other text on the cards describes situations where the card might affect or be affected by the presence of other cards or situations. These should be carried out ASAP and are not optional. If 2 or more cards have their effects triggered by the same event, you may choose which one to activate, and ignore the other card(s) effects until the next triggering event. If a card effect cannot be carried out at the time of triggering it, ignore it or use your best judgement to determine the outcome.

SCORING

If you make it to the end of the deck, count up the VP on all cards currently in play to get your score. (Note: Some card effects may add/remove VP too.)

TERMINOLOGY

Blanked: when a card is considered to have no effect, no VP, no name. It is essentially invisible unless the card causing the effect is removed.

Buy: spend 2 energy to put a card in your Home.

Effect: text on a card that influences game play.

Energy: the currency of the game, used to purchase new cards. There is no limit to how much you can have.

Eyeball icon: a card with an eyeball is immediately put into play when drawn, entering either the Home or Threat area and costing 0 energy.

Home: the bottom of the play area, where you place cards that you buy.

In play: currently in the Home or Threat area.

Kill: place on the discard pile. Certain card effects will take effect when you kill Visitors.

Threat area: the top of the play area, where Visitors and other threats are placed.

VP: victory points, represented by both numbers in red wax seals and some card effects. Some cards have negative values and lower your score.

Visitors: antagonistic cards that are marked with a red title scroll, instead of the usual golden one.

Deckula was designed by Dr. MindFlip, illustrated by The Spooky King, and received a hearty transfusion of enthusiasm and feedback from members of the 2021 Solitaire Print & Play Contest and the 1 Player Guild at Board Game Geek. Thank you for playing!

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