

GB

CLEARING COFFINS

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Number of players: **2 - 6**

Age: **from 8 years of age**

Length of game:

approx. 15 minutes

Game materials

- 1** 43 cards
- 2** 1 garlic card
- 3** 1 colour dice
- 4** 1 symbol dice
- +** Rules of the game



Idea and objective of the game

A big clean-up is happening in the old vampire castle, and that includes clearing out the coffins! Each player has four vampire cards placed face-up in front of them. The person whose turn it is casts both dice.

As soon as the symbol and colour of one of your vampire cards have been thrown, you have to bang on the garlic card.

The fastest player is allowed to turn over a vampire to the coffin side. If the same colour and symbol combination is thrown again and you are the fastest again, you put down the coffin from your own cards (cleared to the side). The first to have cleared **four coffins** from the game **wins the game!**

Preparing to play

The **garlic card** is placed in the middle of the table where everyone can **easily reach** it. The 43 cards with the vampires are shuffled. Each player receives **four cards** which they place face-up in front of them. These cards form the player's **hand**. The remaining cards are kept face down and form the draw pile.

Each card has a combination of a **yellow** ● or **purple** ● circle and one of **three symbols** (☠ ☾ 🦇), which the players need to remember well.



How to play

The **youngest player** picks up both dice and is the first to play.

The person whose turn it is **casts both dice**. From now on,

all players play at the same time!

If a player throws the **right combination**, the players **bang on the garlic card as quickly** as possible. The following situations may arise:

1. If the **combination of colour and symbol** of one of your own face-up cards is **thrown**, the corresponding players must bang their flat hands on **the garlic card** in the middle of the table as fast as possible.
e.g.:



The first player to bang on the garlic card shows the other players which of his cards correspond to the combination of colour and symbol.

If it is **correct**, the player is allowed to turn **the card over to the side with the coffin**, meaning that it is now face-down.

If the player is wrong and doesn't have such a card in front of them, they get a **penalty** (see below).

The players need to remember which combination of symbol and colour are under the cards, since as soon as a card is placed face-down, **you cannot take another look at it!**

2. If the **symbol** and the **colour** of one of the **cards you have already placed face-down** is thrown, the first player to bang on the garlic card is to **clear this card to the side** (place it in front of them). The player turns over the card to check that the card has the relevant symbol and colour, and shows it to the other players. The player then receives one new card which they put down face-up next to the other cards, which means that they once again have four cards in their hand. E.g.:



If the player gets it **wrong**, the card is not cleared to the side and the player gets a **penalty**.

3. A player can also bang on the garlic card if the **symbol and colour** of the **up-turned card of another player is thrown**. The player then has to turn the card around to check that it is correct. If the **symbol** and the **colour correspond** with the colour and symbol on the dice, **the card is left face-up**. If the player is **wrong**, he receives a **penalty** and the card is returned face-down.

4. If the **exclamation mark**  is thrown on the **colour die**, there are three various options depending on the result of the **symbol die**:



The vampire flaps off!

The first player to bang on the garlic card can either:

- **turn over** any one card to the coffin side;
- clear any one **face-down card** to the side;
- **turn over** any one **face-down card of another player** to the vampire side.



Moonlight causes nothing but trouble ...

The first player to bang on the garlic card can **swop out two face-down cards** of any two players. The player swopping the cards is allowed to look at the cards beforehand. If the other player does not have two face-down cards yet, the player may also swop out face-up cards.



Hands off! Danger!

Nobody is allowed to **bang on the garlic card!** If a player touches the garlic card, he gets a **penalty**. If nobody has reacted within about 5 seconds, the next player casts the dice.

As soon as an action or a penalty has been performed, the dice are passed on to the next player in a **clockwise direction**, and it is their turn.

The penalty

A player that makes a mistake pays a **penalty: one of their face-down cards is turned back** to the side with the vampire.

If the player **doesn't have any face-down card**, they pick up **one more card** from the drawing pile which is added face-up to their hand as a penalty card. The player must also try to clear this card to the side. This means that a player can have **more than four cards** in their hand.

End of the game

As soon as a player has cleared **four cards** to the side, they have won the game!

Notes

- All players are to keep their hands the same distance from the garlic card before throwing the dice.
- If six players are playing the game, additional penalty cards may, in rare cases, cause the draw pile to become empty before the game is over. If this means that a player cannot add any new cards to their hand, he is in luck, and continues to play with fewer cards in their hand.
- After clearing a face-down card a player only picks up one further card from the drawing pile if they have fewer than four cards in their hand.