

Vampire

Objective:

The Vampire awakens. The Vampire's only desire is to drain the life energy from all of those who are near. One by one, victims are converted into new vampires. If this continues, the vampires could eventually overwhelm the aggregation. But time may be against them. Will the vampires ultimately take over, or will time run out before they succeed?

Description:

Vampire is a unique solo game in which individual players work against the clock for their own survival. The game commences with one of the players as the "Vampire". The remaining players have a limited number of lives with which to defend themselves. If a player's lives are reduced to zero by a vampire (or traitor), the player is "converted" into a vampire. As more and more players succumb, more and more vampires will be in the arena. The game is won when the vampires overwhelm the players and the player with the highest score wins.

Vampire parameters:

- The Vampire's phasor has unlimited shots
- Vampires have unlimited lives. Vampires' cannot be eliminated or converted back into peasants.
- If tagged, vampires are deactivated for 10 seconds.

Peasant parameters:

- Peasants have a limited number of lives. Your game Briefer/Marshall will inform you of how many lives you have been given. Suggested range is 2-10 lives.
- The Peasant phasor weapons have a limited number of shots. This number reaches a maximum of 100 shots, but this can be reduced for a more challenging experience.
- If tagged, Peasants lose one life and are deactivated for 10 seconds.
- If a Peasant's lives are reduced to zero by a vampire, the Peasant is "converted" into a vampire.

Game Play:

- The game starts with only one vampire.
- The remaining players have a limited number of lives and a limited number of shots with which to defend themselves and score points.
- The game is won when either the vampires overwhelm the players or the game time expires and one or more players survive.

Parameters available to alter based on expertise level of players.

- Player Lives: 1-100 Suggested range is 2-10
- Player Shots: 1-100 Suggested setting is 100

