



A Twilight Creations, Inc. Game for 2 to 6 Players Ages 13 and Up

Forever Young

a vampire game

Game Contents:

Game board
60 event cards (10 per player)
240 tiles (40 per player)
36 vampires (six of each color)
36 humans (six of each color)
30 number disks (also called dice tokens) (five per player)
6 six-sided dice
Starter marker (Red Pawn)

Objective:

In Forever Young you play the head of a vampire family intent on getting rid of the competition. Or at least, getting them to see things your way... In other words, the objective is to eliminate all of the other players by doing two of the following: Finding the player's nest, kill the player's vampire leader and kill the player's human leader. Two of these must be fulfilled for a player to be eliminated.

Set-up:

1. Place the board on the table within easy reach of all players.
2. Each player takes one set of colored pawns (six humans and six vampires of the same color)
3. Each player takes a set of event cards that match the pawns' color.
4. Each player takes a set of number disks that match the pawns' color.
5. Each player takes a set of tiles that match the pawns' color.
6. Shuffle the event cards and tiles and place them in front of you (tiles may be placed in several stacks).
7. Place the number disks face (number side) up in front of you.
8. Randomly determine which player goes first (rolling a die. The highest goes first). Give this player the starter maker.
9. Each player randomly draws 10 tiles from their stack. Starting with the player with the starter marker, each player places one tile on the board (moving clockwise) until all 10 tiles for each player are placed on the board. See tile placement rules below.
10. Beginning with the starter player, each player places one vampire on the board as well as two humans, placing one a time. It does not matter which figure you place first.
11. Each player draws 3 cards from their own event deck.

Game board:

The game board consists of a 6 x 6 grid. The tiles are placed in one of the 36 squares. The numbers along the sides indicate the target numbers for that row or column. Each square will have two numbers or two of the same number. Those are the target numbers for the skill checks as listed below. When making a skill check, you must roll one number or the other. You may not use a combination of the target numbers.

Tile Placement - The tiles are placed in one of the 36 squares on the board. There can be no more than three tiles on any one square. You **may** have more than one of your tiles on a single square (up to three total tiles per square).

Figure Placement - When initially placing human and vampire figures, they cannot share a square with any other figure.

Game Play:

Turn Sequence:

1. Draw cards for a total of three in your hand. Players may only play one card per turn (That is, one card between the current draw phase and the next draw phase).

2. Draw tiles for a total of five in your hand. These are hidden from the other players.

3. Flip all of your number disks to face (number side) up.

4. Day Phase:

- Beginning with the starting player, each player moves their human(s) one space up, down, left or right (not diagonally) and flips the top tile that occupies that space. All humans for the current player take their action before play continues to the player to the left.

- Resolve the tile. *IMPORTANT: You may only flip over tiles that are not yours.*

5. Night Phase:

- Each player may move their vampire(s) in a straight line up, down, left or right (not diagonally) as many spaces as you wish in one direction and flips the top tile that occupies that space. All vampires for the current player take their action before play continues to the player to the left.

- Resolve the tile. *IMPORTANT: You may only flip over tiles that are not yours.*

6. Feed Vampires

- Your vampires need to eat every day.

- If your vampires successfully kill a human during your turn, your vampires do not need to be fed any further this turn. (Killed humans are only good for one turn.) Also, if a human was trapped during your turn, this human can be fed to your vampires on this or subsequent turns.

- Your vampires need to feed on one human per day. One human feeds all of your vampires for one turn. If you are unable to feed your vampires, one human from your tile hand is discarded. If there are no humans in your tile hand, search your tile stacks for one. Shuffle the tiles when you are done searching. If there are no humans in your tile stack, remove one of your human pawns from the board. If it is still not possible to feed, remove one of your vampire pawns from the board. If there are no vampire pawns on the board, you do not have to feed.

7. Tile Placement - Each player then uses one of their remaining face up number disks on the player to their left. This indicates how many of that player's five (possibly six if you were given

your vampire leader or human leader, in which case this has to be one of the designated tiles placed during the turn) tiles in their hand they place on the board. Each player then places that many tiles on the board, beginning with the starter player. If a player does not have any number disks face up, the player to their left places one tile on the board.

8. The starter player then passes the starter marker to their left.

Number Disks (Dice Tokens):

These disks indicate how many dice you roll for a skill check. Once you use a disk, flip it over to indicate that it has been used. Each disk can only be used once per turn. If you have no disks left, you can always roll 1 die.

Tiles:

Activating tiles - When you move onto the tile, if you wish to activate it, you may look at it. If it is a weapon, combat bonus, nest clue or re-roll, place in front of you face down. This should not be revealed to other players until you are ready to use it. Otherwise, flip the tile face up and resolve it immediately. Any pawns removed from the board after tiles are resolved are given back to their owners to be discarded. Discarded tiles are not used for the remainder of the game. If it is a vampire, it is given back right away. If it is a human, it is given back after they are used to feed your vampires at the end of the turn.

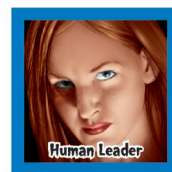
Vampire Leader - You need 3 of the designated number(s) to kill the vampire leader (That is, 3 of the same number indicated either above or to the left of your current square). Tile is placed face up in front of the owner of the tile. If skill check is not successful, the vampire leader is given back to its owner and placed in their tile hand. The vampire leader tile **must** be replaced on the board, face down, during the next tile placement phase (it counts as one of the tiles placed for the turn).



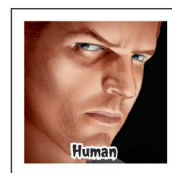
Vampire - You need 2 of the designated number to kill a vampire (That is, 2 of the same number indicated either above or to the left of your current square). Tile is given to the owner to place in their discard pile. If skill check is not successful, the owner of the tile places another vampire pawn on the board, any square.



Human Leader - You need 2 of the designated number to kill the human leader (That is, 2 of the same number indicated either above or to the left of your current square). Place the tile in front of the owner face up. If skill check is not successful, the human leader is given back to its owner and placed in their tile hand. The human leader tile **must** be replaced on the board, face down, during the next tile placement phase (it counts as one of the tiles placed for the turn).



Human - You need at least 1 of the designated number to kill the human (That is, 1 of the same number indicated either above or to the left of your current square). If successful, place the tile in front of you face up to be used to feed your vampire during the feeding phase at the end of the turn. Dead humans are only good for one turn. Return dead humans to their owner to be placed in their discard pile. If skill check is not successful, the owner of the tile places another human pawn on the board, any square.



Trap - The owner of the trap rolls when a human or vampire reveal this tile. The position of the tile on the board indicates what number needs to be rolled (That is, the same number indicated either above or to the left of your current square). Vampire leader = 3 of the same designated number. Human leader = 2 of the same designated number. Vampire = 2 of the same designated number. Human = 1 of the designated number. If you successfully trap a human, keep in front of you face up. These can be used to feed your vampires during the feeding phase at the end of this or any subsequent turn. If you successfully trap a vampire, it is removed from the game. Once the skill check is resolved, the owner places the trap tile in their discard pile.



Vampire Combat Bonus - Place this tile face down in front of you. Add a number of dice as noted on the tile to one combat roll, turning the tile face up. This is in addition to the number of dice chosen using the number disks. Once used, return the tile to its owner to be placed in their discard pile.



Human Weapon - Place this tile face down in front of you. Add a number of dice as noted on the tile to one combat roll, turning the tile face up. This is in addition to the number of dice chosen using the number disks. Once used, return the tile to its owner to be placed in their discard pile.



Re-Roll - When you find a re-roll tile, place the tile in front of you face down. This can be discarded to re-roll one or more dice during a skill check, one time. Used re-roll tiles are placed in the owners discard pile.



Nest Clue - Place activated nest clues in front of you face down until you have three matching nest clues. At that time, place them face up to indicate that the noted player's nest has been found.



Movement:

- You may move your humans one square each turn. They may not move diagonally. They also may stay on their current square.
- You may move your vampires in a straight line any number of squares in one direction. They may not move diagonally. They also may stay on their current square.
- Figures can share a square with any other figure after initial placement.

Activating and Resolving Tiles:

- When you land on a tile(s) (whether you have moved that pawn or not), you may look at the top tile. You may only look at and activate tiles that are not yours. If the top tile is yours, you may activate another tile in the stack starting from the top and working down.
- Only one tile is activated per pawn per day/night.
- You may choose not to look at a tile.
- Once you look at a tile, it must be activated.
- To make it easier to keep track of which pawns have taken actions, lay them down as they are used.

Combat:

- When you turn over a human or vampire, combat ensues. Turn one of your face up number disks face down. That indicates how many dice you roll for the skill check. Add dice for any bonuses due to cards or tiles you have.
- The dice are rolled. The target numbers are indicated on the board. There is one number for each row and each column. Each square will have two numbers (sometimes two of the same number).
- You must roll: 3 of the same target number (either one) for a vampire leader, 2 of the same target number (either one) for a vampire or the human leader and 1 of the target number (either one) for a human.
- If you successfully kill a vampire leader or human leader, place in front of you face up. If you successfully kill a vampire, give the tile back to the owner to be placed in the discard pile. If you successfully kill a human, place in front of you face up to be fed to your vampires at the end of your turn.
- If you do not successfully kill a vampire leader or human leader, the tile is given back to its owner to be placed in the tile hand. These tiles must be placed back on the board during the next tile placement phase.
- If you do not successfully kill a vampire or human, the owner of the tile places the appropriate pawn on any space of the board. The tile is placed in the owner's discard pile.
- **IMPORTANT:** *There is no combat between pawns, just between pawns and tiles.*

Cards:

- You may only play one card per turn. That is, you may only play one card from the time the starter marker is passed until it is passed to the next player.
- You draw back up to three cards at the beginning of your turn.
- Once your event deck runs out, you do not reshuffle.
- You may play a card to interrupt any player's turn or even an action.

End of the Game

- Once someone has done two of the following:
 1. Killed your vampire leader.
 2. Killed your human leader.
 3. Found your nest.
- You are then out of the game.

Winning the Game:

You win the game by being the last one standing.

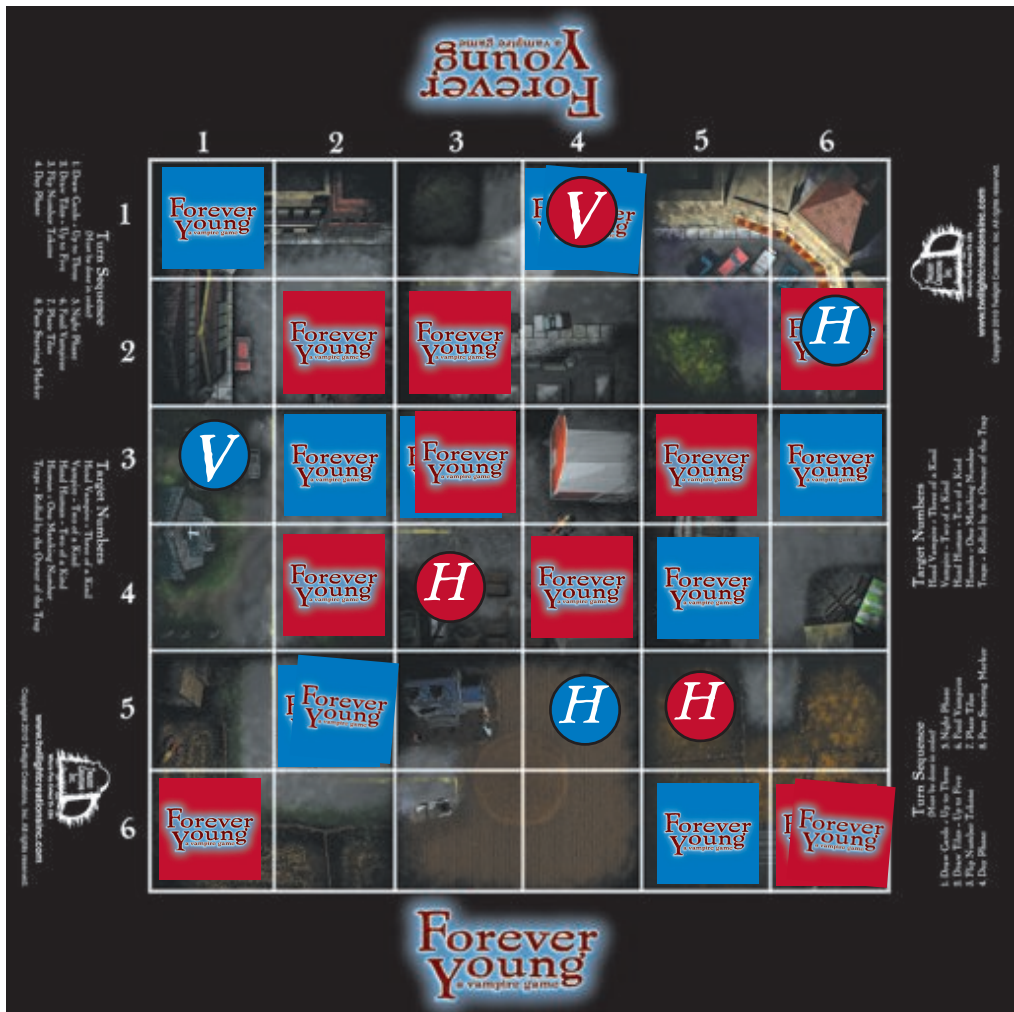


Game Concept and Design: Kerry Breitenstein **Card and Tile Art:** Dave Aikins **Board Art:** Jacob Corn **Additional Development:** Todd and Jonathan Breitenstein **Layout and Design:** Todd Breitenstein

Twilight Creations, Inc. Cold Spring, KY 41076

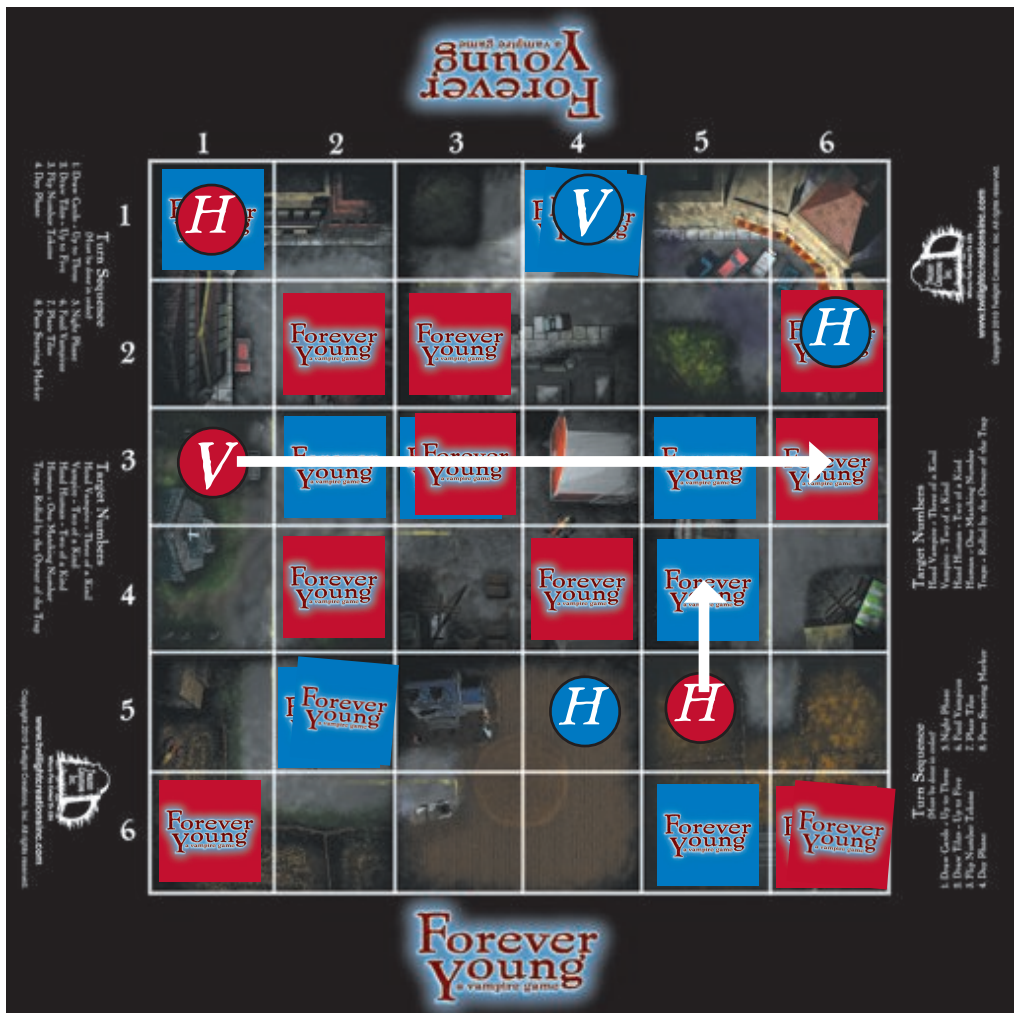
Copyright 2010 Twilight Creations, Inc. All Rights Reserved

Twilight Creations, Inc., The Twilight Creations, Inc. logo and "Where Fun Comes To Life" are trademarks or registered trademarks of Twilight Creations, Inc. All Rights Reserved



Sample Game Set-up

- Kerry (red) and Todd (blue) are playing a two player game.
- It is randomly determined that Kerry will go first.
- Each player randomly draws 10 of their tiles.
- Beginning with Kerry each player places one of their tiles on the board. After Kerry has placed a tile, Todd places a tile. This continues until both players have placed all 10 tiles.
- Both players then draw a hand of five random tiles from their stack and three of their cards.
- Again beginning with Kerry, both players then place two human figures (H) and one vampire figure (V) on the board in any order. Kerry places a vampire first. Todd places a human. Figure placement continues until both players have placed all three figures.
- The game is now ready to begin. Kerry will go first.



Sample Movement and Combat

- It is the day phase and Kerry chooses to move one of her human pawns one space. She chooses not to move another one at all. This puts both of her pawns on Todd's tiles.
- Kerry looks at the first tile. It is a Human Weapon. She places it face-down in front of her for use later. She looks at the second tile. It is one of Todd's vampires so combat ensues.
- Kerry chooses to use the Human Weapon tile she just drew. It adds one additional die to her roll. She also uses one of her "4" disks. She will roll four dice for the disk and one die for the Human Weapon tile for a total of five dice.
- Kerry needs at least a pair of either fours or fives in order to defeat Todd's vampire. Her die roll is 2,2,4,4,6. Since she got a pair of fours she has defeated the vampire. Both the vampire and human weapon tile are returned to Todd, who places them in his discard pile.
- Todd then takes his Day Phase.
- After Todd finishes his Day Phase, Kerry starts the Night Phase.
- Kerry chooses to move her vampire five spaces to the right. She reveals a re-roll tile and saves it for a later turn.
- Todd then takes his Night Phase.