



HAPPY BIRTHDAY DRACULA!

A MONSTROUSLY FUN
SOCIAL GAME FOR 3-6
HIDEOUS CREATURES
OF THE NIGHT



BY
JONATHAN SIMS

Wow! It's Dracula's birthday tomorrow, and for the first time in 120 years you've actually been invited to his party! This is your chance to get in with all the cool monsters - someone even said The Headless Horseman might be there, and he's SO dreamy... You have got to make a good impression!

Unfortunately, the invitation is a bit vague on the details. It doesn't say what sort of party it is, or how many guests you're expected to bring. Still, this is Dracula, and he always wants a well-stocked party in case he gets peckish. Plus it's important you look popular.

There isn't much time, though, so you need to head out into the night and find as many humans as possible to bring with you. Hopefully Dracula won't eat ALL of them.

Happy Birthday Dracula! is a social game for 3-6 players in which you are a monster trying to convince humans to come to Dracula's birthday party with you.

To play, you will need a pack of standard playing cards, a single six-sided die, and (appropriately) some friends.

Play time approx. 40-120 minutes, depending on player numbers.

Each game is divided into three phases:

PHASE I - MAKE YOUR MONSTER

PHASE II - BEFRIEND SOME HUMANS

PHASE III - PARTY TIME

PHASE I - MAKE YOUR MONSTER

The player next in line to have (or currently having) a birthday goes first. If two or more players share that birthday, they should all do Dracula impressions and the best one goes first.

Starting with the first player and going clockwise, each player should roll a die and consult TABLE I: MONSTER TYPE to find out what sort of monster they are. Then draw a single card and consult TABLE III: QUIRKS to find out what your monster is like. This will inform how you go about attempting to convince humans to come to the party with you.

You are advised to name your monster, but you don't have to.

TABLE I: MONSTER TYPE

- 1 = VAMPIRE
- 2 = FRANKENSTEIN (MONSTER, NOT SCIENTIST)
- 3 = WOLFMAN
- 4 = MUMMY
- 5 = GHOST
- 6 = SKELETON

Example:

It's Mina's birthday, so she is first player. She rolls a 4 and draws the 8 of clubs. This means she is a Mummy who Owns an Owl. She is happy with this, and decides her mummy is named Dusty Joe. She also decides the owl is called Hooty the Third and is covered in bandages as well. No-one has the power to stop her doing this.



PHASE II - BEFRIEND SOME HUMANS

Now, beginning with the first player, everyone takes a turn playing a possible human friend (possibly a friend, definitely a human).

The player taking the turn cannot acquire this human as a guest, and their monster is assumed to be off getting a milkshake or practicing their wicked dance moves during this turn.

The player draws two cards and consults TABLE III: QUIRKS to determine what their human is like, and tells the group. Then, beginning with the person to their left, each other player has 90 seconds, as their monster, to convince the human to come to Dracula's birthday party with them. The human, in turn, can ask the monster questions, react to their offers and generally have a chat - it certainly doesn't need to be a monstrous monologue!

The 90 second time limit is mostly advisory and can be flexible - it's up to the human to end the chat, and it can end early if it goes very well (or very badly). It can also go longer, but be aware it's not a good idea to give one player too much more time than the others if you want to keep your real friends! The next player clockwise then takes their turn to try and convince the human, until the human player has heard the proposals of all the monster players.

They then pick whichever monster they feel made the best case for escorting them to the party, and gives that player their human's quirk cards. The human can't choose not to go to the party because, c'mon, it's *Dracula* - you seriously want to tell me you're NOT going to his party?!



Once everyone has had a turn as a human, play direction reverses and goes around anticlockwise, until everyone has had two turns as a human.

OPTIONAL RULE: MONSTER SWAP

Once everyone has had a turn as the human, each player gets the option to change their monster, re-rolling the monster type and redrawing the quirk. This is advisable if you found yourself repeating your pitch too often for the last couple of humans and want to change it up a bit. Unless you specify otherwise, it is assumed your second monster is the partner of your first, and so shares their score. This is fine even if you tried to romance or seduce earlier humans - monsters are very open to non-standard relationship dynamics.

Example:

It's Arthur's turn to be the human, and he draws the Ace of Diamonds and Eight of Hearts: he's a Retired Monster Hunter who is Way Too Enthusiastic about everything.

Mina decides Dusty Joe is going to try and befriend him, as he probably decided to retire after finding out monsters have feelings, but she is incorrect (he fires a harpoon at Hooty!)

Quincy has his Unsettlingly Intense (2 of Clubs) Frankenstein try to convince the hunter to go after Dracula: the one monster he never finished hunting. Hey, if it gets him to the party, right?

Lucy reckons her Smooth Talking (4 of Diamonds) Ghost will remind the hunter of all the friends he lost, and how they'll probably all be unholy monstrosities dancing up a storm at the party! 'Will Van Helsing's severed head be there?' the Hunter asks excitedly. Probably!

Arthur decides that, tempting as hunting Drac is, the hunter is super psyched to hang out with all his long-dead friends, and he hands Lucy the Ace of Diamonds and the Eight of Hearts.

Everyone has now had a turn, and Mina decides one too many humans have shot harpoons at her owl, so rerolls and redraws for a new monster. She's another Mummy, but this one is Fascinated by Disgusting Things (5 of Clubs). She sighs - she doesn't think Dusty Joe's husband is going to have much luck either...

PHASE III - PARTY TIME!

Now it's time for all of the monsters and their human guests to go to Dracula's party. This is the first chance the monsters have to find out what sort of party it is, and it turns out that some guests are going to fit in better than others.

The first player rolls a single six-sided die and consults Table II: Party Type to find out what sort of party it is. All players then add up card totals for their guests (you do not include your monster's quirk card in your total).

TABLE II: PARTY TYPE

- 1 = BLOOD FEAST
- 2 = CLASSY BANQUET
- 3 = SPOOKY MASQUERADE
- 4 = WAREHOUSE RAVE
- 5 = DINNER PARTY
- 6 = INTIMATE GET-TOGETHER

IMPORTANT

Any player that, at any point during the game, made a comment about it being Dracula's "Birthday" and not "Deathday", "Undeathday" or anything like that, immediately loses 5 points. Dracula HATES pedants. Yes, even if you said it as a guest, rather than as your monster. Dracula knows it was you.

THE PLAYER WITH THE HIGHEST NUMBER OF POINTS WINS and is Dracula's best friend (for this year, at least). If there is a tie, you both win, because Dracula can have multiple besties. If you're not happy with the idea of there being a tie for the winner, re-evaluate your priorities.



PARTY TYPE

BLOOD FEAST: Ah, looks like the Count isn't interested in their conversation or their dance moves - he's just hungry for blood! Unless they're particularly tasty, he's looking for quantity over quality with his human guests!

ALL GUEST CARDS ARE WORTH 1 POINT
EXCEPT JOKERS WHICH ARE WORTH 5 POINTS.

CLASSY BANQUET: Dracula is holding one of his famous big feasts. We're talking forty seven giant hams served on silver trays and more vintage wine than you can drink. High class guests are valued highly, while those who seem boorish may be asked to leave.

SPADES - 3 POINTS DIAMONDS AND JOKERS - 2 POINTS
CLUBS - 1 POINT HEARTS - 0 POINTS

SPOOKY MASQUERADE: Dracula is getting in touch with his ghoulish side. Grotesque masks are a must for those not already horrific enough to look at. The atmosphere is that of gruesome fun, and those too pompous to take part aren't welcome.

CLUBS - 3 POINTS HEARTS AND JOKERS - 2 POINTS
DIAMONDS - 1 POINT SPADES - 0 POINTS

WAREHOUSE RAVE: This year Drac just wants to dance it up! We're talking pumping tunes and bouncing funk! It's the raddest! Anyone who's got a case of dance fever is going to fit right in, but there's no point talking when you can't be heard over the thumping bass.

HEARTS - 3 POINTS CLUBS AND JOKERS - 2 POINTS
SPADES - 1 POINT DIAMONDS - 0 POINTS

DINNER PARTY: Oh, how civilised! He's hosting a genteel dinner in his castle, with plenty of cheese and port (at least you think it's port) for afterwards. Interesting and erudite guests are welcomed warmly, but weirdos feel decidedly out of place.

DIAMONDS - 3 POINTS SPADES AND JOKERS - 2 POINTS
HEARTS - 1 POINT CLUBS - 0 POINTS

INTIMATE GET TOGETHER: Uh-oh! Looks like Drac was hoping for a nice quiet meal with his friends. He's polite about the group of hangers-on you've brought with, but you can tell he'd rather they weren't here.

ALL GUEST CARDS ARE WORTH -1 POINT.

Example:

It's Mina's birthday, and she rolls a 5 - looks like Dracula's having a dinner party!

Arthur managed get a World Traveller (9 of Diamonds - 3pts) with a Very Loud Voice (6 of Hearts - 1pt) and an Obsessively Well-Dressed (3 of Spades - 2pts) Vicar (Red Joker - 2pts) for a total of 8 points.

Mina's only guest was Pretty Much Deaf (J of Hearts - 1pt), but did have a Huge Moustache (8 of Spades - 2pts) for a total of 3 points.

Lucy did well for herself with three guests, and as well as the Way Too Enthusiastic (8 of Hearts - 1pt) Monster Hunter (A of Diamonds - 3pts), she also found a human who is Unfailingly Polite (4 of Spades - 2pts) and is Really Feeling the Music (7 of Hearts - 1pt). Unfortunately, her third guest is Ugly as Sin (A of Clubs - 0pts) and a Massive Goth (Q of Clubs - 0pts), so she still only ends up with 7 points!

Quincy got two guests, and wasn't confident about his first, who was both Exceptionally Hungry (5 of Spades - 2pts) and Pointlessly Grumpy (7 of Clubs - 0pts). His second, however, was a Professor of Something Weird (5 of Diamonds - 3pts), which Mina had decided was Sock History, who was also Stuck Up and Condescending (6 of Spades - 2pts), so he nets a total of 7pts to come in joint second with Lucy.

It looks like Arthur is Dracula's best friend! Hurrah! But most importantly, they all had fun.



TABLE III - QUIRKS
DRAW A PLAYING CARD

SPADES

A = AN ACTUAL COUNT
2 = SO VERY DECADENT
3 = OBSESSIVELY WELL-DRESSED
4 = UNFAILINGLY POLITE
5 = EXCEPTIONALLY HUNGRY
6 = STUCK-UP & CONDESCENDING
7 = SMOKES AN ANTIQUE PIPE
8 = HUGE MOUSTACHE
9 = OLD. LIKE, REALLY OLD
10 = POMPOUS AND TALKATIVE
J = PICKY GOURMENT
Q = CLAIMS THEY KNOW THE QUEEN
K = RIDICULOUSLY WEALTHY

CLUBS

A = UGLY AS SIN
2 = UNSETTLINGLY INTENSE
3 = PARANOID ABOUT EVERYTHING
4 = KIND OF SINISTER
5 = FASCINATED BY DISGUSTING THINGS
6 = TRYING TO COVER UP A MURDER
7 = POINTLESSLY GRUMPY
8 = OWNS AN OWL
9 = MAD SCIENTIST
10 = UNNECESSARILY DRAMATIC
J = OLD-SCHOOL WITCH
Q = MASSIVE GOTH
K = AN UNDERTAKER

HEARTS

A = AMAZING DANCER
2 = COVERED IN GLITTER
3 = WEARING SURPRISINGLY LITTLE
4 = ALREADY DRUNK
5 = PAINFULLY COLOURFUL CLOTHES
6 = VERY LOUD VOICE
7 = IS REALLY FEELING THE MUSIC
8 = WAY TOO ENTHUSIASTIC
9 = SUPER PSYCHED ABOUT MONSTERS
10 = HAS A COOL GANG OF THEIR OWN
J = PRETTY MUCH DEAF
Q = AMPED-UP RAVER
K = DJ WITH GREAT TUNES

DIAMONDS

A = RETIRED MONSTER HUNTER
2 = CLASSICAL MUSICIAN
3 = DOCTOR OF MEDICINE
4 = SMOOTH TALKER
5 = PROFESSOR OF SOMETHING WEIRD
6 = PRETENTIOUS ARTIST
7 = LOVELY DEEP VOICE
8 = FINDS EVERYTHING HILARIOUS
9 = WORLD TRAVELLER
10 = DESPERATE TO BE LIKED
J = SHAKESPEAREAN ACTOR
Q = BIG FAN OF DRACULA
K = MINOR CELEBRITY

RED JOKER: A VICAR
BLACK JOKER: HAS LOTS OF BLOOD

