



# SWEET SHADE



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For 2-6 players ages 5+.

Duration about 10 min.

**A board game that requires attentiveness and luck. There is also a bit of risk.**

**Mister Vampire has hidden all the candies. The players are searching for them. When a player finds the right candy, they move one step along the path. Everyone tries to be the first.**

**Be careful – watch out for the black cat!**

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- 3 game path
- 6 figure
- 6 cards
- 24 tokens
- 4 dice
- rule

## Game setup

Remove all components from the box. Assemble the 3-piece game path in the center of the table. If 2–3 players are playing, assemble the path using the side with fewer spaces. If 4–6 players are playing, use the other side of the path, which has more spaces.

Place all face-down tokens next to the assembled path. Place the open box nearby and put all four dice into it. During the game, roll the dice inside the box—this way you won't have to look for them under the table.

Assemble Mister Vampire from the two parts and place him next to the path.

Each player chooses a character — a card and a figurine. Place the card face up (with the white background) in front of you. A white background means the player has one extra "life" (a second chance). Place the figurine at the start of the path. *See example.*

## Objective

The objective of the game is **to be the first to reach the last space on the path**. Or to remain the only player who has not been eliminated.



# Gameplay

The oldest player starts the game. Play then continues clockwise.

**On their turn, a player performs two actions:**

1. Rolling the dice
2. Moving along the path

**1. Rolling the dice.** The player decides how many dice (1–4) to roll. More dice mean more candies, but also greater risk. **The player checks only the dice they roll.**

*Notes:* One die does not have a black cat symbol. If there are dice placed behind the Vampire, the player does not roll those dice. Only the remaining dice may be rolled.

## DICE MEANINGS:



**Black cat.** Any die showing a black cat is immediately placed behind Vampire. **When a player places the third die behind Vampire, that player loses a "life."** Vampire raises his head to see which player was unlucky. *See Example 1.* Check whether this player has an extra "life" (a second chance):

- If the player's character card still has a white background, the player flips it over (uses the second chance). *See Example 2.* The player takes all dice from Vampire and passes them to the next player in turn. The turn ends — the figurine does not move and no tokens are gained.
- If the player's character card has a dark background, the player is eliminated from the game. Their figurine is removed from the path. If more than one player remains, the game continues. The next player in turn takes all dice from Vampire and continues the game.



**Bat token.** The player takes from the token pile as many tokens as bat symbols rolled. The player flips the tokens face up and places them in front of them on the table. *See Example 3.*



**Candy.** There are four types of candies. Each candy rolled is an opportunity to move along the path.

**2. Moving along the path.** The player checks whether the candies shown on the rolled dice and on their collected tokens match **the nearest free spaces on the path.** If the candies match, the player moves forward the corresponding number of spaces. One candy symbol on a die or one token equals one step on the path. If there are occupied spaces along the way, the player jumps over them. Free spaces may not be skipped. *See example 3.* Tokens used for movement are immediately discarded into the used token pile.

The turn then passes to the next player.

## End of the Game

The game ends when one player reaches **the last space on the path.** That player wins the game.

The game also ends if **only one player remains.** That player is declared the winner.

Example 1



Example 2



The blue player awakened Mister Vampire for the first time. He flips his character card and returns all dice to the game.

Example 3



The player rolled two token symbols. They take two tokens and place them face up in front of themselves.

Example 4



The yellow player moves two steps. The first step matches the candy shown on the die. The second step (jumping over an occupied space) is made using a matching token.

