



DARK CITY

RULEBOOK

PLAYERS: 4 TO 8 | PLAYING TIME: 30 MIN | AGES: 14+



DON'T LET THE DIM LIGHT OF THE FULL MOON
MISLEAD YOU.

TONIGHT DARK CITY IS SHADOW TERRITORY.

MONSTERS PROWL THE STREETS, CRAVING FOR
BLOOD, AND THEY'LL DO ANYTHING TO KEEP THEIR
HUNTING GROUNDS.

HUMANKIND HAS ITS GUARDIANS, HOWEVER FEW AND
FAR BETWEEN, AND THEY FIGHT FOR THEIR LIVES WITH
MATCHING FEROCITY.

WHO WILL SURVIVE ANOTHER SHOWDOWN ON THE
GLOOMY STREETS OF DARK CITY?

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OBJECT

Survive a series of nightly encounters to achieve the personal goals of one or multiple monsters/guardians, then gather experience (xp) to meet one of the victory conditions.

COMPONENTS

A **main** cast of 24 monsters  and guardians  (for the basic rules):



8 BASIC CARDS, 8 ADVANCED CARDS

BASIC
CARD



ADVANCED
CARD

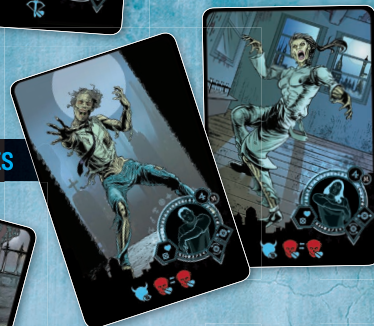
4 BASIC CARDS, 4 ADVANCED CARDS



WEREWOLVES



ZOMBIES



VAMPIRES



DEVILS



PRIESTS



HUNTERS



and a **special cast** (expansions) with 10 more cards:





ALIEN



MUMMY



NECROMANCER



CREATURES







REPORTER



ANGEL



VOODOOIST



DEMONIAC





DEATH



XP >> 1 2 3 4

1 PAD OF JOURNAL SHEETS TO REGISTER YOUR EXPERIENCE (XP)



DARK CITY
RULEBOOK

1 RULEBOOK

HOW TO PLAY

The rules presented below deal only with the 12 **basic** monsters and guardians in the **main** cast. That's the recommended setting for your first *Dark City* games. More experienced players might enjoy variants that use the **advanced** cards and the **special** cast; those are presented within blue sidebars throughout this rulebook. Refer also to the "Special cast" section, p. 19.

We strongly recommend you read sidebars like this only after you and your fellow players are well acquainted with the game and its basic rules.

SETUP

Each player gets a journal sheet, then fill in the first experience dot for one—and **only** one—role at his or her choice (free xp). Make sure you have enough pens or pencils nearby, so you all can jot down your experience points and take notes during play.

XP >>	1	2	3	4
	☐	☐	☐	☐
	☐	☐	☐	☐
	☒	☐	☐	☐
	☐	☐	☐	☐
	☐	☐	☐	☐
	☐	☐	☐	☐
	☐	☐	☐	☐
	☐	☐	☐	☐
	☐	☐	☐	☐
	☐	☐	☐	☐
	☐	☐	☐	☐
	☐	☐	☐	☐

Either the player who has been a role-playing Game Master the longest or the player who owns *Dark City* will be Dark City's Mayor—the master of ceremony who runs the game from beginning to end. The Mayor should always be the same person throughout play to ensure a fun and well-paced game.

GAME OVERVIEW

The game breaks down into a series of rounds. Each round stands for a night of deadly encounters involving monsters and guardians on Dark City's streets. It covers five phases, presented here in order:

Phase 1: Role Selection. You select which monster or guardian you're playing in the next encounter.

Phase 2: Attack! You choose your target(s) and attack.

Phase 3: Withdrawal. You get a chance to withdraw your attack.

Phase 4: Resolution. Attacks are resolved in initiative order.

Phase 5: Experience. If you have achieved the goals of your role, then you're awarded 1 experience point.

PHASE 1: ROLE SELECTION

You select which role you're playing in the encounter that is about to take place.

As the active player, you gather all 12 **basic** cards of the **main** cast into a deck and shuffle them. Now you randomly discard 3 cards, which remain face down on the table. You secretly look at the 9 remaining cards and choose a monster or guardian for yourself, placing the selected card face down right before you. Then you hand the deck with the remaining cards to the player on your left.

Each remaining player chooses his or her role in the same way and hand down the deck clockwise. The last player to choose a role may either keep one of the cards he or she has been handed down or—if none of those strikes his or her fancy—randomly pick one of the three face-down cards in the center of the table.

Once the roles have been chosen, the remaining cards are laid face-down on the table without anyone seeing them.

In the very first round, the Mayor is also the active player. In the second round, the active player will be the one immediately to the left of the Mayor. In the third round, the active player will be the one immediately to the left of the previous one, and so on. Play always proceeds clockwise.

SPECIAL CAST AND ADVANCED ROLES

You might want to try a few new roles and put into play some cards from the special cast. Before the very first round, though, your deck should include:

- some or all of the **advanced** cards from the main cast;
- some cards from the **special** cast.

You may replace a few main roles with special roles if your group includes 6 players, or you may add special roles to the main deck if your group includes 7 or 8 players. Either way, you should record any changes on your journal sheet, then pick one of the roles to get the free XP (see next figure).

RULES AND RECOMMENDATIONS

- There are a few rules and recommendations you should be aware of as you play *Dark City's* special cast.
- There must be 6 or more players at the table.
- You can't have more than 14 cards in your deck.
- You can't have more than 8 roles on your journal sheet.

- You shouldn't add two guardians at once.

- If you want the Creature in, then both Creature cards must be in play. Make sure the deck won't end up with more than 14 cards as you include the Creatures.

- For every Mummy or Voodooist you add to the deck, you have to remove a Priest card. If both the Mummy and the Voodooist are in play, then both Priests must be removed, and you should write either "Mummy" or "Voodooist" over the Priest symbol  on your journal sheet. Then you may add an extra special role to the last slot of your journal sheet (see next figure).



PHASE 1 WITH DEATH IN PLAY

The active player places the Death card face-up in the center of the table, next to the three cards that have been randomly taken from the deck. More details under "Death," p. 19.

ROLES

Monsters from the main cast include the Devil, the Vampire, the Werewolf, and the Zombie. The guardians are the Hunter and the Priest.

Each role follows the same presentation format (see next figure):

ROLE NAME AND SYMBOL

Initiative. A number that stands for your role's position in the attack resolution sequence in **Phase 4**. The lower your initiative, the quicker your attacks are resolved.

Class. It shows whether you're a monster (M) or a guardian (G).

Goals. One or more goals you must achieve so you can gather experience (xp) in your chosen role.

Gesture. A signature gesture that identifies your chosen role and usually shows unequivocally who's attacking whom during **Phase 2**.

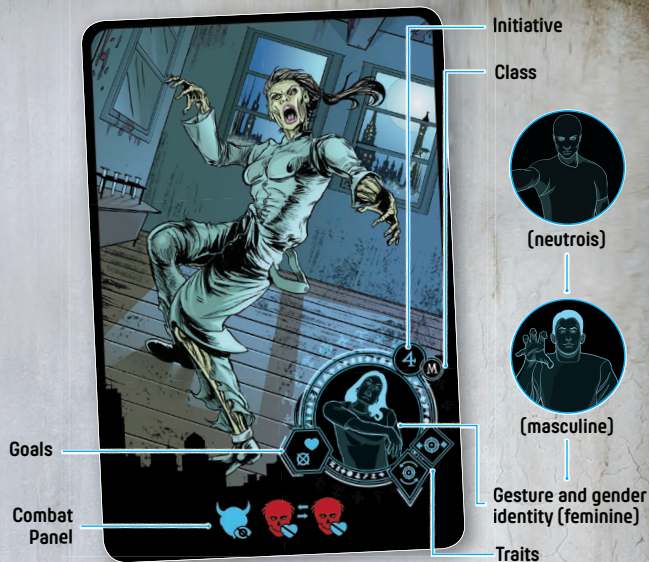
The illustration for your role's gesture also shows its **gender identity**—neutrois, feminine or masculine.

Traits. A monster's or guardian's features and specific combat abilities.

Combat Panel. It tells you what happens whenever your monster or guardian attacks certain roles, and what happens when some roles attack your monster or guardian.

As a rule, monsters and guardians may choose one target only, they can attack any other role—regardless of where its player is sitting—and their successful attacks kill targets instantly. However, there are exceptions to that general rule, and those are the extraordinary circumstances that usually show up in the Combat Panel.

Text. Other useful information about your monster or guardian.



SPECIAL ROLES AND EXTRA GOALS

Monsters in the special cast include the Alien, the Necromancer, the Creature, and the Mummy. Special guardians include the Angel, the Demoniac, the Reporter, and the Voodooist.

Death is neither a monster nor a guardian. Death is "the undiscover'd country from whose bourn no traveller returns," and yadda-yadda-yadda...

The special cast is presented in the "Special cast" section of this rulebook, p. 19.

Some advanced versions of monsters or guardians have two different sets of objectives: core goals and extra goals.



In each card's Combat Panel, the **blue color** tells you what happens when you—the actor who plays the card's role—attack another character. The **red color** shows what happens when you're attacked by the role indicated by the symbol.

For instance, the Hunter's Combat Panel is:



That panel tells us that:

- a Hunter can't see the real Devil, so nothing happens to a Devil who's attacked by a Hunter;
- a Hunter won't get any xp at all if he or she attacks another guardian ;
- a Hunter is immune to another Hunter's attacks;
- a Hunter is immune to a Werewolf's attack.

DEVIL



Initiative: 1.

Class: Monster.

Goals: Survive and make a monster or guardian withdraw one of his or her attacks (see **Phase 3: Withdrawal**, p. 14).

Gesture: Make both your hands into fists, drawing out your index fingers. Now, raise your fists to the sides of your forehead.

Gender identities: Both masculine and feminine.

Traits: An shows that a Devil's attack is but an illusion, so you can't kill monsters or guardians when you play a Devil, although you still manage to affect and deceive your target (see text below).

Combat Panel: Only a Werewolf's attack can kill a Devil. When attacking as a Devil, you can affect any other role, including another Devil. The Prince of Dark-

ness cannot be killed by a Vampire, a Zombie, a Hunter, or a Priest (who doesn't attack at all, by the way).



*Devils happen to be great illusionists, and they hardly are where people think they are. Therefore, in **Phase 2: Attack!** (p. 13), a Devil's player attacks someone else by making the signature gesture of any other monster or guardian. If mimicking a Vampire, you make the bloodsucker's gesture, aiming it at another player. Beware, though: when mimicking a Hunter, you have to pick two different targets. If you are a Devil and you choose to impersonate a Zombie, you must attack the player immediately to your left or right.*

*You should only disclose your true identity as a Devil in **Phase 4: Resolution** (p. 14), as the Mayor calls the Devil out. Only then you'll make the Devil's signature gesture.*

ADVANCED DEVIL

In addition to the **core goals** of surviving and making someone else withdraw, this version of the Devil has **extra goals** when the Angel, or the Demoniac, or both are in play:

- survive and damn a soul to Hell .

As the Devil, if you attack the Angel or the Demoniac with the signature gesture of the monster/guardian you're impersonating, then as you reveal yourself during **Phase 4: Resolution** you'll drag your target down to the everlasting flames of the Pit. Regarding other roles, the Devil's



attack remains deceptive: it still affects your target in an attempt to make him or her withdraw, but it doesn't damn nor kill him/her. Even if you manage to achieve the Devil's core goals and extra goals in a single round, you'll get only 1 xp for your troubles.

Other special rules:

- A Devil is killed instantly when attacked by the Angel.
- A Devil can't impersonate the Necromancer or the Creature.

VAMPIRE



Initiative: 2.

Class: Monster.

Goals: Survive ♥ and kill a monster or guardian ☒.

Gesture: You start with all your fingers spread open. Curl in your ring-finger and little finger, and hold them down with your thumb. Reach out with your arm, aiming your hand at your target, with your palm facing down. Now, bend down the tips of your forefinger and middle finger.

Gender identities: Both masculine and feminine.

Traits: A single attack aimed at any player around the table ☉.

Combat Panel: Vampires are effective predators who pose a serious threat to most monsters and guardians. However, since Vampires can't see the real Devil, they cannot kill him. And since they don't cope well with a true believer's faith, they can't kill a Priest either. By the way, a Vampire's aversion to crosses and holy water gets him or her killed when he or she attacks a Priest!



WEREWOLF



Initiative: 3.

Class: Monster.

Goals: Survive ♥ and kill a monster or guardian ☒.

Gesture: You start with all your fingers spread open, then bend their tips in. Reach out with your arm, spinning your wrist up, and aim your "claw" at your target.

Gender identities: Both masculine and feminine.

Traits: A single attack aimed at any player around the table ☉.

Combat Panel: A Werewolf's attack won't kill a Hunter, because the guardian's crossbow bolts have silver tips, and silver is the traditional bane of the half-wolves. And that's why the Combat Panel informs that, if you're a Werewolf and you attack a Hunter, you are the one who gets killed.



Thanks to their heightened senses, Werewolves can smell a real Devil's hellish reek, and so Werewolves are the only children of the night in the basic deck who are able to kill a Devil. No monster or guardian, except the Hunter, has any particular immunity to a Werewolf's attack.

ADVANCED VAMPIRE AND WEREWOLF

Basic and advanced versions of Vampires and Werewolves are one and the same. Those monsters are killing machines on their own merit, and they don't need any more firepower.

ZOMBIE



Initiative: 4.

Class: Monster.

Goals: Survive ♥ and kill a monster or guardian ☒.

Gesture: Choose a target immediately to your left or right. Cross your left or right forearm over your chest, depending on where your target is. Spin your wrist, pointing your hand down. Now, tilt your head sideways towards your target.

Gender identities: Both masculine and feminine.

Traits: Zombies are morose and stealthy creatures, but dangerous none the less. As the Zombie's player, you make his or her signature gesture in **Phase 2**, aiming at another player immediately to your left or right ☉. However, in **Phase 4**, as soon as the Mayor calls the Zombie out, you get to choose between keeping your original target or shifting your aim to the player on your other side ☉. For instance, if you picked the player on your right as a target, you can shift your aim to the player on your left as the Mayor calls you out during **Resolution**.

Combat Panel: A Zombie's attack won't kill a Devil. Zombies are cannibals in more than one sense; if you're a Zombie and the player on either side of you is also a Zombie, then both of you are killed in **Phase 4**, provided that neither of you withdrew nor got killed before that and regardless of whom you attacked. Dry-aged brains must be really scumdeadlyumptious...



ADVANCED ZOMBIE

A Zombie is usually able to kill any other monster or guardian except a Devil. The Necromancer, however, is the supreme master of the dark arts which turn corpses into rotting, mindless servants, and so a Zombie can't kill the Necromancer.



HUNTER



Initiative: 5.

Class: Guardian.

Goals: Survive ♥ and kill at least one monster ☒.

Gesture: Make both your hands into fists, leaving your index fingers drawn out. Reach out with both your arms and aim at two different targets.

Gender identities: Both masculine and feminine.

Traits: Hunters see themselves as humankind's last resort and they plunge into battle ready for anything. If you choose the Hunter as your role, you must aim at a different target with each hand ☉ when making the Hunter's signature gesture in **Phase 2: Attack!** In **Phase 3**, you may withdraw only one of your



attacks or both of them, at your discretion (see **Phase 3: Withdrawal**, p. 14).

Combat Panel: A Hunter's attacks won't kill a Devil or another Hunter. However—there's always a catch—Priests don't have the infernal powers of illusion or a fighter's dexterity to dodge a lethal dart. As a Hunter, if you kill a Priest, you won't get any experience—after all, you have just wiped out another guardian, and recklessness cannot be rewarded.



*Thanks to the silver-tipped bolts of your Hunter's crossbow, you'll get an attacking Werewolf killed by reflex, even when said Werewolf wasn't your chosen target in **Phase 2** (and you might have achieved some of your goals just by being attacked!).*

ADVANCED HUNTER

This new enhanced Hunter now is able to aim both his or her attacks at a single target if her or she feels like it. It's usually a good idea to do so when the Mummy or the Creature is in play.

The Angel is another guardian with unearthly reflexes who is immune to a Hunter's attacks, but the Demonioc, the Reporter, and the Voodooist will have the same unhappy fate as a Priest who is hit by a deadly bolt. As usual, if you kill another guardian when you play a Hunter, you won't get any xp.



PRIEST



Initiative: ✖.

During **Phase 4: Resolution**, Priests aren't called out by the Mayor. Their predicament resolves as they are killed, or as it becomes evident that they have survived another dreadful night in Dark City.

Class: Guardian.

Goal: Survive ♥.

Gesture: Bring your palms and fingers close together, raising them up to your chest.

Gender identities: Both masculine and feminine.

Traits: A Priest never attacks ☹.

Combat Panel: A Priest isn't killed when he or she is attacked by a Vampire—it's the attacking Vampire who kicks the bucket.



Pray to survive—literally.

ADVANCED PRIEST

In addition to being immune to Vampires, Priests can't get killed by the Angel. A Hunter's attack can kill a Priest, but the attacking Hunter won't get any xp if he or she does so.

A Priest ignores a Creature's "proposal" and its effects, especially the one which prevents the—er, suitor from withdrawing. However, if the tying of the knot between a Creature and a monster or guardian is inevitable, then your Priest might as well officiate the wedding.



Amusing variants of the Mayor's count can make for a livelier game.

Instead of placing your palms down on the table, try starting **Phase 2: Attack!** with your hands up, shoulder-high. Matching the Mayor's moves, you all bang your hands on the table top at each step of the counting: 1, 2, and 3.

Alternatively, in addition to making your signature gesture on the "go" part of the counting, you may also shout out a phrase or battle cry to help bring your character to life. There is no lack of options, and you can come up with your own calls. A few suggestions:

Devil: (Duh, Old Nick, giving yourself away?!)

Vampire: "Juicebox!"

Werewolf: "Fresh meat!"

Zombie: "Yummmmy!"

Hunter: "Owned, punk!"

Priest: "Get thee behind me!"

PHASE 2: ATTACK!

You pick your target(s) and attack by making your chosen monster's or guardian's signature gesture.

Each player starts this phase with both palms down on the table. The Mayor counts "1, 2, 3, go!". On the "go", you make the distinctive gesture of the role you've selected (see "Roles," p. 8), aiming at your chosen target(s).

Particular cases:

- Monsters and guardians who never attack 🌀, such as the Priest, don't aim at all.
- Instead of making their signature gesture in this phase, Devils attack by making any other monster's or guardian's gesture.
- Hunters aim at two different targets.

- Zombies can only aim at the player sitting on their immediate left or right.

The Mayor's count proceeds at the same pace from round to round. If the Mayor tries to deceive the other players—by changing rhythm, skipping numbers, extending the pause between "3" and "go", and so on—and benefit from their hesitation somehow, the group might feel at ease to oust him or her from office and elect a new Mayor.

You should make quite clear whom you're attacking and, unless you have picked a role with zero or two attacks, you must use only one arm and one hand to make your gesture. To avoid ambiguity and quarrels, you should stretch out your arms as much as possible and point preferably to the target player's chest. Refer to each role's gesture description and illustration for details.

PHASE 2: ATTACK! PARTICULAR CASES

- A Devil cannot impersonate the Necromancer or the Creature.
- A Hunter may either aim at two different targets or focus both his/her attacks on a single target.
- The Alien and the Voodooist target a role instead of a single monster or guardian.
- A Creature targets the player on his/her left or right with a wedding proposal.
- The Necromancer targets both players on each side of him with simultaneous "raise dead" spells.
- The Mummy and the Demoniak never attack.
- The Reporter aims his camera at two different targets.

PHASE 3: WITHDRAWAL

You get a chance to withdraw an attack in order to prevent other players from gaining experience.

Now that everyone is making one gesture or another, the Mayor gives the players a few seconds to take in the scene and check out who is attacking whom. Then the Mayor starts this phase by asking “Who wants to withdraw?” and once again counts “1, 2, 3, go!”

On the “go”, if you feel you should withdraw, you must bring your hands down, touching the table with your palms. Your monster or guardian has effectively run away from the encounter and it's no longer present.

Particular cases:

- As a Hunter, you may choose either to give up completely, bringing both your hands down, or to withdraw only one of your attacks by putting just one of your hands on the table. If you withdraw only one of your attacks, your Hunter remains a legal target in the present encounter.

If a Hunter forgoes one of his or her attacks (but not the other one he or she is entitled to) as he or she goes for your Devil disguised as a Priest, you still achieve your goal of making someone withdraw. Passing yourself off as a Zombie, you'll only gain experience as a Devil at a withdrawing Zombie's expense if, during Phase 2: Attack!, you specifically aimed your Zombie gesture at that player.

As long as one of the withdrawing requirements is clearly met, you'll achieve your goal as a Devil. The withdrawing player may pointlessly argue he or she ran away from the encounter because of another monster's or guardian's actions, and not yours, but at the end of the day that experience point is the Devil's due.



If you give up completely and turn tail, you aren't awarded any experience in **Phase 5** (p. 17). However, since your monster or guardian is no longer a legal target, you can still prevent another player from achieving the goal of killing someone. Withdrawing is usually a good idea when you realize there's no way you can score by the end of the round. You might want to remember, though, that one of the Devil's goals is precisely to make a monster or guardian withdraw an attack.

PHASE 3: WITHDRAWAL PARTICULAR CASES

Creatures grab their victim—er, suitor, and holds him or her close so he or she won't run away. That means the target of a Creature can't withdraw from an encounter during this phase 

PHASE 4: RESOLUTION

In this phase, attacks are resolved in initiative order.

It's time to check who achieved their character's goals. The Mayor calls out monsters and guardians one at a time, following the initiative order from the lowest to the highest number. An asterisk (*) is resolved when it's most convenient.

Both Angel and Devil take action at initiative 1, but the Angel's attack is quicker and more deadly than the Devil's. That's why the Angel has an initiative of 1+. If Angel and Devil attack each other, then the divine warrior kills the Devil before the prince of darkness has a chance to say “holy mackerel...”

So the Angel won't be damned to Hell if they manage to kill the fiend first.

1 DEVIL

When the Devil is called out, you—as the Devil's player—reveal yourself by shifting from any gesture you have been making to the infernal creature's signature gesture.

If you're playing the basic deck, then everyone who targeted the Devil and isn't a Werewolf misses that (and only that) attack.

As a Devil, you have two goals: survive and make a monster or guardian withdraw an attack.

You'll achieve the Devil's goal of making a monster or guardian withdraw by meeting one of the following requirements:

- the withdrawing party is a player targeted by your Devil while you pretended to be a Vampire, a Werewolf, a Zombie or a Hunter (and the withdrawing player may be a Devil too);
- the withdrawing party is a Vampire or Hunter who targeted your Devil while you passed yourself off as a Priest;
- the withdrawing party is a Werewolf who targeted your Devil while you posed as a Hunter.

You'll achieve your goal of surviving if, by the end of the initiative order, after all roles have been called out:

- your Devil wasn't killed by a Werewolf's attack.

1 ADVANCED DEVIL

As the Devil, you'll also achieve your core goal of making a monster or guardian withdraw when:

- the withdrawing party is a player targeted by your Devil while you pretended to be the Angel, the Alien, or the Reporter, or
- the withdrawing party is a monster or guardian who targeted your Devil while you passed yourself off as the Mummy, or

- the withdrawing party is a Hunter who targeted your Devil while you impersonated the Reporter, the Demoniac, or the Voodooist.

You'll achieve your extra goal of damning a soul to Hell if you've attacked a target who meets all of the following requirements:

- a non-withdrawing player;
- the Angel, provided they were still alive as you attacked them; or the Demoniac, provided she was still alive and hadn't been exorcised (see "Angel", p. 19) as you attacked her.

As the Devil, even if you achieve both your core goals and extra goals in a single round, you'll get only 1 xp for your troubles.

You'll achieve your goal of surviving if, by the end of the initiative order, after all roles have been called out:

- your Devil wasn't killed by a Werewolf's or Angel's attack.

2 VAMPIRE

As a Vampire, you have two goals: survive and kill a monster or guardian.

You'll achieve your goal of killing someone if you've attacked a target who meets all of the following requirements:

- a non-withdrawing player;
- a Vampire, Werewolf, Zombie or Hunter, provided he or she was still alive as you attacked him or her.

You'll achieve your goal of surviving if, by the end of the initiative order, after all roles have been called out:

- your Vampire wasn't killed by any monster's or guardian's attack;
- and you didn't attack a Priest.

2 ADVANCED VAMPIRE

As a Vampire, you'll also achieve your goal of killing someone if you've attacked a target who meets all of the following requirements:

- a non-withdrawing player;
- the Angel, the Alien, the Necromancer, the Reporter, the Demoniac, or the Voodooist, provided they were still alive as you attacked them; or the awakened Mummy; or a wounded Creature.

3 WEREWOLF

As a Werewolf, you have two goals: survive and kill a monster or guardian.

You'll achieve your goal of killing someone if you've attacked a target who meets all of the following requirements:

- a non-withdrawing player;
- a Devil, Vampire, Werewolf, Zombie, or Priest, provided he or she was still alive as you attacked him or her.

You'll achieve your goal of surviving if, by the end of the initiative order, after all roles have been called out:

- your Werewolf wasn't killed by any monster's or guardian's attack;
- your Werewolf didn't attack a Hunter.

3 ADVANCED WEREWOLF

As a Werewolf, you'll also achieve your goal of killing someone if you've attacked a target who meets all of the following requirements:

- a non-withdrawing player;
- the Angel, the Alien, the Necromancer, the Reporter, the Demoniac, or the Voodooist, provided they were still alive as you attacked them; or the awakened Mummy; or a wounded Creature.

4 ZOMBIE

When the Zombie is called out, you—as the Zombie's player—decide whether to keep the target you chose in **Phase 2** or to shift your aim to another target. In other words, you define once and for all whether your victim is the player to your left or the player to your right.

As a Zombie, you have two goals: survive and kill a monster or guardian.

You'll achieve your goal of killing someone if you've attacked a target who meets all of the following requirements:

- a non-withdrawing player;
- a Vampire, Werewolf, Hunter or Priest, provided he or she was still alive as you attacked him or her.

You'll achieve the goal of surviving if:

- you aren't sitting immediately to the left or right of another Zombie—who, by the way, hadn't previously withdrawn or been killed—when the Mayor calls the Zombie out;
- by the end of the initiative order, after all roles have been called out, you weren't killed by any monster's or guardian's attack.

4 ADVANCED ZOMBIE

As a Zombie, you'll also achieve your goal of killing someone if you've attacked a target who meets all of the following requirements:

- a non-withdrawing player;
- the Angel, the Alien, the Reporter, the Demoniac, or the Voodooist, provided they were still alive as you attacked them; or the awakened Mummy; or a wounded Creature.

5 HUNTER

As a Hunter, you have two goals: survive and kill at least one monster.

You'll achieve your goal of killing a monster if:

- with at least one of your attacks, you hit a) a non-withdrawing player; and b) a Vampire, Werewolf, or Zombie, provided he or she was still alive as you attacked him or her;
- or you were attacked by a Werewolf who was still alive when the Hunter was called out by the Mayor.

However, even if you survived and killed a monster with one of your attacks, you won't be awarded 1 experience point (XP) as a Hunter if you also killed a Priest. Your Hunter won't gain additional XP for wiping out two monsters at once.

You'll achieve your goal of surviving if, by the end of the initiative order, after all roles have been called out:

- you weren't killed by any monster's attack.

Remember that Hunters who target one another aren't killed by their attacks. Provided that no one else attacks them, they both survive.

5 ADVANCED HUNTER

As a Hunter, you'll also achieve your goal of killing a monster if:

- with at least one of your attacks, you hit a) a non-withdrawing player; and b) the Alien or the Necromancer, provided they were still alive as you attacked them; or the awakened Mummy; or a wounded Creature;
- you've focused both of your attacks on a) a non-withdrawing player; b) the Mummy or a Creature, provided they are still alive.

The initiative order arranges encounters chronologically. If a Vampire (initiative 2) attacked and killed a Werewolf (initiative 3), that Werewolf won't be alive and kicking to wipe out his chosen target when his turn comes. If a Zombie (initiative 4) takes down a monster targeted also by the Hunter (initiative 5), that Hunter's attack will be forfeit when she is called out, since the Hunter won't have a legal target anymore.

If two monsters or guardians with identical initiative numbers attack the same legal target, assume the victim is killed by both of them simultaneously.

If two monsters or guardians with identical initiative numbers target one another, consider they both survived long enough to make their attacks; they might be both dead before the Mayor calls out the next role in the initiative order.

* PRIEST

As a Priest, your one and only goal is to survive, and you will achieve that goal if, by the end of the initiative order, after all roles have been called out:

- you weren't killed by any monster's or guardian's attack.

PHASE 5: EXPERIENCE

In this phase, you write down on your journal the experience you might have been awarded. Enough experience points eventually lead to victory.

If you achieved all of your chosen role's goals, you are awarded 1 experience point (XP) at the end of the encounter. Record that information on your journal sheet. Simply fill in the dots

in the line that corresponds to the role you have just nailed, one dot per xp.

For example, in the first round, if you achieved the Zombie's goal, you fill in the first dot of the Zombie's line on your journal. In the second round, if you achieve the Zombie's goal again, simply fill in the second dot for that monster. If you achieved the Priest's goal instead, you have to fill in the first dot in the line that corresponds to that guardian.

Keep your journal sheet on the table and in plain view of other players at all times.

PHASE 5: EXPERIENCE

The Alien is the only role who may provide a player with 2 experience points at once. They have only to abduct two monsters or guardians of a kind in a single round. For instance, two Vampires or two Hunters.

NEW ROUND

In the beginning of a new round, the active player is the one sitting immediately to the left of the player who had started the recently finished round. And so you are all back to **Phase 1: Role Selection** (p. 6).

ENDGAME

The game is over at the end of the round in which one or more players meet at least one of the victory conditions.

Victory conditions:

- earning at least 1 xp in six of the available roles;
- scoring a total of 8 xp, regardless of roles;
- gathering 2 xp in three different roles;
- gaining 4 xp in one role only.

BREAKING TIES

If two or more players meet a victory condition at the end of the same round, the player who gathered the most experience wins. If the tie persists, the player who gathered experience in the highest number of different roles wins. If the tie still persists, all the players who met a victory condition share the laurels of triumph.



SPECIAL CAST

Each character in the special cast is a mini-expansion for *Dark City*. You can use them to bring forth a brand-new gaming experience, but we strongly recommend you draw upon the special cast only when there are 6 or more players at the table.

This section presents each role in the special cast, following the same format we've already used to introduce you the main cast. You'll find more information on how to include these roles in the game in "Special cast and advanced roles," p. 7.

DEATH



Death is neither a monster nor a guardian. It's a dreadful personification of the threshold that every dweller of Dark City must cross to reach the Other World. Its figure hovers ominously above the town, eager to harvest and take away the recently deceased.

In the beginning of every game round that includes this role, the Death card remains face-up on the table, next to the three cards that have been randomly set aside by the active player.

The last player to select a role is the only one who may pick Death. When it's his or her time to choose, the last player foregoes his/her right to check the cards he or she has just received, and pick Death as his/her role. The remaining cards in the deck are laid face-down in the center of the table, joining the other three already there, without the last player even peeping at them.

Death's player then scribbles another player's name at his or her choice on the back of his or her journal sheet.

Death never fights, therefore its player can't attack or be attacked during the current round. For all intents and purposes, Death's player is simply not there.

RESOLUTION AND EXPERIENCE

At the end of the initiative order, when all other roles have been either called out or resolved, Death's player reveals the name he or she wrote on the back of his/her journal sheet. Death gains 1 XP if:

- the monster or guardian of his/her target player has been either killed or abducted, but not damned to Hell by the Devil or turned into an undead servant by the Necromancer.

ANGEL



Initiative: 1+.

The Angel and the Devil are the first roles to be called out in **Phase 4: Resolution**. The [+] sign next to the Angel's initiative means their attack resolves before the Devil's. So if Angel and Devil both attack each other, then the divine messenger kills the prince of darkness before the fiend can damn the good seraph to a life in Hell.

Class: Guardian.

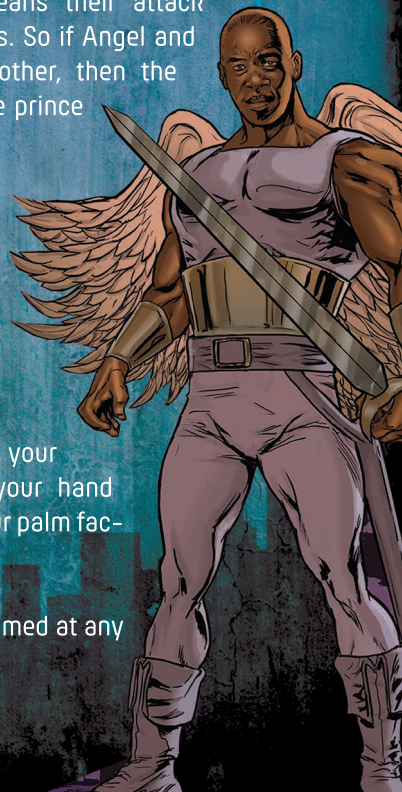
Core goal: Survive ♥ and kill a monster ☒.

Extra goal: Survive ♥ and exorcise the Demoniac ☞.

Gesture: Stretch out your arm and fingers. Keep your hand aligned with your arm, your palm facing inward. Take aim.

Gender identity: Neutrois.

Traits: A single attack aimed at any player around the table ☉.



Combat Panel: The Angel is the holy warrior who fights evil and intercedes in behalf of Humankind's champions. The Angel's attacks won't kill other guardians; monsters, on the other hand, are fair game. The Angel, like the Werewolf, can find and kill the real Devil.

The heavenly messenger is immune to the Necromancer's and the Alien's powers.

We don't want to split hairs about the gender of this Angel, so he... she... they simply dismiss all effects from the Creature's wedding proposal.

If the Angel attacks the Demoniak, the unclean spirit who torments her leaves the young woman's body, and she will no longer have a death wish.



RESOLUTION

As the Angel, you'll achieve your core goal of killing a monster if you've attacked a target who meets all of the following requirements:

- a non-withdrawing player;
- a monster, provided he was still alive as you attacked him or her.

You'll achieve your extra goal of exorcising the Demoniak if you've attacked a non-withdrawing party playing that role.

You'll achieve your goal of surviving if, by the end of the initiative order, after all roles have been called out:

- you weren't damned to Hell by the Devil or killed by any monster's attack.

EXPERIENCE

Even if the Angel achieved their core goals and their extra goals in a single round, they get only 1 xp for their troubles.

ALIEN



Initiative: 6.

Class: Monster.

Goal: Survive ♥ and kill one or two monsters or guardians ☒.

Gesture: With your off hand, you mirror the signature gesture of the role you're aiming at. For instance, the Hunter's stretched-out finger, the Vampire's fangs, or the Werewolf's claw. Have your main hand—fingers limp and spread apart, palm facing down—hover above your off hand like a flying saucer.

Gender identity: Neutrois

Traits: The Alien doesn't attack a specific target; instead it attacks all specimens of a certain kind of monster or guardian presently in play 🛸. This extra-terrestrial lifeform will try to abduct at least one living specimen, but it might seize two or even none. The abductees will eventually be killed, after going through a series of grisly and dreadful tests. For all intents and purposes, there won't be any corpses left on the streets of Dark City.

Combat Panel: The Alien can't kill the Angel or the Devil. Besides, since it comes from another planet and lacks an identifiable gender, the Alien is immune to the arts of the Necromancer and the harassment of the Creature.



RESOLUTION

As an Alien, you'll achieve your goal of abducting someone if, when you're called out, there's still:

- at least one non-withdrawing party who plays a living specimen of the same kind of monster or guardian you chose as your target.

You'll achieve your goal of surviving if, by the end of the initiative order, after all roles have been called out:

- you weren't killed by any monster's or guardian's attack.

EXPERIENCE

The Alien gets 1 xp for each specimen it kills by abduction. Therefore, you may score up to 2 xp at once by choosing the Alien as your role.

NECROMANCER



Initiative: 7.

Class: Monster.

Goal: Survive ♥ and create an undead servant 🖤.

Gesture: Spread out your arms and bend your elbows. Spin your palms upward, then slightly bend the tips of your fingers in. Whisper, "Rise!".

Gender identity: Masculine.



Traits: The Necromancer casts a spell on the corpses around him, seeking to turn them into reanimated thralls. He's entitled to two of those "attacks" per round, but he can only target a player sitting immediately on his right or on his left ↻.

Combat Panel: The Necromancer can't grasp the extraterrestrial nature of the Angel, the Devil, and the Alien, so he's not able to turn their remains into mindless slaves.

The Necromancer scares the Zombies away, so he's immune ♡ to attacks from those monsters.



RESOLUTION

As the Necromancer, you'll achieve your goal of creating an undead servant if you've "attacked" at least one target who meets all of the following requirements:

- a non-withdrawing player;
- any monster except the Devil and the Alien, or any guardian except the Angel;
- a target who, by the end of the initiative order, was killed by someone else, but wasn't damned to Hell by the Devil or abducted by the Alien.

You'll achieve your goal of surviving if, by the end of the initiative order, after all roles have been called out:

- you weren't killed by any monster's or guardian's attack. (Zombies can't kill the Necromancer.)

EXPERIENCE

As the Necromancer, even if you manage to survive and create two undead servants in a single night, you'll get only 1 xp for your troubles.

THE CREATURE



If you're willing to include a Frankensteinian monster in your game, just remember you must add both Creature cards to the deck. You can't play with only one Creature card.

Initiative: 8.

Class: Monster.

Goal: Survive ♡ and marry a monster or guardian of the chosen gender identity ♂.

Gesture: Bend either your left or your right elbow, laying your hand on your waist, then offer your arm to either the player on your left or the player on your right. If you want your Creature to seek a feminine spouse, then let your other arm limp at your side. If you want to show your Creature is looking for a masculine companion, then fold your free arm across your chest.

Gender identities:

Both masculine and feminine.

Traits: The sought gender identity is not



the target player's, but the role's that player reveals as the Creature is called out during **Phase 4**.

The Creature embraces his/her "suitor" with lovingly tenderness, therefore his/her target cannot withdraw during **Phase 3** ✨.

The Creature has superhuman strength and toughness. After taking the first hit in initiative order, the Creature will merely be wounded; he or she will be killed only after taking a second hit ♡.

Combat Panel: Angel, Devil, Priest, and Alien are all immune to the Creature's advances.



RESOLUTION

As the Creature is called out at the counting of 8 in the initiative order, his/her target must reveal the card that shows their role, so everyone can see the gender identity of the monster or guardian the Creature was longing for.

As the Creature, you'll achieve the goal of marrying someone if you've "attacked" a target who meets all of the following requirements:

- a non-withdrawing player;
- a monster or guardian a) who is not the Angel, the Devil, the Priest, or the Alien; b) who sports the specific gender identity sought by the Creature; c) and who is still alive by the end of the initiative order.

You'll achieve your goal of surviving if, by the end of the initiative order, after all roles have been called out:

- you weren't killed by any monster's or guardian's attack, or
- you're merely wounded after taking a single hit from any monster's or guardian's attack.

MUMMY



Initiative: ✖.

During **Phase 4: Resolution**, the Mummy isn't called out by the Mayor. His predicament resolves as he wakes from his slumber, as he is killed, or as it becomes evident that he has successfully left his sarcophagus and survived.

Class: Monster.

Goal: Survive ♥ and awaken 🧛.

Gesture: Fold your arms across your chest and clench your fists.

Gender identity: Masculine.

Traits: The Mummy never attacks.

Combat Panel: The awakened Mummy is easy prey to any monster's or guardian's attack.

Dark City's Mummy is the embalmed body of a former priest of the Cult of Isis who rests within his sarcophagus. He wishes only to free himself from the clutches of eternal slumber. One successful hit to the sarcophagus is enough to wake up the Mummy and let him shamble freely through the city.

While awakened, the Mummy can't be controlled by the Necromancer. However, if the Mummy takes a second



hit after waking up, he'll be killed, and then the Necromancer will have a proper corpse to work with.

RESOLUTION

As the Mummy, you'll achieve your goal of waking up if, by the end of the initiative order, after all roles have been called out:

- you took one—and only one—hit from any monster's or guardian's attack.

You'll achieve your goal of surviving if, by the end of the initiative order, after all roles have been called out:

- you had been previously awakened and you weren't killed by any monster's or guardian's attack.

DEMONIAC



Initiative: ✖.

During **Phase 4: Resolution**, the Demoniac isn't called out by the Mayor. Her predicament resolves as she is killed, or as it becomes evident that she has survived after being exorcised.

Class: Guardian.

Core goal: Get herself killed ♥.

Extra goal: Survive ♥ after being exorcised by the Angel 🧛.

Gesture: Stretch your hands and bring your fingers together, then fold your arms across your chest.

Gender identity: Feminine.

Traits: The Demoniac never attacks 🧛.

Combat Panel: The Demoniac is a tragic hero who has made the ultimate sacrifice to trap an evil spirit inside her. After saving thousands of people with her selfless action, she wishes only to die and put an end to her torment. Virtually any attack from any monster or guardian can kill her. However, there are

two instances that may force the Demoniac to change her plans.

If she's attacked by the Devil, instead of crossing the threshold to a better place, her soul is dragged down to Hell along with the evil spirit who is currently possessing her. In this case, the Demoniac won't gain any xp.

If she's attacked by the Angel, her tormentor is destroyed and she's finally free. From now on, the former Demoniac's goal is to survive.



RESOLUTION

As the Demoniac, you'll achieve your core goal of getting yourself killed if, by the end of the initiative order, after all roles have been called out:

- you weren't attacked by the Angel or the Devil, and
- you were killed by any monster's or Hunter's attack.

You'll achieve your extra goal of surviving after being exorcised if, by the end of the initiative order, after all roles have been called out:

- you were attacked by the Angel; and
- you weren't killed by any monster's or Hunter's attack.

REPORTER



Initiative: ✖

During **Phase 4: Resolution**, the Reporter isn't called out by the Mayor. His predicament resolves as he is attacked and triggers his camera, as he's killed, or as it becomes evident he's got the picture he wanted so badly and survived one more night on the streets of Dark City.

Class: Guardian.

Goal: Survive ♥ and take a picture of at least one monster 📷.

Gesture: Make both your hands into fists, leaving your thumbs up and out. Reach out with both your arms and aim at two different targets. When attached, flick your thumb down to trigger your "camera" and fire its flash.

Gender identity: Masculine.

Traits: The Reporter's sole weapon is his camera, and he wields it with utmost skill and wit. The Reporter may aim at two different targets 🎯 in **Phase 2: Attack!**

Combat Panel: Neither the Reporter nor his loyal camera can see the real Devil. Since he's one of humankind's guardians, our intrepid journalist is immune to the Angel's attack.



His editor-in-chief wants a picture of a fearsome monster in a threatening pose to make the first page. The Reporter won't gain any xp if he walks back into the newsroom with a picture of another guardian or a photographic depiction of a dead monster's dull and limp body.

The flash of the Reporter's camera is so bright that it can temporarily blind a monster or guardian as it goes off on their face. That's why the Reporter is immune to his own target's attack.

RESOLUTION

As the Reporter, you'll achieve your goal of taking a picture of at least one monster if you've fired the flash of your camera straight to the face of a target who meets all of the following requirements:

- a non-withdrawing player;
- a monster (except the Devil) who hadn't been killed, or a Necromancer's undead servant.

You'll achieve your goal of surviving if, by the end of the initiative order, after all roles have been called out:

- you weren't killed by any monster's or Hunter's attack.

EXPERIENCE

The Reporter won't get any extra xp for taking pictures of two living monsters.

VOODOOIST



Initiative: ✖.

During **Phase 4: Resolution**, the Voodooist isn't called out by the Mayor. Her predicament resolves as she's killed or as it becomes evident that she has survived another night of horrors.

Class: Guardian.

Goal: Survive ♥.

Gesture: With your off hand, you mirror the signature gesture of the role you're aiming at. For instance, the Vampire's fangs, or the Werewolf's claw. Bend your main hand's little finger and ring-finger, and hold them against your palm with your thumb. Then stretch out your forefinger and middle finger together, making your "pin". Now aim your pin at your off hand.

Gender identity: Feminine.

Traits: The Voodooist never attacks 🎯, instead, she acts preventively, drawing on the sympathetic magic within her dolls to protect herself from harm.

Combat Panel: The Voodooist has dolls and pins for almost every occasion. If she has enough time to protect herself by skewering the doll that matches the monster or Hunter who is about to attack her, then the heartrending pain which wrecks her attacker's body will ensure the attack fails. In other words, the Voodooist is immune to her chosen target's attack.

The Devil's deceiving arts can mislead even the Voodooist, and she can't harm a demon with her magic.

Since she's a guardian, the Voodooist is immune to the Angel's attack.



RESOLUTION

As the Voodooist, you'll achieve your goal of surviving if, by the end of the initiative order, after all roles have been called out:

- you weren't killed by any monster's or Hunter's attack.



DEVIR

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QUICK REFERENCE

PHASES

Phase 1 - Role Selection: Monster or guardian?

Phase 2 - Attack!: Steady, aim...

Phase 3 - Withdrawal: Your fight or flight response

Phase 4 - Resolution: Who killed whom?

Phase 5 - Experience: Jotting down your score

ROLES AND SYMBOLS



Devil



Hunter



Alien



Demoniac



Vampire



Priest



Necromancer



Reporter



Werewolf



Death



Creature



Voodooist



Zombie



Angel



Mummy



Monster



Guardian

GOALS



Survive



Damn a soul to Hell



Take a picture of at least one monster



Kill someone



Exorcise or be exorcised



Marry someone



Make someone withdraw



Wake up from eternal slumber



Create an undead servant

TRAITS

-  Attack affects but not necessarily kills a monster or guardian
-  Makes an attack against any target around the table
-  Makes an attack against a target who's sitting left or right
-  In Phase 4, you can shift your aim to someone else sitting on your left or on your right
-  Makes two different attacks against any two targets (or two attacks against a single target)
-  Never attacks
-  Makes two simultaneous attacks against targets sitting both left and right
-  Abducts monster or guardians of a certain kind
-  Target of this attack cannot withdraw during Phase 3
-  First hit wounds you; second hit kills you

COMBAT PANEL

-  **Blue symbol:** If this card's role attacks the role this symbol stands for...
-  **Red symbol:** If the role this symbol stands for attacks this card's role...
-  Attack doesn't kill target
-  Killed
-  No XP reward
-  Immune to this attack
-  Attack damns a soul to Hell
-  Attack exorcises
-  Sitting side by side
-  If attacked by one's own target

MONSTER
OR
GUARDIAN?