

Vampire or Pirate?

WHAT YOU NEED TO PLAY:

1. Something to drink. Alcohol works best.
2. A con with a strong costuming element.
3. A bunch of people. (NOTE: you can play *Vampire Or Pirate?* alone, but you look like alcoholic dork if you do. Which is okay, if that's what you're going for, but please note that there is help available. Not that we're saying you're a worthless drunken bum, or anything, but just know that when you're ready to admit you have a problem, someone's there for you).

HOW TO PLAY:

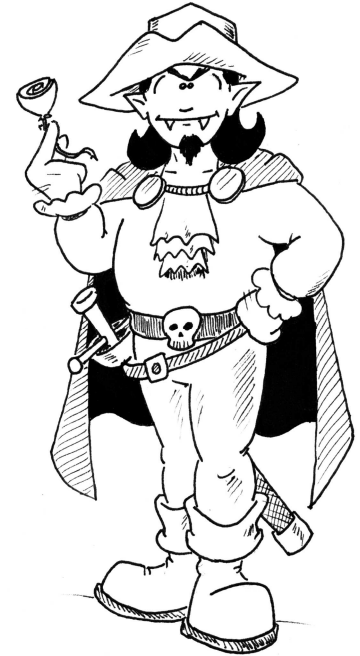
1. Gather all the items you need to play in one place.
2. Watch the crowd.
3. When you see someone who might be dressed as a vampire or pirate (see below), shout out either "vampire" or "pirate," depending on which you think the costume is supposed to represent.
4. If you guess pirate and the person says, "Arrgh, I be a feckless scourge of the seven seas," drink, preferably grog, and join in a pirate reel.
5. If you guess vampire, and the person says, "My name is Sebastian Nightshadow, and I am one of the eternal kindred," drink, preferably Absinthe, and contemplate the emptiness of existence.
6. If they don't answer, or merely sneer, don't drink.
7. If they answer, "Neither, I am a Romantic poet," everybody drinks!

SCORING:

Relax. Much like outcome-based education, *Vampire or Pirate?* has no winners or losers. So don't bother with keeping score.

How To Spot a Vampire and/or Pirate

A new round of *Vampire or Pirate?* only begins when someone who might be costumed as a vampire or pirate enters the playing area. Unfortunately, it's sometimes hard to determine whether a costumed congoer is fair game--for example, when a guy walks in wearing an eye patch, vampire fangs, fairy wings, and a kilt, all over a Star Fleet uniform. Therefore, we recommend that you only begin a new round of *Vampire or Pirate?* if a person wearing a costume that includes at least three of the following elements enters the room: ankh; archaic footwear; bad or uncertain accent; cape or cloak; entirely too much make-up; exotic headgear; eye patch; fangs; flintlock pistol; floofy or frilly shirt; jacket or overcoat with large buttons; hook; lace; long, colorful skirt; peg leg; period garb (14th-18th Century); scarf, bandanna, or headband; sword; tacky jewelry (especially large earrings); tattoos; tight, shiny pants; unusual hairstyle or facial hair; or a walking stick.



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Disclaimer: Hex Games is not responsible for anything that could possibly happen to anyone who might become involved in this game, either as a player or as a vampire or pirate. People who choose to play this game do so at their own risk. People who dress up in elaborate costumes are obviously looking for attention anyway, so they have no right to get all huffy when they become the object of *Vampire or Pirate?*.

Furthermore, Hex Games does not condone or recommend any of the following activities: binge drinking; drinking crappy beer; excessive drinking; land wars in Asia; running with scissors; underage drinking; unprotected sex; or violations of the Geneva Conventions.



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