

Buffy the Vampire Slayer Danger in Sunnydale

English translation of *Buffy im Bann der Dämonen: Gefahr über Sunnydale* by Eric Postpischil, <http://edp.org/>. [Translator's notes are in brackets. Since there are some uncertainties in the translation, I am calling this Version 0.5. Please send corrections and comments to edp@edp.org. The game appears stacked against the villain, so consider resolving ambiguities in favor of the villain.]

Introduction

Sunnydale is the center of much supernatural activity, emanating from the Hellmouth. It is located under the city and represents a mystical connection between our world and the world of darkness. It is a repository of negative energies, and supernatural phenomena occur increasingly often. These energies result in the presence of demons and vampires in the city, representing a threat to the unsuspecting population.

The only hindrance to the increasing storm is the arrival of a new inhabitant. In each generation, one girl is chosen, with the strength and skill to hunt the vampires. Buffy, with help from her friends, fights the forces of darkness that threaten Sunnydale.

Contents

This carton contains:

- game board (two-sided)
 - 1 game screen
 - 10 characters (6 heroes and 4 villains with plastic holders)
 - 1 game rules
 - 6 battle dice (3 red for the heroes and 3 black for the monsters)
 - 2 cardboard sheets with game tokens [to be punched out]
 - 6 character cards
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Goal of the Game

Danger in Sunnydale is an adventure game based on the television series *Buffy the Vampire Slayer*. It embodies Buffy and her friends in the battle against the forces of evil. The evil villain incubates diabolical plans, and only you can thwart them. You must discover which villain threatens Sunnydale, fight him, and overcome him before the villain takes over.

Game Preparation

A player is appointed villain. The others play five of the six available heroes (Buffy, Xander, Willow, Giles, Oz, and Riley). The remaining character is not used (it is recommended Buffy always be used). If there are fewer than six players, some of them must play several heroes. Each player takes their character card and a health marker (round token with the letter "W"), which they lay on the space corresponding to their health level.

The game runs through two phases. The first phase (investigation) is played on the game board side on which various places of Sunnydale are represented. The confrontation phase is played at the end of the game on the other side of the game board. Put the board in the middle of the table. The villain sets up the screen before himself. Then put the token with the hourglass on the round 1 square. The five selected hero characters are put on the Sunnydale high school square in the middle of the game board. The villain takes all other game tokens and conceals them behind his screen.

The Villain

Choose Scenario

The villain secretly selects one of the four scenarios (The Master, Spike, Mayor R. Wilkins III, Adam). Each scenario has a game token color. The villain collects eight game tokens of this color as well as all black-bordered game tokens. The game tokens of other colors are put aside; they are not needed in this game.

In order to reach his goal, the villain has available various game tokens:

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- The monsters (all black-border game tokens):

They are the villain's basic troops. They are relatively weak creatures, but they are very numerous (young vampires, vampires, and demons).

- The minions (colored-border game tokens):

They are the villains' three lieutenants. They are stronger and are powerful enemies of the heroes.

- The clues (colored-border game tokens):

There are five clues: the name of the villain, his goal, the weapon, and two places where he can hide. The heroes must discover these five clues in the course of the investigation, so that the second phase, confrontation, can begin. The clues are defenseless, so the villain must shield them from the heroes with help from his minions and monsters.

Distribute the Dark Forces in Sunnydale

After the villain chooses his troops, he lays his 38 game tokens face down in various places on the game board. He can lay them where he chooses, except on the five white-bordered fields (clues included). [There are more tokens than spaces, so some spaces receive more than one token.]

The Villain Chooses His Lair

After all of the villain's game tokens in use are placed on the game board, he must secretly select between the two places that represent the entrance to his lair (indicated on the screen). He writes the selected place on a sheet, which is kept concealed from the heroes. The sheet is put under the game board. Now you are ready to begin the game. The villain reads the introductory text at the top of the screen, and everybody sings the series song.

The Heroes

There are six heroes, but you can play with only five in a game. Each player has a special ability.

Buffy: Possesses an advantage in battle. Each Buffy symbol in a dice roll causes her opponent two damage points.

Xander: Because he is a lucky duck [a lucky mushroom in the original German], he may reroll a die if he does not accept the result. He can also let another player reroll. He may reroll in each round, but only once per battle phase. [The meaning is unclear here. I suspect Xander that each time Xander attacks and rolls the dice, he may reroll one die once. Or perhaps once per battle?]

Willow: Can use magic. In each round, she can use one of these three powers:

- Discover a clue: She indicates a place and asks the villain whether a clue is there. The villain must answer "yes" or "no," without however announcing the clue.
- Healing: Willow can heal one of the other heroes, so she gives them a health point.
- Exorcism: She can give herself or another hero a +1 bonus, in order to fight to the villain's horde. It can be a power or health bonus. [I think this means Willow can increase a character's strength or maximum health.] Naturally, this bonus applies only for the duration of a round.

Giles: In each round, Giles can turn over a game token. If he is located at his home or in the library, he may turn over two game tokens. In order to turn over the game token, Giles indicates the pile he would like to examine. The villain mixes the various tokens in the pile, and Giles chooses one. If Giles chooses two tokens at two different places, each pile is mixed separately. The game tokens remain revealed until the end of the game or until their removal. If Giles finds a clue, it lies revealed on the board, and the heroes only need to fetch it.

Oz: Unfortunately he has a habit of transforming into a werewolf. If Oz rolls two Buffy symbols during battle, he transforms into a werewolf. He then immediately leaves the battle and appears in the next round as a person on a

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space where one of the heroes is located. (If none of the heroes is in a definite place [meaning unclear], Oz can appear on any space.)

Riley: Also possesses an advantage in battle. If he rolls a Buffy symbol, he may reroll this die once more to try to for a better roll.

Course of the Game

The villain's goal is to defeat the heroes and win the game. The heroes on their part must discover who the villain is, what goal he pursues, and where he is hiding. Moreover, they must get the weapon, with which they try to strike him before the countdown. The game proceeds in two phases:

First Phase: Investigation
Second Phase: Confrontation

Phase A—Investigation

In this phase, the heroes search the city for clues that can identify the villain. A round consists of six action sequences.

- Move the Monsters
- Move the Heroes
- Battle and Find Clues
- Recovery
- Expedition
- End of the Round

1. Move the Monsters

Before the start of each round, the villain can move one game token to an adjoining space.

However, he may never enter a space where a hero is already located, and he may never exceed the permitted number of game tokens (maximum five per space).

Attention! The “clues” tokens may not be moved.

The monsters may not intrude into the five middle fields before the second game phase.

2. Move the Heroes

The movement of the heroes differs from that of the monsters. Each hero may move two spaces, following the pre-drawn lines. However, the hero must stop if he arrives on the space containing one of the villain's tokens.

3. Battle and Find Clues

If the heroes and the forces of darkness are located at one and the same place, a collision is unavoidable. The battle proceeds as follows:

a) Deployment

Put the opponents in two facing rows. Each hero chooses the monster against which he would like to begin—beginning with the strongest hero and proceeding to the weakest. If there are more heroes than monsters, the surplus heroes can attack any monster. Likewise, surplus monsters can attack any hero.

Attention! No more than three heroes or monsters may attack one opponent. (Therefore some characters in a battle may have to wait.)

b) Battle Flow

Each game token (except the clues) possesses two characteristics

- Strength (S): Shows the attack value.

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- Health (W): Shows damage points the hero or monster can withstand without becoming unconscious and/or destroyed.

A battle runs through several phases. In each phase, the fighter rolls as many dice as they have strength points.

In order to damage the opponent, heroes must roll wooden stakes, and the monsters must roll claws. The net difference wounds the losing combatant(s). The suffered damages reduce the health points of the wounded party. When a monster's health decreases to zero, it is destroyed. When a hero's health decreases to zero, they lose consciousness and can be captured. With each injury suffered, the health meter is decreased. For a monster, an "injury" token [small square token showing a "V" heart shape] is put on the monster. The "injury" tokens are not removed even after the battle, so the injured monster remains visible while the others are hidden again.

When the heroes roll the "Buffy" symbol [stylized "B"] during battle, they can use their special abilities.

At the end of the first battle round, each hero who is still conscious and each monster can take flight if they roll a "Buffy" or a "villain" symbol [a flame]. The villain may decide first.

The remaining characters and game tokens are laid out as before (the game tokens on the waiting list are eventually inserted).

The battle repeats in this manner until victory or one or both parties flee.

c) Flight and Capture:

If the heroes win the battle and knock out all monsters, phase d, Clues, begins immediately.

Flight: If a Buffy or villain symbol is rolled, the heroes or minions can flee to an adjacent space that is not occupied by an opponent. [I think each character must roll a Buffy or villain symbol in order for it to be able to flee.]

If an escaping monster cannot withdraw to such a place, it is eliminated.

Capture: If a hero becomes unconscious and the monsters win the battle, the hero is captured. That means a hero can be captured only if all other heroes in the battle are overcome or flee.

The caught hero no longer plays in the investigation phase and is reinserted into the final battle during the confrontation phase. For the time being, he or she is held in the villain's secret lair.

d) Clues:

When the battle is concluded, if the heroes were triumphant, they can gather the available clues located where they are. They put the clue tokens on the indicated spaces, to the left on the game board.

There are five different clues for each of four villains. In order to prevail, the heroes must find most clues.

1. The Villain's Identity

The villain's identity is unknown at the start of the game, and to confront him, one must first know who it is.

2. The Weapon

This clue is absolutely necessary to approach him. It can be either a weapon or a method.

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3. The Lair

This is the place where the villain hides, and where one confronts him. Without this clue, it is impossible to find him. However, there are two such clues on the game board, and one must find the correct place.

4. His Goal

This clue is not absolutely necessary to fight the villain, but it gives useful information regarding the deadline. That is, how many game rounds the villain needs in order to reach his goal and win the game.

You must therefore find at least the first three clues, to lead an expedition and begin the confrontation phase.

4. Recovery

In this phase, the heroes and the minions can recover a few of their health points. If a hero or a minion did not fight during the round, he gets a lost health point back. If a hero is in the hospital, he recovers two points (that does not apply to the minions). Moreover, Willow has the power to give a health point to another hero (or herself).

5. Expedition

When the heroes have found the [necessary] clues, i.e., they know the villain, the weapon, and at least one of two places, they can undertake an expedition. They announce to the villain that they go with the weapon to the place to confront and overcome him.

If the villain is indeed hiding in the selected place, then he reads aloud the text on the screen for the end of the investigation phase. The heroes may undertake only one expedition per round.

If they selected the incorrect place, they must wait until the next round in order to start a new expedition with the second place clue.

If the expedition was successful and the villain's lair was found, the investigation phase is concluded. The players begin the confrontation phase and turn over the game board.

6. End of the Round

The game round is concluded. When the game round is concluded in which the villain achieved its goal without the heroes able to start their expedition, the villain wins the game and reads aloud the game end text. The heroes were not able to thwart his plans this time. They will have more success next time.

If not, advance the sand timer token that indicates the game round one space, and the players begin the next round.

Phase B—Confrontation

As soon as the heroes have found all clues and know the villain's lair, they must confront him in a large final battle.

The game board side that is used during the confrontation phase looks different, and also the rules in force are not the same.

1. Start Positions

All heroes move to the space identified by the Buffy image. The villain character and its yet living minions move to the space identified by the villain image.

2. Movement

The two spaces on which the heroes and the monsters begin are entrance spaces. Only one character, hero or monster, may be on the space. Your first action therefore is to leave the entrance field.

Each character, the villain included, can move as many spaces as they have strength points.

One always leaves a space over its sides, but never over its corners.

A character does not have to traverse all spaces, but when they stop, they may not continue. [I presume this means a character cannot continue their move after fighting or after another character moves.]

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One may not go over an already occupied space except when the person is unconscious.

When the character has moved and fought, it is the next's turn.

One begins with the weakest character and ends with the strongest. When there is a tie, the hero always acts before the monster. When several characters of the same team have equal strength, the players decide the sequence among themselves.

3. Battle

Attention! The battle rules of the confrontation phase differ from the investigation phase. When a character moves, it can attack an opponent on an adjacent space. Each character has available its usual power and receives a bonus +1 per ally who stands also in contact with the attacked character. A character can attack only once per round, but it can be attacked repeatedly. A character, that already has attacked or been attacked, defends itself further with the same strength value.

Battle flow: One subtracts the number of the rolled stakes from the number of the claws and applies the corresponding wounds to the opponent. The battle lasts only one round (each player rolls dice only once) and then it is the next character's turn. (During the battles one can therefore not escape.)

Example: Xander attacks Spike. The battle passes normally. Then Buffy moves and attacks Spike, and she has her usual strength and a +1 bonus, because she stands by Xander. If, in the third round, another character also attacks Spike, they receive a +2 bonus because Xander and Buffy are present.

Special abilities: Some heroes have available in the confrontation phase their special abilities.

- Buffy (A Buffy symbol causes her opponent two damages)
- Xander (May in each battle reroll one die or force his opponent to)
- Willow (If she does not fight, she can use one of these two powers: Healing: she can give a hero one health point or Exorcism: she can give another hero an additional strength point)
- Giles (Has in this phase no more special abilities)
- Oz (Cannot change into a werewolf in this phase)
- Riley (Can reroll a Buffy symbol)

On the other side, the villain likewise has available great powers and certainly uses each of them in the final confrontation.

The first power, which all four have, is that a rolled villain symbol (flame) also counts as damage.

- The Master: Can avoid a damage point in each battle round, but not if there is only one.
- Spike: His opponent automatically loses a health point in each battle round.
- The Mayor R. Wilkins III: When he has zero health points, the mayor can still fight; only dynamite can destroy him. The heroes must roll 10 Buffy symbols in battle in order to explode the dynamite and to overcome the mayor.
- Adam: Can avoid a damage point in each battle round, but not if there is only one. His opponent loses a health point in each battle round automatically.

Advice for the heroes: For physically weak heroes, it is smarter to support other heroes than to attack alone and then suffer the villain's counterattack.

4. Release of a Prisoner

To free a hero who was caught during the investigation phase, one of the heroes must position himself on a space adjacent to the villain's space. The hero then may not fight for one round. A hero can free only one person per round.

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Game End

If the villain is defeated, the heroes are declared victors and the episode is at the end. If the heroes are defeated, the villain is the victor (to be continued).

The little mood text at the bottom of the screen is read.

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Battle Examples

1st Example:

Buffy, Giles, and Willow begin against two young vampires and a demon.

Buffy decides to begin a battle against the demon, and the other heroes battle the young vampires.

1st Battle Round:

Each character rolls as many dice as they have battle points.

Buffy rolls three stakes, one Buffy symbol, and one blank, yielding five damage points.

The demon rolls two claws and two blanks, yielding two damage points.

Net: Three wounds.

The demon has three wounds and he only has three health points, so he is destroyed.

Giles rolls two stakes, yielding two damage points.

The young vampire rolls two claws and one blank, yielding two damage points.

Net: Zero wounds.

Neither character causes the other damage.

Willow rolls one stake and one blank, yielding one damage point.

The young vampire rolls three claws, yielding three damage points.

Net: Two wounds [for Willow].

Willow receives two wounds, so she must move her health marker two points toward zero.

2nd Battle Round:

Willow helps Buffy.

Buffy rolls four stakes and one Buffy symbol, yielding six damage points.

Willow rolls one stake and one blank, yielding one damage point.

The young vampire rolls one claw and two blanks, yielding one damage point.

Net: Six wounds.

Six wounds are caused to the vampire, destroying it.

Giles rolls one stake and one Buffy symbol, yielding one damage point.

The young vampire rolls two hands and one blank, yielding two damage points.

Net: One wound.

Giles is caused a wound.

3rd Battle Round:

The three heroes battle against the remaining young vampire. Attention! Roll dice for each character. Some have special abilities or the possibility of flight. After that first, one can add up all damages.

2nd Example:

Buffy and Xander confront four young vampires.

Each of the heroes attacks one of them.

The remaining two decide whom they attack.

Attention! The maximum opponents per character is three.

1st Battle Round:

Buffy rolls three stakes, one Buffy symbol, and one blank, yielding five damage points.

Young vampire 1 rolls one claw and two blanks, yielding one damage point.

Young vampire 2 rolls one claw and two blanks, yielding one damage point.

Young vampire 3 rolls one claw, one flame, and one blank, yielding one damage point.

In total for the three vampires: [three damage points].

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Net: Two wounds.

Buffy causes two wounds to any opponent.

Xander rolls two stakes, yielding two damage points.

The young vampire rolls two claws and one blank, yielding two damage points.

Xander uses his special ability: His opponent must reroll a die.

His opponent rolls a blank instead of a damage.

Net: One wound.

Xander causes his opponent one wound.

2nd Battle Round:

Buffy rolls one stake and four Buffy symbols, yielding nine damage points.

Vampire 1 rolls two claws and a blank, yielding two damage points.

Vampire 2 rolls one claw and two blanks, yielding one damage point.

Vampire 1 rolls two claws and a blank, yielding two damage points.

In total for the three vampires: five damage points.

Net: Four wounds.

Buffy causes her opponents four wounds: one to the already wounded vampire and three to the second. So she has destroyed two opponents.

Xander rolls two stakes, yielding two damage points.

The young vampire rolls three blanks, yielding zero damage points.

Net: Two wounds.

Xander causes his opponent two wounds, and that suffices to destroy it.

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Villain's Shield

Game Introduction (Read Aloud)

Buffy walks slowly through the dark avenues of the park. "Something strange must be going on. Since the beginning of the week, the vampires have been especially active."

A little rustling to her side attracts her attention. A dark shape jumps out of a shrub. Buffy dodges, stands up, and takes out a stake.

"You made the wrong choice. It is high time you change wardrobe; you are totally out of style."

"Ah, the Slayer. Even if you kill me, it changes nothing. The villain is under us, and his hour comes soon."

"Yes, yes. Always the same old story, soon we will win."

The vampire falls upon Buffy. She dodges again and quickly stabs him through the heart. A little dust cloud evaporates as Buffy rises.

"A villain, humph. That could explain a few things. I would like to know who it is and what he plans. I will speak with Giles about that, he must know, and if not, he can rummage through his books."

The Master

Introduction:

The strongest of all vampires is the Master. He leads his henchmen with an iron fist. There is nothing human left in him. He is imprisoned between dimensions in the ruins of an old church beneath the Sunnydale cemetery.

His Goal:

Kill the Slayer. Then he would be freed from his prison. He could open the Hellmouth and plunge the world into darkness. If the players do not arrive by the end of the 11th round to destroy him, he attracts Buffy (alone) to his lair to eliminate her and free himself.

If the Master wins the battle, the monsters win the game.

If Buffy is captured during the game, she falls into the claws of the Master and the monsters win the game.

The Minions:

Darla, Luke, The Fair One

Clues:

Name: The Master

Weapon: Stake

Goal: End of the 11th round

Places: Cemetery or Library

Powers

Strength: 8

Health: 10

Avoids one damage point in each battle round, but cannot reduce the damages to zero.

Read Aloud at End of Investigation Phase

- If the players go to the wrong place

The oppressive atmosphere of the room shows clearly this place was long ago the lair of diabolical powers. Unfortunately, this place now appears abandoned. The villain is no longer here. Perhaps you yet have time to ambush him.

- The players go to the right place

The floor of the library rises. "My Hydra will soon be free Your world approaches its downfall." The Master rises from the dark. Buffy raises the stake. "Giles, if I stab this braggart, will he stop speaking?" "Hmm, yes, I believe so." "Thank you, Giles."

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Read Aloud at End of Game

- The Heroes Win

After the death of the Master, the air in the lair is a little clearer, as if the many hundreds of candlelights illuminating the place became stronger. The apocalypse has been averted once more.

End of the episode

- The Monsters Win

The unconscious heroes lie on the ground. The Master goes slowly to the exit, his fate fulfilled. From the roof of a dwelling, the Master looks over his new empire. All these lights, all these souls will soon belong to him. The world will soon learn who the true Master is.

To be continued

Spike

Introduction:

Spike is an old vampire with youthfull appearance. He is known as William the Bloody and notorious for the cruel torture techniques that his victims must endure. He claims to have killed two slayers already and now wants to kill Buffy in order to have a free hand in Sunnydale.

His Goal:

His goal is to remove the Slayer so he can establish himself in Sunnydale and reign there as leader of the dark forces. Spike wins the game if the Slayer is killed or he unites the powers of darkness under him by the end of the 11th round. In this case, Sunnydale will experience a new time of terror under his power

The Minions:

The Demons: Drusilla, the Judge, demonic murderer

Clues:

Name: Spike

Weapon: Crossbow

Place: Abandoned factory or Angel's Mansion

Goal: End of the 11th round

Powers

Strength: 7

Health: 12

In each round, his opponent automatically loses a health point.

Read Aloud at End of Investigation Phase

- If the players go to the wrong place

The oppressive atmosphere of the room shows clearly this place was long ago the lair of diabolical powers. Unfortunately, this place now appears abandoned. The villain is no longer here. Perhaps you yet have time to ambush him.

- The players go to the right place

As you approach Spike's lair, you hear piercing screams. A vampire bending over his victim springs up when he hears you. You stare at Spike in his long black raincoat. "Did nobody ever tell you it is impolite to disturb somebody when they are eating?"

Read Aloud at End of Game

- The Heroes Win

Spike backs out of the battle. "Let it rest, little one. Buffy, do you remember your mother? A very attractive woman, I was just this moment telling one of my girlfriends. If I do not run, something could happen to her. I propose a little trade: I leave Sunnydale and you go home to your mother, okay?"

End of the episode

- The Monsters Win

"So, that was the third. These Slayers are really easily defeated. Now it is time to go, the city belongs to me now, and nobody can stop me anymore. Sunnydale, prepare yourself, Spike is back, and now there is going to be a hot party!"

To be continued

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The Mayer R. Wilkins III

Introduction:

The Mayer Wilkins is an old magician who has already lived 100 years in Sunnydale, since the time when Sunnydale was built over the Hellmouth. He is always searching for hidden objects to expand his power. So he discovered the ritual of invincibility, that makes him invulnerable, in that it heals all wounds.

His Goal:

His goal is now to find the Box of Gavroc and the Book of Ascension so that he can perform the ritual of ascension and change himself into a full demon. A full demon is a creature with enormous destructive power that is not immortal but is very difficult to kill. At the end of the 10th round, he finds the ascension place, and the Mayor changes himself into a full demon. Before the 10th round, the mayor is invulnerable. After that, the heroes can kill him only when they find dynamite. When they find it, they can begin battling the mayor, otherwise, the mayor wins.

The Minions:

The Demons Faith, Mister Trick, demon servant

Clues:

Name: Mayor Richard Wilkins III

Place: City Hall or Sunnydale High School

Weapon: Dynamite

Goal: End of the 10th round

Powers:

Strength: 8

Health: 15

Only dynamite can kill him. The heroes must gather 10 Buffy symbols in battle, in order to explode the dynamite and defeat the Mayor.

Read Aloud at End of Investigation Phase

- If the players go to the wrong place

The Mayor does not appear to be here. There is nothing abnormal to report.

- The players go to the right place

The Mayor is there. Behind the platform, he speaks about new politics and planned changes in Sunnydale. Suddenly his voice gets rougher, and he has trouble breathing and falls to the ground. His body twitches strangely. The transformation begins, the skin of the Mayor bursts apart, loses all human traits, and becomes a full demon.

Read Aloud at End of Game

- The Heroes Win

The skin of the Mayor lies shredded all around the heroes. The missiles caused the Mayor fatal damages. Everything takes its usual course.

End of the episode

- The Monsters Win

The full demon devastates the city. As far as the eye can see, there are only destroyed buildings and corpses between the ruins. Buffy found protection in the ruins of a home and so escaped the bloodbath. It is best to withdraw and live so that one can battle the demon again later. Perhaps some of her friends also survived the massacre.

To be continued

Adam

Introduction

Adam was created by Dr. Walsh. This creature consists of a human body with transplanted mechanical and demonic parts. After Adam killed his creator, he is free and decides to remake humanity in his own image.

Goal:

Adam's goal is to make an army of cyborgs his image, part human, part machine, and part demon. If the heroes have not turned off Adam by the end of the 12th round, he succeeds in creating this invincible army.

The Minions:

Demons: Forrest, Dr. Walsh, Dr. Engleman

Clues:

Name: Adam

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Weapon: Invoke the spirit of the Slayer

Place: Park or Laboratory

Goal: End of the 12th round

Powers

Strength: 7

Health: 10

Avoids one damage point in each battle round, but cannot reduce the damages to zero. In each round, his opponent automatically loses a health point.

Read Aloud at End of Investigation Phase

- If the players go to the wrong place

Materials of all types seem to be stored here, but the place appears to have been uninhabited for some time. Certainly Adam is somewhere else.

- The players go to the right place

This room is full of operating tables. This place resembles Frankenstein's laboratory. Human body parts lie next to mechanical and demonic parts. Adam steps out of the back room. "Welcome, it is nice of you to come, so that I do not need to get you."

Read Aloud at End of Game

- The Heroes Win

Adam's heart still beats in Buffy's hand. His drained body lies before her feet, motionless. "In my time, machines lasted longer." With Adam's death, Dr. Walsh's experiment ends. It is to be hoped that no other crazy scientist has the idea to create a perfect army.

End of the episode

- The Monsters Win

Adam bends over Buffy's body. "I believe, with you, I could create something perfect. An ideal companion, to create a new superior race and begin my crusade. He lays Buffy's unconscious body softly on the operation table and seizes the surgical instruments. "So, now all is ready."

To be continued

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Game Board and Tokens

Character Cards

Stärke: Strength.

Widerstandsfähigkeit: Health or defense [literally, resistance capacity].

Macht: Power.

Character	Strength	Health	Power
Buffy	5	10	Each Buffy symbol rolled counts as two wooden stakes.
Xander	2	6	In each round, can reroll one die or make opponent reroll.
Willow	2	5	In each round, can use magic: Clue, Healing, Exorcism.
Giles	2	7	When in house or library, can turn over two tokens per round, elsewhere one.
Oz	3	7	When he rolls two Buffy symbols, he changes into a werewolf and immediately leaves battle.
Riley	3	8	In each round, can reroll a Buffy symbol once.

Black tokens

Dämon: Demon

Vampir: Vampire

Junger Vampir: Young vampire

Colored Tokens

	Purple	Yellow	Gray	Green
<i>Großer Meister:</i> Villain [Big Master]	<i>Der Meister:</i> The Master	Spike	<i>Der Bürgermeister:</i> The Mayor	Adam
Minions	Darla Luke <i>Der Gerechte:</i> The Fair One	Drusilla <i>Der Richter:</i> The Judge <i>Teuflischer Mörder:</i> Devilish Murderer	Faith Mr. Trick <i>Hilfsdämon:</i> Demon Servant	Forrest Dr. Walsh Dr. Engleman
<i>Waffe:</i> Weapon	<i>Pflock:</i> Stake	<i>Armbrust:</i> Crossbow	<i>Dynamit:</i> Dynamite	<i>Anrufung des Geistes der Killerin:</i> Summon Slayer's spirit
<i>Ort:</i> Place	<i>Friedhof:</i> Cemetery <i>Bibliothek:</i> Library	<i>Stillgelegte Fabrik:</i> Abandoned Factory <i>Angel's Herrenhaus:</i> Angel's Mansion	<i>Rathaus:</i> City Hall <i>Gymnasium:</i> High School	<i>Der Park:</i> The Park <i>Labor:</i> Laboratory
<i>Ziel:</i> Goal	Open the Hellmouth End of 11 th round	Rule the Powers of Darkness End of 11 th round	Complete the Ascension ritual End of 10 th round	Change mankind into his image End of 12 th round

Board

Buffy im Bann der Dämonen: Buffy in the demons' spell.

Indizien: Clues

Der Große Meister: The villain [The big master/boss].

Sein Ziel: His goal.

Die Waffe: The weapon.

Sein Schlupfwinkel: His lair.

Places

Das Krankenhaus: The hospital.

Stillgelegte Fabrik: Abandoned factory.

Der Zauberladen: The magic shop.

Buffy the Vampire Slayer Danger in Sunnydale

Der Park: The park.
The Bronze: The Bronze.
Buffy's Haus: Buffy's house.
Stadtzentrum: City center.
Der Lagerhäuser: The warehouse.
Willy's Bar: Willy's bar.
Giles Haus: Giles' house.
Gynasium von Sunnydale: Sunnydale High School.
Studentverein: Frat house [literally student club].
Die Universität: The university.
Buffy's und Willow's Zimmer: Buffy and Willow's room.
Friedhof: Cemetery.
Bibliothek: Library.
Kirchturm: Church tower.
Die Krypta: The crypt.
Das Museum: The museum.
Labor: Laboratory.
Angel's Herrenhaus: Angel's mansion.