

# Tokyo Ghoul

BLOODY MASQUERADE

A GAME BY FLORIAN GRENIER

RULEBOOK

## INTRODUCTION

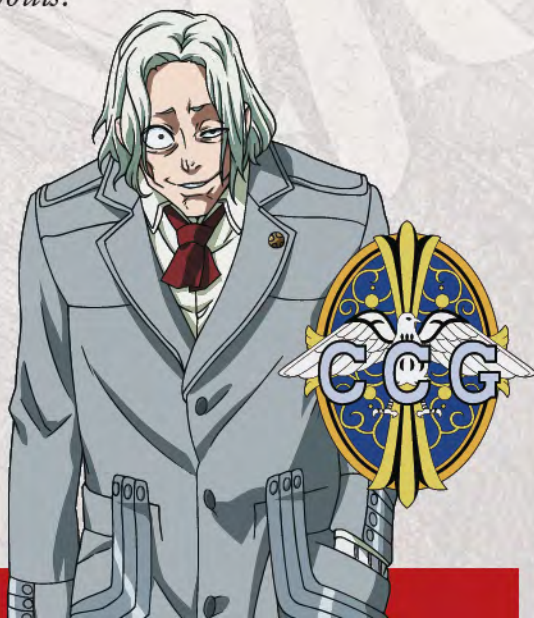
Ghouls live among us, the same as normal people in every way, except their craving for human flesh.

*Desperate creatures are hiding in the depths of Tokyo. They hide in plain sight, hunting humans to feed on them, and are called “Ghouls”... When a morally questionable rescue transforms him into the first half-human half-Ghoul hybrid, Ken Kaneki must survive Ghoul turf wars, learn more about Ghoul society and master his new powers.*



*Unable to discard his humanity but equally unable to suppress his ghoul hunger, Ken finds salvation in the kindness of friendly ghouls who run a coffee shop called Anteiku : they teach him how to pass as human and eat flesh humanely.*

*But recent upheavals in ghoul society attract the inspectors of the Commission of Counter Ghouls (CCG), like wolves to prey, and they don't discriminate between conscientious and ravenous Ghouls.*



## OBJECTIVE OF THE GAME

Each player plays as a Human, a Ghoul, or a CCG Inspector.



HUMAN



GHOUL



INSPECTOR

Your identity must be kept a secret until the end of the game.

Each player has one or more *Objectives* to complete in order to be declared the winner.

**Example** : survive if you are a Human, devour a Human if you are a Ghoul, or kill a Ghoul if you are an Inspector...

## VICTORY

Each character has *Objectives* to achieve or an *Instant Victory* condition to meet.

### INSTANT VICTORY



#### COLLECTION

If the player has a combination of *Clue* cards in hand at the beginning of his turn, he must reveal them immediately. He is then declared the only winner of the game.

### OBJECTIVES

*Objective* completion is only checked at the end of the game.



#### KILLING

The player must kill the character type shown on his card in order to be declared the winner.







#### STAYING ALIVE

The player must stay alive until the end of the game and have the requested *Clue* cards in hand in order to be declared the winner.

## END OF THE GAME

The game ends when:

- A player claims, at the beginning of his turn, his *Instant Victory* condition  (he is declared the sole winner of the game).
- A player triggers an attack to kill another player .
- All *Suspicion* markers  have been given out: the game ends after the active player's turn.

If the game ends because of the death of a player or if the *Pool of Suspicion* markers  has been emptied out, each player must disclose their identity before checking everyone's victory conditions and determine the winner(s) of the game.

Under these conditions, there may indeed be several winners!

# CONTENT [Core game]

**1 GAME BOARD**



**8 LOCATION TILES**  
giving access to actions described pages 8-9



**40 SUSPICION MARKERS**



**8 INVESTIGATION BOARDS**



**24 CLUE CARDS**  
6 Dove • 6 Food  
6 Coffee • 6 Transformation



**1 ACTION TOKEN**



**11 CHARACTER CARDS AND 11 CHARACTER TOKENS OF 3 DIFFERENT TYPES**  
5 Ghouls • 3 Inspectors (also known as Doves) • 3 Humans



# CONTENT [Variants]

## Mask

**8 CLUE CARDS**  
8 Mask



**5 CHARACTER CARDS AND 5 CHARACTER TOKENS**  
1 Human • 1 Kaneki • 3 Ghouls




## Support

**8 SUPPORT TOKENS**  
7 Neutral Tokens  
• 1 Transformed Kaneki Token



# SETUP



- 1 Place the game board in the center of the table.
- 2 Each player places an *Investigation* board in front of him.
- 3 Randomly place the 2 *Location* tiles with red edges face down on the 2 dedicated locations.
- 4 Randomly place the other *Location* tiles face up around the game board.
- 5 Place the *Action* token on the red edge tile indicated by the start symbol . It will be moved clockwise from one *Location* tile to the next.
- 6 Place the *Suspicion* markers in the center of the board according to the number of players (refer to the table below): they form the *Pool*.
- 7 Build up a pile of *Character* tokens according to the table below. Place the corresponding *Character* cards on the game board, so everyone can take note of each character's goals.
- 8 Deal the *Character* tokens face down to the players. Each player discovers his identity and keeps it a secret by placing the token face down next to his *Investigation* board.
- 9 Take the *Clue* cards according to the indication below, then shuffle the *Clue* cards and deal 3 of them face down to each player.

## NUMBER OF CLUE CARDS

Take all the *Coffee*, *Food*, *Transformation* and *Dove* cards with a cost equal or lower than the number of players.

"4+" means this card is played in games of 4 to 8 players.

That said, when there are 4 players "5+", "6+", "7+" and "8+" cards are removed from the game.

For 8 players, take all the Clue cards.



8+

PLAYERS	GHOULS 	DOVES 	HUMANS 	SUSPICION MARKERS (in the Pool) 	
4	1*	1	2	12	
Be careful, do not choose <i>RIZE</i> for a 4-player game.					
5	2*	1	2	20	
6**	a	2	1	3	24
	b	2	2	2	24
7**	a	3	1	3	35
	b	3	2	2	35
8**	a	4	1	3	40
	b	4	2	2	40

\* FOR THE FIRST GAMES, pick a Ghoul among *HINAMI* and *NISHIKI*.

\*\* Beyond 6 players, choose one of the setup **a** or **b**.

# GAMEPLAY

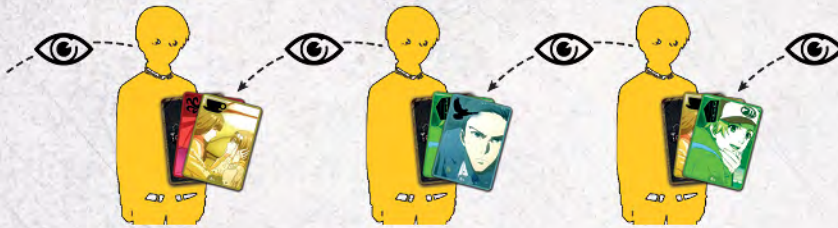
## PRELIMINARY PHASE:

Before starting the first game round, players will exchange *Clue* cards.

- Each player has 3 *Clue* cards in hand at this point.



- Each player chooses 2 *Clue* cards from his hand, then shows them simultaneously to the player on his left.



- Every player then gives 1 *Clue* card, face down, to the player on his right. Everyone must give and receive a card at the same time. That way, each player gives his card before discovering the card he receives.




- Each player must start the game with 3 *Clue* cards in hand. The preliminary phase is complete and the game can now begin!

### A PIECE OF ADVICE FOR THE FIRST GAMES

If a player showed you two identical cards, do not give him a card of the same color. Indeed, this may allow him to meet an *Instant Victory Condition* at the very beginning of his turn – if his character features one.

## THE ROUND SEQUENCE


The players play clockwise and take turns asking questions and exchanging information. The person whose turn it is to play is called the active player . The first active player can either be the host of the game or anyone else determined by the participants.



1 Checking the *Instant Victory* conditions for the active player .

- If the active player meets his character's potential *Instant Victory* conditions, he must announce it at the beginning of his turn before moving the *Action* token. Once the *Action* token has been moved, it is no longer possible to claim an *Instant Victory*: the player has to wait for the beginning of his next round.
- If the active player is an Inspector, he can now activate his *Special Action* (i.e. before moving the *Action* token, see page 8).

2 Movement of the active player:

Every turn, the active player must move the *Action* token  to a visible *Location*. It can be moved 1 or 2 *Locations* during a turn. Hidden *Locations* are not taken into account. The different *Locations* are introduced pages 8-9.



EXAMPLE

The player can go from **A** to **B** or **C**

Hidden *Locations* **H** are not taken into account.



3 Flipping over the *Location* tiles.

- The visible *Location* the active player left is turned face down: it becomes a hidden *Location* until it is "skipped" again. (During the first round, the starting tile is not flipped over.)
- The hidden *Location* tiles "skipped" by the *Action* token  are turned face up and thus become visible *Locations*.
- The visible *Locations* "skipped" by the *Action* token  remain face up.

EXAMPLE CONTINUATION:

The player moved 2 *Locations* (from **A** to **C**).

The *Location* **A** is turned face down.

The "skipped" hidden *Locations* **H** are turned face up.



4 The active player carries out the actions shown on the *Location*.

5 The person located to the left of the active player becomes the new active player. His turn takes place in the same way (repeat steps 1 through 5).





## OBJECTIVES

The *Objectives* and *Instant Victory* conditions are unique to each character and are explained below:

### INSTANT VICTORY






COLLECTION :


Collect 3 *Clue* cards of the indicated type ( , ,  ou  ).

This *Instant Victory* can only be claimed by the active player at the beginning of his turn. In this case, he is then declared the sole winner of the game.


### KILLING



Kill a Human , a Ghoul  or an Inspector .

To kill another character, the active player must be on one of the two dedicated *Locations* (red edge *Locations*). Only characters with a *Killing Objective*  can activate this *Attack* action.

#### SPECIAL ACTIONS FOR THE INSPECTORS

(to be activated at the beginning of the active player's turn before moving the *Action* token  ) :

If the player is an Inspector, he also has the ability to kill another character outside the dedicated *Locations*: instead of moving the *Action* token at the beginning of his turn, he may decide to kill the player of his choosing from the game if that player has at least X *Clue* cards in front of him (X = 1, 2 or 3 depending on the Inspector's card).





This special action can be activated if and only if the player who plays the Inspector has at least two blue Dove *Clue* cards in his hand.

NOTE: The Inspectors play as a team and win or lose together!

### END GAMING OBJECTIVES



STAYING ALIVE

Stay alive AND collect 2 *Clue* cards of the indicated types ( , ,  ou  ).



SURVIVAL OF THE PARTNER

**TOUKA** is alive at the end of the game.

**NISHIKI** is alive at the end of the game.



Note: in that case, even if the player has been killed (or if he is alive but does not have the *Clue* cards required to win), he wins the game.

Example : *Kimi was killed by the attack of one Inspector. All the Inspectors lose because they failed to kill a Ghoul. On the other hand, even if she died, Kimi still wins because Nishiki is still alive at the end of the game. All the other players also check their End Gaming Objectives.*

## LOCATIONS

The tiles depict iconic *Locations* from the anime that players can visit in order to perform various actions.

The different actions of each *Location* are described in the order in which they must be resolved, from left to right.

The red edge tiles represent a *Location* where it is possible to attack another player. They are placed face down at the beginning of the game.



# LOCATION ACTIONS

## INTERROGATION (optional)



The active player may interrogate the player of his choice. He asks that player to show him two *Clue* cards. The active player can then decide to exchange 1 of his own cards with one he was just shown.

## SUSPICION (required for all)


Players draw suspicion on them. In other words, the latter must take 1 *Suspicion* marker from the pool and place it on the dedicated square on their *Investigation board*.



All players who have at least 2 identical *Clue* cards corresponding to the color of the Location (Coffee, Food or Dove) draw suspicion on them.




All players who have at least 2 identical *Clue* cards (all types) draw suspicion on them.

Example : Mike has 2 Food cards . Therefore he must take 1 Suspicion marker and place it on his Investigation board.



All players who have at least 1 *Transformation Clue* card draw suspicion on them.

Example : Mike has 2 Transformation cards  in his hand. He places 1 Suspicion marker (and only 1) on his Investigation board.



## COVER UP TRACKS (optional)




The active player can remove 1 *Suspicion* marker from the *Investigation board* of a player of his choice (including himself) and put it back into the *Pool*.



The active player can give 1 *Suspicion* marker from the *Pool* to the player of his choice.



## ATTACK (optional)

This action is available only for players with a *Killing Objective* .



The active player may decide to attack the player who has the most *Suspicion* markers (himself excluded). In case of a tie between several players, the active player chooses the one he will attack among those tied. The attacked player is killed.

**This action triggers the end of the game.**




The active player can attack the player of his choosing, if that player has at least 3 *Suspicion* markers on his *Investigation board*. The attacked player is killed.

**This action triggers the end of the game.**

### SUSPICION MARKERS

When a player has 3 *Suspicion* markers on his *Investigation board*, he must show the 3 cards in his hand instead of 2 during an *Interrogation*.

## MASK VARIANT

This variant adds additional Characters and a brand new way to play with the addition of the *Mask Clue* cards , allowing players to hide what cards they have in hand.

### CONTENT

In addition to the basic setup

#### MASK CLUE CARDS






#### 5 CARDS AND 5 CHARACTER TOKENS

1 Human • 1 Kaneki • 3 Ghouls



### SETUP





The Setup phase remains identical, except for the changes below:

- The addition of new characters (see table on page 5).
- Add as many *Mask* cards  as there are players to the *Clue* cards. Deal all the cards. Thus, each player receives 4 cards.
- If a player gets at least one *Mask Clue* card , he must place one face up in front of him (on his *Investigation board*). Players who have no *Mask Clue* card  in their starting hand place the *Clue* card of their choice face up in front of them.
- Then, go back to the preliminary phase.

### NEW RULES

All the rules of the basic game apply, with the following 4 changes:

- After an interrogation and an exchange, a player must always have 4 *Clue* cards (hand + card placed on his *Investigating board*).

- Whenever a player must place a *Clue* card face up on his *Investigation board*, he must reveal a *Mask Clue* card  if he has one. Interrogations and exchanges take place exactly as in the basic game.
- If a player gets a *Mask Clue* card  during an exchange and the *Clue* card face up on his *Investigation board* is not a *Mask Clue* card , he must replace it immediately with the *Mask Clue* card  he just received.
- During an *Interrogation*, the cards revealed on the *Investigation board* of the two players may be part of the exchange. In this case, the cards in the *Investigation board* will need to be replaced.

## SUPPORT VARIANT

This optional rule adds a variation to the way attacks are resolved by giving the defender the possibility to defeat the attacker.

### CONTENT



In addition to the basic setup



#### SUPPORT TOKENS

7 Neutral • 1 Transformed Kaneki


### SETUP


The setup is identical to that of the basic game or the *Mask* variant, depending on what version is being played. After dealing the *Clue* cards, build a stack of *Support* tokens , face down. Add as many tokens to the game as there are players, including 1 *Transformed Kaneki* token .


Example : 5 players = 1 *Transformed Kaneki* + 4 neutral tokens.

Then, each player receives a *Support* token, looks at it and puts it face down in front of him.


### NEW RULES

Each player can look at his *Support* token  at the beginning of the game.


At the end of his turn, the active player can look at any *Support* token ,




OR exchange his own *Support* token  with another player's token.

Example of the resolution order for the active player:

1. Moving the *Action* token .
2. Activation of *Locations* and resolutions of the different actions.
3. Ability to look at any *Support* token (including his), OR make an exchange with the player of his choice without looking at it.

### VICTORY CONDITIONS

When an attack is triggered by the active player, it is resolved as in the basic game: at first, the active player and the targeted player both reveal their *Character* tokens. Both players then simultaneously reveal their *Support* tokens .

- If neither of the two players has the *Transformed Kaneki* token , the attacking player kills the player he is targeting (as in the basic game).
- If the attacking player has the *Transformed Kaneki* token , he kills the targeted player (as in the basic game).
- If the player targeted by the active player's attack has the *Transformed Kaneki* token , he kills the attacker. The player who launched the attack therefore loses the game. The victory conditions are then checked for all the other players still in the game.



# CHARACTERS

## HUMANS



### *KANEKI Ken*

He is a student with a passion for reading. He met Rize at his favourite cafe and fell under her charm, not knowing she was a ghoul.



### *NISHINO Kimi*

Kimi is a human whose boyfriend, Nishiki, is a ghoul. She is aware of her lover's true nature, but she knows very well that Nishiki would never hurt her.



### *NAGACHIKA Hideyoshi*

He is Kaneki's best friend and attends the same University. Curious by nature, he would like to learn more about those mysterious ghouls spoken of on the news...

## CCG INSPECTORS (also called Doves)



### *MADO Kureo*

Mado has slain many ghouls during his long career. He has gained extensive knowledge and has a real knack for finding these creatures.



### *AMON Kotaro*

Amon is a young inspector who graduated first in his class at the Academy. He is extremely involved in killing ghouls and would do anything to create a world of peace without these creatures.



### *SUZUYA Juzo*

Despite his young age, his talent got him a free pass from the CCG to become inspector. His techniques to kill ghouls are spectacular but his ethics leave a lot to be desired.



## GHOULS



### **NISHIO Nishiki**

Although he has already experienced the dark side of humans and the danger that they can represent for ghouls, Nishiki really enjoys his relationship with his girlfriend Kimi, a human.



### **KAMISHIRO Rize**

Rize is known for being a glutton in the 20<sup>th</sup> district of Tokyo. Her nickname is "Binge Eater". She thinks every human is worth being eaten.



### **KIRISHIMA Touka**

Touka knows how to skillfully hide her real identity. If she usually does not show any violence toward humans, Touka possesses a fierce hatred towards the CCG.



### **TSUKIYAMA Shu**

He is a ghoul with an unusual dietary demanding nature. He is also known as "Gourmet" at the CCG.



### **FUEGUCHI Hinami**

She lives with her mother. Tragic circumstances forced her to move away from her father. Hinami hates conflicts.

## MASK VARIANT



### **UTA**

He runs a mask store in the 4<sup>th</sup> district, and underneath his punk looks, it turns out he is a caring, soft-spoken ghoul.



### **YOSHIMURA**

He is a ghoul running the *Anteiku*, a cafe storefront. He loves humans. He is the one saving Kaneki and takes him under his wing. However, the true nature of his numerous activities remains a mystery.



### **YOMO Renji**

He is a ghoul involved in the secret activities of the *Anteiku*. He is not very talkative but trusted by the members of the *Anteiku*, especially Touka.

### **KANEKI Ken (half Human, half Ghoul)**



He became half-human half-ghoul... This young man is looking for a way to find balance between the two sides of his new personality.

**NOTE** : Kaneki is only brought into play when there are 2 Ghouls in the game, i.e. from 5 players up. During the setup phase, this alternate version of Kaneki can be considered either a Ghoul or a Human (at players choice). During play, he is considered both a Human and a Ghoul. Therefore, he can be attacked by Ghouls and Doves.



### **KOSAKA Yoriko**

Yoriko is Touka's human best friend.

## FAQ

### ***Do I have to exchange one of my cards when I do an Interrogation?***

The exchange of a card after an *Interrogation* is always optional. The active player does not have to make an exchange if he does not want to. He can even just pretend to do so, for example by putting his hands under the table, behind his back, or by turning around.

### ***How many cards should I have in hand after an exchange?***

After an *Interrogation* and an exchange, you must always have 3 *Clue* cards in hand, unless you are playing the *Mask* variant in which case you need to have 4 *Clue* cards (3 in your hand and one on your *Investigation board*).

### ***If the player I am questioning has a card face up on his Investigation board, can I take it?***

Yes. The player who is interrogated still secretly shows you two cards from his hand. But you can decide to take the card face up in front of him instead of one of the cards shown during the *Interrogation*. In this case, the questioned player chooses another *Clue* card in his possession and must place it face up on his *Investigation board*.

### ***If I have a visible card on my Investigation board, can I give it away during an Interrogation?***

Yes, if you are the active player and are carrying out an *Interrogation*, you can give the *Clue* card that is placed in front of you face up in exchange for taking the questioned player's card. You will then place a new card from your hand face up on your *Investigation board*.

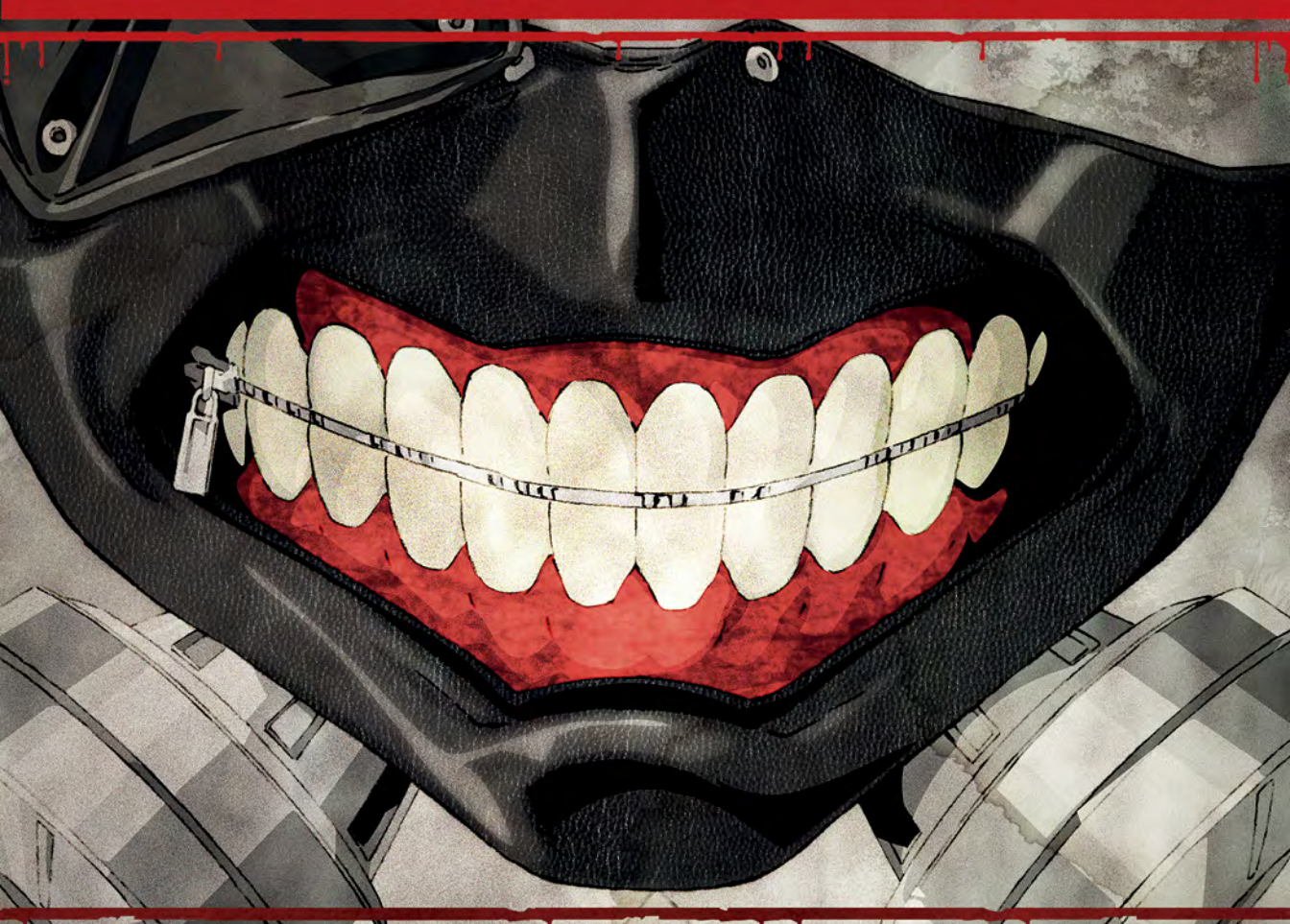
### ***Can I bluff?***

The identity of your *Character* must remain a secret at all times until the end of the game. You should never disclose your *Clue* cards outside of an *Interrogation*. However, nothing prevents you from misleading your fellow players by saying out loud that you have such or such card in your hand... In other words, bluffing remains a valid and recommended strategy.

### ***Can I play the 2 variants at the same time?***

Yes, you can! Once you've gotten a good grip on the basic game, you can enhance the game with variants. The *Mask* and *Support* variants are compatible with each other and with the basic game.





# Tokyo Ghoul

## BLOODY MASQUERADE

### CREDITS

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# ROUND SEQUENCE

- 1 **Verification of the Instant *Victory conditions***  of the active player. Inspectors can use their *Special Action*.
- 2 The active player moves the *Action token*  1 or 2 visible *Locations*.
- 3 The *Location* tiles are flipped over:
  - The visible *Location* the active player left is flipped face down.
  - Hidden *Location* tiles that have been skipped by the *Action token*  are flipped face up.
- 4 The active player carries out the actions displayed on the *Location*.
- 5 The person sitting to the left of the active player now becomes the new active player.

# OBJECTIVES (SEE MORE PAGE 8)



### INSTANT VICTORY BY *COLLECTION*:

Victory conditions to be checked at the beginning of the active player. Collect 3 *Clue* cards depicted.



### VICTORY BY *KILLING*:

Perform this action only on red edge *Locations*, or by using the *Inspectors' Special Action* (see page 8).

Kill a Human, a Ghoul or an Inspector.



### END GAMING OBJECTIVE *STAYING ALIVE*:

Victory conditions to be checked at the end of the game (see page 3). Stay alive AND collect the *Clue* cards depicted.



### ADDITIONAL END GAMING OBJECTIVE *SURVIVAL OF THE PARTNER*:

Victory conditions to be checked at the end of the game (see page 3). No matter what happens to the player, he is among the winners if his partner is still alive.

# ACTIONS LOCATIONS (SEE MORE PAGES 9-10)



### SUSPICION (required for all)

All players who have depicted cards place a *Suspicion* marker on their *Investigation* board.



### INTERROGATION (optional)

Ask another player to show you 2 *Clue* cards. You can then decide to exchange 1 of your own cards.



### COVER UP TRACKS (optional)

Take 1 *Suspicion* marker from the *Pool* and give it to the player of your choice.



### ATTACK (optional)

You can attack one player who has at least 3 *Suspicion* markers on his *Investigation* board. **This triggers the end of the game!**



### COVER UP TRACKS (optional)

Remove 1 *Suspicion* marker from one *Investigation* board and put it back into the *Pool*.



### ATTACK (optional)

You can attack the player who has the most *Suspicion* markers. If there is a tie, you choose. **This triggers the end of the game!**