



Tokyo Ghoul

BLOODY MASQUERADE

RULEBOOK

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

Desperate creatures are lurking in the depths of Tokyo. They hide in plain sight, hunting down and feeding on humans, and are called "ghouls"... When a morally questionable rescue transforms him into the first half-human half-ghoul hybrid, Ken Kaneki must survive deadly turf wars, learn more about ghoul society and master his new powers.

Unable to abandon his humanity but equally unable to suppress his gruesome hunger, Ken finds salvation in the kindness of friendly ghouls who run a coffee shop called Anteiku : they teach him how to pass as a human and eat flesh without killing.. But recent upheavals in ghoul society have been attracting the inspectors of the Commission of Counter ghouls (CCG), like wolves to their prey, and they don't discriminate between conscientious ghouls and ravenous monsters killing humans for their flesh.

SETUP



- 1 Place the game board in the center of the table.
- 2 Each player places an *Investigation* board in front of themselves.
- 3 Randomly place the 2 *Location* tiles with red-edge 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 next); they constitute the *Pool*.
- 7 Build up a pile of *Character* tokens according to the table below. Place the corresponding *Character* cards next to 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 their identity and keeps it a secret by placing the token face down next to their *Investigation* board.

9 Take the *Clue* cards according to the indications 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 <i>Pool</i>) 
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 between *HINAMI* and *NISHIKI*.

** Beyond 6 players, choose either setup **a** or **b**.

GOAL OF THE GAME

Each player plays as a Human, a ghoul, or a CCG 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



HUMAN



GHOUL



INSPECTOR

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

INSTANT VICTORY



COLLECTION

If a player has the right combination of Clue cards in hand at the beginning of their turn, they must reveal them immediately. They are 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 their 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 their turn, their Instant Victory condition  (They are 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!

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 their hand, then shows them simultaneously to the player on their left.
- Every player then gives 1 *Clue* card, face down, to the player on their right. Everyone must give and receive a card at the same time. That way, each player gives their card before discovering the card they receive.
- 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 their turn – if their 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 their character's potential *Instant Victory* conditions, they must announce it at the beginning of their 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 their next round.
- If the active player is an Inspector, they can now activate their *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 (, ,  or ).

This *Instant Victory* can only be claimed by the active player at the beginning of their turn. In this case, they are 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, they also have the ability to kill another character outside the dedicated *Locations*: instead of moving the *Action* token at the beginning of their turn, they may decide to kill the player of their choosing from the game if that player has at least X *Clue* cards in front of themselves ($X = 1, 2$ 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 their hand.

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

LOCATION ACTIONS

INTERROGATION (optional)



The active player may interrogate the player of their choice. They ask that player to show them two *Clue* cards. The active player can then decide to exchange 1 of their own cards with one they were just shown.

SUSPICION (required for all)

Players draw suspicion to themselves. In other words, they all 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 to themselves.



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

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 to themselves.

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 their choice (including themselves) and put it back into the *Pool*.



The active player can give 1 *Suspicion* marker from the *Pool* to the player of their 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 (themselves excluded). In case of a tie between several players, the active player chooses the one they 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 their choosing, if that player has at least 3 *Suspicion* markers on their *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 their *Investigation board*, they must show the 3 cards in their 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

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 Clue* 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 , they must place one face up in front of themselves (on their *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 their *Investigating board*).
- Whenever a player must place a *Clue* card face up on their *Investigation board*, they 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 their *Investigation board* is not a *Mask Clue* card , they must replace it immediately with the *Mask Clue* card  they 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 on 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



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 themselves.

NEW RULES

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

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

OR exchange their 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 theirs), OR make an exchange with the player of their 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 they are targeting (as in the basic game).
- If the attacking player has the *Transformed Kaneki* token , they kill the targeted player (as in the basic game).
- If the player targeted by the active player's attack has the *Transformed Kaneki* token , they kill 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 they talk about 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 20th 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 4th 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 who saves 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 they do not want to. They can even just pretend to do so, for example by putting their hands under the table, behind their 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 their Investigation board, can I take it?

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

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Special thanks

The game designer really wants to thank all the playtesters: Céline "Dext" Grenier, Sébastien Argyriadés, Mathieu Baillet, Stéphane Belot, Luc Debionne, Guillaume Gentile, Valériane Holley, Antoine Letouzey, Léo Mallet, Benjamin Piriou, Evan Liauzu, Philippe & Christelle of Kfée des Jeux de Grenoble and finally gamers of La Cafetière including Antoine Bauza alias le Taulier, Michael Bertrand, Ludovic Maublanc, Corentin Lebrat, Théo Rivière and Nicolas Normandon. He also wants to thank Mathieu Blayo Polord for his precious help and his wise advice. And finally the Don't Panic Games team, especially Guillaume Bichet, Gaëlle Buecheler, Estelle Cang, Sébastien Célerin and Cédric Littardi. Don't Panic Games especially wants to thank Mr. Sui Ishida, the Shueisha and the Studio Pierrot, Guillaume Bichet, Sébastien Célerin, Nicolas Raoul, Farid Ben Salem and the whole Anime Limited Team and @Anime.

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