

死名をご記入ください【Abridged Manual】

This is for a player who just can't wait to get started. For more detailed rules, please see the detailed manual.

1. Game Setup

Please setup as shown below. For your first playthrough, we recommend using the Practice Decree Card to familiarize yourself with the rules.

EX 1: After game setup (4-player)

Name Cards × 4

Player Board × 1

Dry Erase Marker × 1

Practice Decree Card (First Play Only)

Put 5- and 6-player Envelopes in the box

Take a Decree Card from the Envelope and place it in the center

2. Objective and Overview

- The game is played over 7 rounds and is divided into DAY 1 and DAY 2.
- The goal is to force another player to take a "Death Name" (Name from hereon) that matches the penalty conditions on the Decree Card revealed at the start of each round.
- The score for each round is determined by the following 2 criterias
 - The order of the icons indicated on the Decree Card
 - The alphabetical order of the Name you end up with
- The "DEATH Name" should resemble a realistic first name.

【About the Penalty Conditions】

Lose points
Lose 1 or 2 points.
(The icon with -2 indicates losing 2 points)

Gain points
Gain 1 or 2 points.
(The icon with +2 indicates gaining 2 points)

No effect
No points are gained or lost.

This decree card means...

- 2nd Name in alphabetical order → Lose 1 point
- 3rd Name → Gain 1 point
- 1st and 4th Name → No Effect

3. Round Flow (Day1)

Repeat "Writing a Name → Drafting a Name → Scoring" 4 times.

EX 2: Day1 Writing a Name → Drafting a Name

Check the penalty condition on the Decree Card, and write a Name that might match the condition.

Pass your Name Card to the neighboring player.

Maybe this Name would be second in alphabetical order?

The current decree is... The 2nd name loses 1 point.

The player who receives the card now checks the Name and decides: "Keep" "Pass"

I got a card with "Bob" written, which is before "Chris" that I wrote. Maybe there are more before it, so I will choose to "Pass".

Once everyone has made their decision, on the count of three, announce what you're going to do!

Everyone who chooses to Pass hands their card to their neighbor. In the same manner, decide again to "Keep" or "Pass"

Only the Blue player chose to Pass, so the Drafting phase ends, and we move on to the Scoring phase.

The Green player chose to Keep, so they are no longer participating in the draft.

EX 3: Scoring

At the end of the draft, arrange all the Names in alphabetical order and compare them with the penalty conditions specified on the Decree card.

Second Name in alphabetical order → Lose 1 point Second to last Name → Gain 1 point

Chris X Bob Chris -1 point Dora +1 point Ethan

No Effect (0 point)

Each player scores 1 point for each card with an X marked on the person icon (on the right side of the card). Record the points you earned in the Kill Point space on your Player Board.

Keep the Name card you received, as it will be used in DAY 2. Do not erase the names written on it!

4. Temporary Scoring

Preparing for DAY 2, and getting bonus kill points

EX 4: Temporary Scoring

Return the Purple Name Cards to the Purple player.

There are two X on the cards, so score 2 points.

5. Round Flow (Day 2)

Repeat "Selection → Scoring" 3 times.

Reveal the Decree Card to determine the penalty conditions for this round. (Unlike DAY 1, you will keep the Name you select, so try to choose a Name that won't match the penalty condition.)

6. Final Scoring

Add up the scores from both DAY 1 and DAY 2. The player with the highest total score wins. If there's a tie, the player with more Kill Points wins.

1st	2nd	3rd	4th
+1	0	-1	-1
5th	6th	7th	TOTAL
-1	-2	0	-2

[Forewords] We post corrections and rules clarifications on our official website. Please check it out before playing the game. **Scan for access** →

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1. Story
 You are a participants of a death game. To survive, you must assign DEATH Names to other players that match the penalty conditions set by the game master's decrees. Who will be the last survivor after seven decrees...?

2. Components

- 24 Name Card (4 each × 6 colors)
- 22 Decree Card (1 Parctice card + 7 cards in each envelope x 3)
- 6 Dry Erase Marker
- Abridged Manual : another manual
- Detailed Manual : this sheet

[Writable Surface] *Use dry erase marker

[Back] Don't write on this side! Marks made here cannot be erased.

• Player Board 6 sheets (1 sheet each × 6 colors)

[Writable Surface] *Use dry erase marker

[Back] Don't write on this side! Marks made here cannot be erased.

[Front Side]

[Back Side]

Decree Cards (for a 4-player game) Practice Card DAY 1 (4 sheets) DAY 2 (3 sheets)

The number of players are indicated by the human icons on the back.

3. Objective and Overview

[Game Objective]

- The game is played over 7 rounds and is divided into DAY 1 and DAY 2.
- The goal is to force another player to take a "DEATH Name*" (Name from hereon) that matches the penalty conditions on the Decree Card revealed at the start of each round. (While DAY 1 and DAY 2 have slight differences, the goal remains the same.)

[Game Flow]

DAY1 (4 rounds) → Temporary Scoring → DAY2 (3 rounds) → Final Scoring → Game Ends

[The flow of DAY 1]

- 1) Write : Choose and write a Name on the Name Card, then pass it to another player.
- 2) Decide : Choose to either keep the Name Card you received, or pass it to another player.
- 3) Resolve : Resolve: Gain or lose points according to the conditions on the Decree Card.

★ Avoid being stuck with a Name that matches the penalty condition by cleverly deciding whether to Keep or Pass the card.

[The flow of DAY 2]

- 1) Select : Select a Name you wrote during DAY 1 that avoids matching the penalty condition.
- 2) Resolve : Resolve: Gain or lose points according to the conditions on the Decree Card.

★ Choose your Name carefully to avoid penalties.

4. Game Setup

- Each player selects a color of their choice (options: red, purple, yellow, green, gray, blue)
- Each player receives 4 Name Cards*2 and 1 Player Board matching their color, and 1 Dry Erase Marker.
- Take the Envelope that corresponds to the player count, and return the other Envelopes to the box. (4-player: Silver, 5-player: Gold, 6-player: Bronze)
- Take a Decree Card from the Envelope, and place it at the center of the play area with the side labeled Decree face up.*3

[Additional setup for the first time play]

- *2 When playing for the first time, gently fold each Name Card along the central crease to bend the card in half.
- *3 If you're unsure about the rules, try practicing with the Practice Decree Card. Use this card instead of drawing one from the Envelope.

EX 1 : After game setup (4-player)

Name Cards × 4

Player Board × 1

Dry Erase Marker × 1

Practice Decree Card (First Play Only)

Take a Decree Card from the Envelope and place it in the center

Put 5- and 6-player Envelopes in the box



5. Round Flow (Day1) Repeat "5-1. Writing a Name → 5-2. Drafting a Name → 5-3. Scoring" four times.

5-1 : Writing a Name

- ① Reveal the Decree Card to determine the penalty conditions for this round.
- ② Choose a name and write it on the Name Card. Once everyone has written a name, proceed to 5-2: Drafting a Name.
 - Keep in mind that you'll be passing the Name Card to another player, so try to choose a Name that could potentially match the penalty condition.

[About the Penalty Conditions]

- The condition is matched by the alphabetical order of the Name. See 5-3: Scoring for more details.*4
- There are 3 types of icons on the Decree Card, corresponding to losing points, gaining points, or no effect.

Lose points
 Lose 1 or 2 points. (The icon with -2 indicates losing 2 points)


Gain points
 Gain 1 or 2 points. (The icon with +2 indicates gaining 2 points)

No effect
 No points are gained or lost.

5-2 : Drafting a Name

- ① Each player passes their Name Card to the neighboring player. (Pass left in the 1st and 3rd round. Pass right in the 2nd and 4th round)
- ② Check the Name Card you received without revealing it to other players.

The Name Card indicates the pass direction at the top of the card.



5-2 : Drafting a Name

③ After checking the Name Card, each player secretly decides which of the following actions to take.

- If you believe the Name won't match the penalty conditions. → Choose "Keep"
- If you think there are better Name available. → Choose "Pass"

④ **Trade Request** : Once everyone has made their decision, all players announce their choice simultaneously.

- On the count of three...**
- "Keep" → Place your hand on the table
 - "Pass" → Raise your hand

As long as declarations are made simultaneously, you can use any method you like! Feel free to get creative with the players you're playing with!

⑤ Players who chose to Pass give their Name Card to the neighboring player in the same direction as ①. Return to step ② and repeat. Players who chose to Keep will no longer participate in the draft. Continue until all players have chosen to Keep, or only one player remains who has chosen to Pass.

5-3 : Scoring

- ① Record your score as outlined in the "About the Penalty Conditions" section on the previous page.
- ② If you lost points, **mark an X on the person icon** on the right side of the Name card
- ③ Keep the Name card you received, as it will be used in DAY 2. **Do not erase the names written on it!**

[Same Name Penalty]
If duplicate Names are written by multiple players in a single round, all players who wrote that Name lose 1 point. Try to avoid using very common names. When this occurs, the scoring rules become slightly more complex. Please refer to section "10: Details about Scoring" for further clarifications.

EX 2 : Day1 Writing a Name → Drafting a Name

① Check the penalty condition on the Decree Card, and write a Name that might match the condition.

Pass your Name Card to the neighboring player.

Maybe this Name would be second in alphabetical order?

The current decree is... The 2nd name loses 1 point.

②③ The player who receives the card now checks the Name and decides: "Keep" "Pass"

I got a card with "Bob" written, which is before "Chris" that I wrote. Maybe there are more before it, so I will choose to "Pass".

④ Once everyone has made their decision, on the count of three, announce what you're going to do!

"pass" "Keep"

⑤ **Everyone who chooses to Pass** hands their card to their neighbor.

In the same manner, decide again to "Keep" or "Pass"

"pass" "Keep"

Only the Blue player chose to Pass, so the Drafting phase ends, and we move on to the Scoring phase.

The Green player chose to Keep, so they are no longer participating in the draft.

EX 3 : Scoring

① At the end of the draft, arrange all the Names in alphabetical order and compare them with the penalty conditions specified on the Decree card.

Refer the current decree card...

Second Name in alphabetical order → Lose 1 point
Second to last Name → Gain 1 point

No effect (0 points) Gain 1 point and... X mark on the person icon Gain 1 point No effect (0 points)

6. Temporary Scoring

- ① Return the Name cards you drafted in rounds 1 through 4 to their respective owners, identified by the card's color.
- ② Each player scores 1 point for each card with an X marked on the person icon (on the right side of the card). Record the points you earned in the Kill Point space on your Player Board.

[Note] Why do you get points? When a player is penalized, it means you successfully wrote a Name that matched the penalty condition. As a result, you receive points from the game master as "Kill Points."

EX 4 : Temporary Scoring

① Return the Purple Name Cards to the Purple player.

② There are two X on the cards, so score 2 points.

7. Round Flow (Day 2) Repeat "7-1. Selection → 7-2. Scoring" 3 times.

7-1 : Selection

- ① Reveal the Decree Card to determine the **penalty conditions** for this round.
- ② Each player selects one Name Card they wrote during DAY 1, and reveals it simultaneously. (Unlike DAY 1, you will keep the Name you select, so try to choose a Name that **won't match** the penalty condition.)

DAY 2 Decree Cards have a black back.

The front design is the same, but these cards are marked with DAY 2 at the top.

7-2 : Scoring

- ① The scoring follows the same process as in DAY 1. Refer to the [About the Penalty Conditions] section, and record your score on your Player Board.
- ② The Name Cards used in this round are not reused, so set them aside.

[Note] Each player do not score the Kill Points like they did in "6. Temporary Scoring" in DAY 1.

8. Final Scoring

- Add up the scores from both DAY 1 and DAY 2. The player with the highest total score wins.
- If there's a tie, the player with more Kill Points wins.
- If still tied, the victory is shared among the tied players.

9. Details about DEATH Name

◆ What kind of name do you write?

Technically, you can write a name of anything that all players have a common knowledge of.

However, here are some guidelines to help you get started.

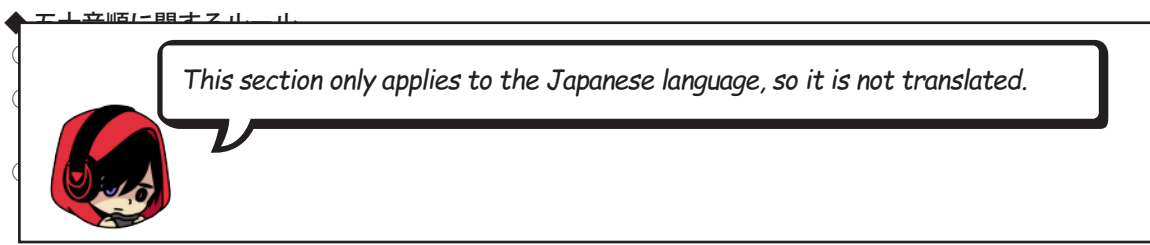
- Limit it to the first name of a person you know
- Don't use a name that is too long
- Use a realistic name (can be fictional), but not something like Mr. AAA

◆ Variants you can use after your first play **Recommended!**

Once you are familiar with the rules, you can arrange the types of names you use.

[Examples] Board game title / A name of a song / Favorite ○○ (anime, manga, movie, etc.)

下上音順に開かずしん



10. Detailed about Scoring

◆ How to handle cases with duplicate names

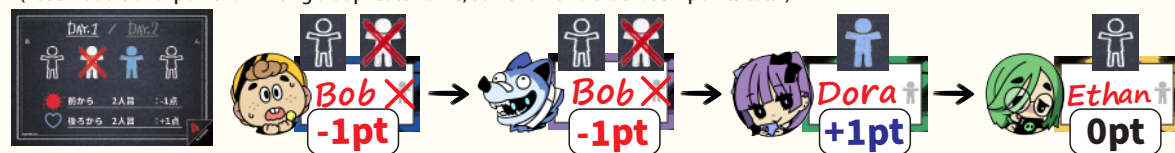
When there are duplicate names, you can't order them alphabetically so follow the rules below.

- ① Duplicate names are treated as a single group without any specific order among them and they are counted for the number of duplicates
- ② If they match the bonus or penalty condition(s), apply all of them to all the duplicates.

Lose 1 point as a penalty for writing a duplicate name.

EX 5 : Handling duplicate names

- There are 2 duplicates, and the -1 point penalty apply -> both players lose 1 point.
(Lose 1 additional point for writing a duplicate name, so Yellow and Blue lose 2 points total)



- There are 2 duplicates, and the +1 point bonus apply -> both players gain 1 point.
(Duplicate name penalty still applies, so Purple and Green get 0 points)



- There are 3 duplicates, and multiple penalty conditions apply -> 3 players lose 2 points
(Lose 1 additional point for writing a duplicate name, so they lose 3 points total)



11. Q&A 分かりにくい状況の補足説明です。ルールが分からなくなったら見てみてください。

Q1: 死名札の白二面に書いてある「死名カード」ってなにですか？死名札のことですか？

A1: *This section only applies to the Japanese language, so it is not translated.*

Q2: いえ、山本ましろ。あまりに致命的でない名前を避けるようにしてください。



Q3: How many times can you repeat 5-2. Drafting a Name
A3: There are no strict rules, but feel free to limit it such as "up to 3 times".

Q4: During DAY 1, I ended up with the Name I wrote. Is this OK?
A4: Yes, this is fine. Please score as usual.

Q5: During DAY 1, I ended up with the Name I wrote and lost points. Do I get kill points?
A5: Yes, you do. Kill points is based on whether that Name you wrote matched the penalty condition.

Q6: What is considered a duplicate name?
A6: Technically, names with the same exact spelling are considered duplicates. However, you can decide on additional rules, such as treating names that sound the same (e.g., Shawn and Sean) as duplicates. Feel free to adapt it to your group's preferences!

These are the current FAQs, but we'll continue to update them as needed on our website. You can access the site using the QR code on the right. Please also see BGG for updates too.

[Tips for storing the game]

Please make sure to **erase the writing on the cards and board before storing the game.** The surface is treated to make it easy to erase dryerase markers, but if left for too long, it may become difficult to erase.

12. Postface/Credits

This game was created from the idea of wondering, "Can I make a game based on name orders?" After thinking it over, I was able to implement a game with fresh experience, making it enjoyable and offering a unique word game system that can be played in any languages. I believe I was able to make an interesting contribution to the world of gaming. As I mentioned elsewhere, the names are simply the starting point of this game. When playing with a group of like-minded people, please try using names from other common topics. I'm sure it will become even more fun! You can also create your own original Decree Cards, so I hope you'll enjoy playing in creative ways!

And, as usual, I ask one thing from the veteran gamers. Please don't tell another player "this is the best move in this situation!" (If you've read this message already past game that I created, so sorry)

I strongly believe that being able to "find" the best move by yourself is one of the "fun" in playing a game. (Of course, how you enjoy a game is up to you and shouldn't be forced by others)

Please enjoy the game and aha moments! I wish you a wonderful game life.

Good Luck and Have Fun!!

First Edition: 2024, November 16th

[Special Thanks]

Game Design : Fukutarou / 福夕郎
Artwork : MATSUDA98
Publisher : Fukuroudou / 梟老堂

Everyone who played the prototype with me.
Dan、無二得、Rustycan、Wangli、脳筋、かゆかゆ
And more than anything, everyone who enjoys this game!



Please check our website before playing the game for the most updated rules and errata. Also please send us your questions and comments. We love hearing from you!

http://fukuroudou.info
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