

## **Danganronpa Social Deduction Game: First Class Trial Rulebook**

### **1. Overview**

This game, First Class Trial, themed on the world of Danganronpa: Trigger Happy Havoc, which was released by Spike Chunsoft, is a social deduction game with Werewolf and role-playing elements.

The players take on the roles of Hope's Peak Academy students and use their Ultimate Student Skills to solve the case of "Mutual Killing Game" that takes place within the school. Divided into two factions, the innocent "White" and the guilty "Black", the players work together to deduce the case and bring it to an end by the class trial!

The "Black" faction members carefully conceal their identities. Meanwhile, the "White" faction members must expose a "Black" faction member and execute them by the class trial.

### **2. Card Types**

Components: 16 Character cards / 6 Role cards / 16 Event cards / This Rulebook sheet

#### **Character Cards**

The players each choose 1 Character card at the start of the game. You can use the card effects under the conditions stated on them. The Character cards remain face up throughout the game.

#### **Role Cards**

At the start of the game, these cards are dealt to the players, one card each. The player each wins the game when they fulfill the victory conditions stated on the card.

#### **Event Cards**

These cards are randomly dealt to the players, three cards each. Each player holds the cards dealt to them as their hand, the front of the cards concealed from other players.

The area to place the Event cards when playing them is called the play area.

The players each have their play area in front of their Character card. Place the Event cards to use face up and visible to other players.

There are two types of event cards, as follows.

#### **Hope Cards**

The effects of these yellow cards can be used by all players.

#### **Despair Cards**

The effects of these black cards can be used when meeting its specified condition.

### **3. Setup**

#### **① Choosing a Character Card**

The players each choose one Character card.

After choosing your Character card, place it in front of you face up and visible to other players.

#### **●TIPS●**

Choose the Character you want to play!

Choose one of the remaining Character cards at random and place it face up in the center of the table.

This Character is the victim in this case.

## ② Dealing Event Cards

Prepare the Event cards to use in the game according to the following table, shuffle them face down and deal 3 cards to each player as their hand.

Event Cards to Use At All Time

"ハジマリ/Start" "イレカワリ/Exchange" "アルターエゴ/Alter Ego"

Event Cards to Use At Random

No. of Players	3	4	5
No. of Cards	6	9	12

Then, take one of the Event cards not used in the game without seeing what is on its front and place it face down next to the victim Character card.

## ③ Dealing Role Cards

Deal the Role cards randomly to the players, one card each.

The players each check the card dealt to them and place it face down in front of themselves.

Recommended No. of Role Cards to Use

No. of Players	3	4	5
Black	1	2	2
White	3	3	4

Stack the remaining cards face down next to the victim Character card.

## 4. How to Play

This game is composed of two phases, namely the Deduction Phase and Class Trial Phase. In the Deduction Phase, gather information using Event cards. In the Class Trial Phase, vote on who the culprit is and execute the one elected by the majority vote.

### 【Deduction Phase】

- ① The player who has the "ハジマリ/Start" card places it in their play area to start the Deduction Phase.
- ② Beginning with the player to the left of the player with the "ハジマリ/Start" card, the players take turns in clockwise order.

In your turn, you can use the effects of your Event and Character cards in order, following the procedure below.

- 【1】 Play an Event Card from your hand face up in your play area and apply its effect.
- 【2】 You can apply your Character card's effect.
- ③ Repeat 【1】 and 【2】 until all players have only one card each left in their hands. Then all players each place their last remaining Event card face down in their play area.
- ④ When all players have run out of cards from their hands, end the Deduction Phase and proceed to the Class Trial Phase.

**【Class Trial Phase】**

Discuss who is a "Black" faction member.

According to the number of players, provide time for discussion approximately as follows.

3 p	5 min
4 p	6 min
5 p	7 min

① At the start of the discussion, the players who has any effects that can be used at the start of the Class Trial can use them.

※If more than one player can use effects at the start of the Class Trial, the effects are applied in clockwise order, beginning with the player who played "ハジマリ/Start".

② After reaching the time limit, end the discussion and all players each point their fingers at the player who they vote for.

This pointing/voting must be done at once by all players (except for Chihiro Fujisaki).

③ After the pointing/voting, the players each reveal the face-down Event card in their play area, and the players who can use the card effects use them.

④ The player who is elected by majority vote is executed.

If a "Black" faction member is executed, the "White" faction wins.

If two players are elected by the majority vote, both of them are executed. If either of them is a "Black" faction member, the "White" faction wins.

If there is not any "Black" faction member among the executed players, the "Black" faction wins.

In case of a tie between three or more players, conduct the voting again.

**●TIPS●**

**Identify yourself with your Character when you have the discussion!**

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