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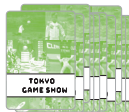
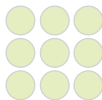
TOKYO
GAME SHOW

TOKYO GAME SHOW

In TOKYO GAME SHOW, you are a game show host! Invite up to 5 of your friends (or up to 10 with two copies of the game) to be contestants, competing over 5 rounds of games from 11 different categories in many different genres!

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SETUP: Put on the game show host pin and prepare to host a Japanese game show! As the host, you choose any five game show cards from the eleven categories that follow. It is your responsibility to choose games that are accessible and equally-matched for players, as well as fun for the group! Certain situations may require you to award points at your discretion, or to enact a house rule. In these cases, be clear and encouraging to everyone! Japanese game shows are fun, silly, and creative. Be cool!

TWO WAYS TO PLAY: Once your five games are chosen, lay out their corresponding cards, and ask all contestants to pick a wristband and put it on! Turn on your announcer voice and tell everyone that they are on your game show (feel free to title it if you wish!), and they will be competing against one another over five rounds to see who wins!

OPTION 1) PLAY WITHOUT POINTS: If you wish to play a more casual or faster game, it is recommended to play without points. If you play this way, you will not use the points chips. Instead, each game will have a single winner, who will receive the game card if they win. The player with the most game cards at the end of the five rounds will be winner, with ties leading to a shared game show victory!

OPTION 2) PLAY WITH POINTS: For a more competitive and thorough game show

experience, play with the included points chits. Set out points chits equal to the number of contestants each round. The numbers placed should be in ascending order, equal to the number of contestants. For example, in a four player game, place out 1, 2, 3, and 4 points.

P3



P1

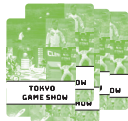
P4



P2


In this mode, there will only be a single winner for the entire game show! It may be necessary to hold a sixth game round if there is a tie at the end of the fifth game.

RUNNING A GAME: After you've picked your five games and read the rules, take the card for the first game, place it out for everyone to see, and announce the title. Explain the rules to all of the contestants, ask them for verbal confirmation that they are ready to play, and then begin.



3

THE FINAL ROUND: When it comes time for the fifth round, if you're playing for points, you have the option to make it a double point round! To do this, place out two chits per number that are awarded together.

TWO PLAYERS: When playing with only two players, there is no host. You may only choose from game cards that have the  symbol next to the number.

THE GAMES!

There are ten categories of game show games, with five games in each. There is also an extra category for using other TOKYO SERIES games as a game show game.

Each category has a shared theme or rule between the five games within. It is best to read over shared rules under the category title before the individual game rules.

HOST PICKS

In this category, the host will pick the winner of the game based on their judgement. If you are playing with points, you will assign points to each player based on who did the best.

01 ACRONYM: The host will make up a fake acronym, between 2-5 letters in length. Roll the color die to determine the start player. Contestants compete to come up with the most clever, funny, or impressive use of the acronym. After all players have gone (or chosen not to participate by passing), the host awards points. EX: The host says "E.P.F.", and the two other contestants answer with "Empty Poodle Factory" and "Excited Pedestrian Fanboy".

02 IMITATOR: The host chooses an object in the room. All contestants get up and imitate the object with their bodies, all at the same time. Players cannot make sounds. Pick a winner as you see fit.

03 SNAG LINES: The host names a person or object (noun). The players must then all come up with a sales pitch for that thing. Roll the color die to determine the start player, and continue clockwise. Pick a winner as you see fit.

04 ACTION PLACE: The host says an act, such as "a man being shaved" or "a cat dancing", and then rolls the color die to determine the start player. The player rolled must say the funniest location they can think of for this act, and then continue clockwise. Pick a winner as you see fit.

05 MUSHY P'S: The host says two words that start with the same letter (or "P"). Roll the color die to determine the start player. Contestants must say a clever mixing of those two words together. Pick a winner as you see fit. EX: The host might say "Pants" and "Porridge". The contestants answer "Pornts", "Prants", and "Pidgants".



06 BOX TOSS: If playing for points, you will not need to set out the normal tokens. If playing without points, multiple rounds may be needed to determine a winner. Place the box bottom and top away from players, with the box lid closer than the bottom. Give each player as many discs as can be divided equally (including to the host). In real time, everyone now tosses their discs into the boxes from the same starting line. The closer box lid is worth 1 point, the further box bottom 2 points. All players who beat the host are given points equal to the number of players who beat the host.

07 GROUP CHAT: The host sets up a group chat with all players over cell phone or web. The host then types a word into the group chat, and all players have to type the same word back as quickly as possible without any mistakes. The host will check responses on their device. The player who is the slowest takes the lowest value chit, and is eliminated. Continue

playing rounds until there is a single winner.

08 HAND STACK: The host puts their hand out. Roll the color die, and players stack one of their hands on top of the host's hand in the order rolled. The host then tries to slap the top player's hand with their own. Contestants try to pull their hand away before it is hit. If any player's hand is hit, they are eliminated. After each attempt, the top player from the previous round moves their hand to the bottom of the hand stack if they haven't been eliminated, keeping the host's hand on the very bottom. Continue until all but one player is eliminated.

09 OBVIOUSLY: All players think of one word. They then whisper their word to the player whose wristband color is rolled, without the host hearing. The player who is rolled then reports all of the words out loud to the host, in any order. The host then assigns each word to the player who they think said that word. If the host guessed correctly, then that player is eliminated that round and takes a point chit equal to the round they are on. Continue this until only a single player is left, or everyone is eliminated.

10 OH NO OH NO NO: The host says some string of only the words "oh" and "no" continuously. When the host has said 3 of the same word in a row, the first player to say "oh no" gets the highest point chit. If a player says "oh no" too early, they are eliminated and take



the lowest point value chit left. As the host, try to incorporate pauses and quick successions of words to confuse the contestants.

WORD GAMES

11 FARM WORDS: If a host is there, they will say "3, 2, 1" and point. Then all players must say a noun that is used on a farm. If a player hesitates, or says a word that has already been said by any player previously, they are eliminated by the host (take the lowest value token). Continue until only one contestant remains. With no host, contestants alternate back and forth counting. Play until one is eliminated.

12 THREE WORDS: The host says a letter of the alphabet. In real time, all at once, players must then say three words starting with that letter as fast as they can and take the highest point value chit on the table. If the host determines someone has cheated, they will not receive any points for this round.

13 CLUE RACE: Contestants close their eyes, the host picks an item or person in the room, and then tells everyone to open their eyes. The host then starts naming attributes about that thing, one at a time (such as 'long', 'heavy', etc). Each contestant gets one guess. If they

guess wrong, they take the lowest value token left. If they guess right, they get the highest value token. If there is more than one contestant left, continue with a new round.

14 ANIMALS THAT CAN...: The host says, "animals that can ____ (run, swim, trip, etc.)". The first player to name an animal that can do that thing (must be a specific animal such as 'hummingbird', not a category like 'birds') takes the highest value token. Continue playing rounds until all players have point tokens.

15 ⌘ IN THE BARN: The contestant's color rolled says "(animal)... in the barn.", then the player to their left says the same as the player before but adds another animal to the start of the chain. Example: P1: "A cat sitting in the barn." P2: "A yack kicking a cat sitting in the barn." P3: "Two chickens flying at a yack kicking a cat sitting in the barn." Play continues until a contestant messes up and is eliminated, taking the lowest value token left.



GET UP AND MOVE



16 BLOCK HUNT: Have contestants leave the room or close their eyes. The host hides point tokens around the room in various places. Invite contestants back, explain the game, and say, "go". Contestants now get up and look for the point tokens. If they find one they can

choose to keep it for points, or put it back and continue looking for a different token. Once everyone finds a token, they should come back to the playing table.

17 BRING HITHER: The host names an object that is in the room somewhere, the first person to bring that object (or one of the same kind) gets the highest point token. Continue with new rounds until all players have a point token.

18 ANIMAL MIX: The host names two animals. Roll for a player to start. All of the contestants act out what a mix of those two animals would be, one at a time, and the host awards points from their favorite down.

19 HOST IMITATOR: The host imitates an object in the room without saying what it is. All players get one guess. The first to guess correctly gets the highest point token. Continue with rounds til only one player remains. If no one guesses the right object in a given round, the host picks a new object to imitate.

20 ZING BOP: Everyone stands up in a circle. The host says either "zing", or "bop", and assigns what action each word must be followed by from the contestants actions. Pick something like, lift your left foot off the ground for zing, and clap for bop. Then the host

continues slinging out zings and bops. If a player does not keep up their actions with the hosts words, they are eliminated. If they do the wrong action, they are eliminated, and take the lowest value token.

DEXTERITY

21 ⌘ BALANCERS: Roll for a starting contestant. They take a game show card, then place either a disc or point token from the supply on it, then pass it to the contestant on their left, who adds another item and passes the card, etc. If anything falls off while a contestant is holding the card, they are eliminated and take the lowest value point token for the round. Continue with a new round until one contestant remains.

22 ⌘ STACK: Give each contestant a face-down game show card from the supply. Place all discs, point tokens from the supply, and extra game show cards from the supply in the center of the table. The host (or contestant) says "stack", and everyone takes an item from the center and places it on the card in front of them. The host (or a contestant who is ready) then says "stack" again and another different item must be added on top of the first. If a contestant's tower falls over, they are eliminated and must take the lowest value chit, returning their items to the center supply. If the items run out, players attempt to blow over each other's towers to eliminate them.

23 9 PINKIES: Place the 9 discs in the center of the table. Give each contestant a face down game show card from the supply, placed in front of them. Divide 9 by the number of players, rounded up. This is the objective number for the game. When the host says, "go", contestants use only their pinkies to pick up one disc at a time and place it completely on top of their card. Once a contestant has placed the objective number of discs on their card, they grab the highest point value token left, and so on until all contestants have a token.


24 HOUSE OF CARDS: Give each player seven game show cards from the supply. When the host says, "go", contestants attempt to make a house of cards in any orientation. As soon as they finish, they grab the highest point value token left on the table. Players can give up and take no token.


25 DISC DROP: Everyone stands in a circle. The host drops a disc to the ground. All contestants throw their wristbands and try to get them to land around the disc. The wrist band on the bottom that lands around the disc gets the highest point token, and any that aren't around the token get nothing. You may continue until all contestants get a token if you wish.



TEAM GAMES



26  **MY HIPPOPOTAMUS SAYS WHAT?:** The host says "my hippopotamus says what?", and then a single designated player on team 1 says a word (such as apple). The other team must then say a word that rhymes with that word, before someone other than the word speaker on the starting team. Play then shifts to the other team saying a word, following the same rules. If your team loses two times (the other team rhymes a word before someone on your own team), then your team loses the whole game. The winning team players all get points equal to the number of players on the other team. In a two player game without a host, you will attempt to rhyme with your own word before the other player. However, if you hesitate to say an initial word for more than a few seconds after the other player says "my hippopotamus says what?", then you are eliminated.

26  **FANCY:** Your team makes a huddle, and decides on one thing they are going to all physically do to be fancy. For example, raising your little pinky in the air on your right hand, or holding one arm behind your back. You then count down together, and perform your action in sync while saying, "fancy". When the next team goes, they must do their new action, followed by all previous actions in a continuous chain, in sync together. If anyone on a team misses a fancy action, the entire team is eliminated. Continue back and forth until one team loses and is not so fancy. The winning team takes point tokens equal to the number of players on their team (or they all receive cards from the supply if playing without points).

28 DANCE MOVES: The host busts a dance move. All contestants then think of one word to describe that dance move. The host picks one team to go first, they then have to say their words, one after the other. The other team then does the same. The host picks the best combination that described their dance move, and gives that team points equal to the number of players on their team (or cards from the supply if playing without points).

29 SPLIT: The host thinks of one word that describes roughly half of the contestants, and says it out loud. All contestants then put an arm in if they think the host's word describes them personally. After all contestants confirm they are finished, any who were incorrect in their guess are eliminated and take a point token equal to the round of the game (one for the first round, two for the second, etc.). Continue until only a single contestant remains or everyone is eliminated.

30 SQUEEZE PATH: The host comes up with a short sequence of squeezes to a hand (For example: Squeeze two fingers together, press on the palm with one finger, pull on a thumb, ect). Split contestants into teams with equal members, lined up so one member of each team is next to the host and the rest follow in a line. The host then squeezes the hand of one contestant from each team, under the table or out of everyone's sight, using the same pattern. Pay close attention to the details. The contestants who had their hand squeezed

passes that same squeeze sequence on to the next person on their team, under the table or out of sight. Continue passing the message until the final team member on each team receives it, they then squeeze the message back to the host. The host determines which team was the closest and awards point tokens (or a card to each member) as they see fit!

PLAYERS VS PLAYERS

31 SHORT A DISC: Place the nine discs, nine point tokens from the supply, and all of the bracelets in the center. The host says go, and in real time contestants can either take or put back one item at a time from the center of thier choosing. The host says, "stop", whenever they wish and rolls the green die. Depending on the result, the contestant with the least or most of a certain item is eliminated. If there is a tie, both players are eliminated:

1
-.

THE PLAYER WITH THE LEAST
POINT TOKENS IS ELIMINATED

3
-e

THE PLAYER WITH THE LEAST
DISCS IS ELIMINATED

5
-e

THE PLAYER WITH THE LEAST
BRACELETS IS ELIMINATED

2
+.

THE PLAYER WITH THE MOST
POINT TOKENS IS ELIMINATED

4
+e

THE PLAYER WITH THE MOST
DISCS IS ELIMINATED

6
+e

THE PLAYER WITH THE MOST
BRACELETS IS ELIMINATED

Continue until all players but one have been eliminated, or everyone is eliminated at once.

32 WHO DREW IT?: Put a piece of paper and writing utensil in the center of the table. Everyone puts their heads down and closes their eyes. The host rolls the color die, and taps on the player they rolled. That player then secretly draws anything they want on the paper in the center, very quietly. The host then spins the paper to confuse who drew. The host says "heads up", everyone looks at the drawing, and on the count of three they point at the player they think drew the image (the player who drew should also point to a different person). If anyone guessed wrong, they are eliminated and get point tokens equal to the round of the game, unless the drawing player is not picked by any player, or they are picked by more than half of the contestants in total, then the drawing player is eliminated instead and everyone else is safe. Start a new round after and continue until only two players are left, they both get the point tokens equal to the number of rounds played.

33 ☒ CITY SHOWDOWN: The host or a random letter generator says a letter of the alphabet. The players then have to name a city that starts with that letter, and grab the highest value point token remaining on the table. If a city that has already been stated by another player is repeated, that player cannot grab a point token.

34 ⌘ GET OFF THE BOAT: Put the box top in the center of the table. All contestants take off their wrist band and place it on the box top. This represents them being on a boat. The host or a random player will now roll the numbered die. Keep track of the sum value of all rolls. You will roll the die four times in total, at any speed you wish. In real time, at any time, players can choose to get off the boat, but once off you can never get back on. Subtract one from the sum of the die rolls whenever a player exits the boat. Once the die is rolled for the fourth time and comes to a stop, the game is over immediately and no one can get off of the boat. If the sum of all die rolls minus players who got out of the boat is more than 13, the boat sinks, and the players that got out of the boat get awarded point tokens ranging from their player count going down (if 3 players got out, the first one out gets 3 points, second 2, third 1). If the boat doesn't sink, the players in the boat all get a point token equal to the number of players left on the boat (two players left in the boat means both players get 2 points). If playing without points, all players who were correct get a card.

35 ⌘ DISC SPINNERS: Contestants each get a disc, and may practice spinning. On the count of three, all players spin their discs on their edges. If your disc stops spinning, you have to take the lowest value point token left on the table. If your disc flies off the table, or you fail to start with the other players, you must take the lowest value point token left. The last disc spinning is the winner!



QUIET GAMES



These games all center around players staying relatively quiet while playing, and thus could be played in a library or quiet zone.

36 ☼ALIENS!: Going around in a circle, each contestant takes turns saying, "Aliens". If any players laugh or make a sound, they are eliminated. Some example sentences are: "Aliens are licking our nipples.", "Aliens, with floppy femurs", or "Aliens: Proper wazocks". If no one makes any sounds or laughs after two times around the circle, everyone loses.

37 FACES: The host says an adjective, emotion, or descriptor, followed by a different emotion. The contestants then have to make a face of that combination, one at a time, without making a single sound (if they make a sound they are eliminated). The host picks the best one. Some examples include: "pensively furious", "crunchily disturbed", "floppily happy", "poetically drowning", etc.

38 TOUCH: The host puts the box top in the center of the table. They then reach out to touch it, slowly, faking and dodging. The first player to say, "me" after the host touches

the box wins the highest value point token (or the whole game if playing without points). If a contestant makes a sound before the box is touched, they take the lowest point token left and lose. Continue playing multiple rounds until every contestant has a point token.

39 LOOK: The host puts a finger in front of their lips... waits a small amount of time, then says a noun or proper noun. Everyone has to point in the direction they think it is. The first person to point correctly gets the highest point token (or game card), and a new round starts. If you make a sound, you are eliminated and take the lowest point token left.

40 TELEPHONE: The host whispers a single word into a player's ear, the player then whispers that word back plus another new word. The host then takes those, and whispers them to the next player, who whispers the chain back with one extra word. If a player ever makes an audible sound that isn't a whisper, they are eliminated and take the lowest point token left. If a player ever forgets the string or doesn't whisper it back correctly, they are also eliminated. If the host forgets the chain, they use what they remember and continue.



TIMING



41 30 SECOND SLAP: The host sets a 30 second stop watch, and watches it. They say "start" right when they start the timer. Contestants say "me" when they think the 30 second mark has hit. The host hands out the highest point token (or card) to the player closest to the 30 second mark. If playing for points, on the next round, play a 20 second game, then 10, and consecutive 5 second rounds until there is all but 1 contestant left.

42 DIE DROP: All contestants stand with one hand out, one above the other, like a totem pole. The host drops a die from above them, and the players try to close their hand to catch it as it falls. You cannot move your hand up and down, only horizontally, when trying to catch the die. If the die touches your hand and you do not catch it, you are eliminated, take the lowest value token, and a new round begins without you. If a player catches the die, they win the game and get the highest point token or card!

43 AIRPLANE: The host makes a paper airplane, and the contestants stand away from them or on the other side of a table. The host then throws their airplane high and forward in the air. The first player to touch the airplane gets the highest point token. Continue like this until only one player is left.

44 ROLLER: Contestants stand behind a table. The host stands on the other side 2-3

meters away. The host rolls a disc toward the table, and the contestants throw their wristbands, attempting to hit the disc. The first player to hit the rolling disc gets the highest point token or game card. Continue playing multiple rounds if necessary.

45 TOUCH TAG: The host sets a timer for 15 seconds, 30 seconds, or 1 minute. Place the game show box in the center of the table. The player rolled is the "it" player to start. If the table is very large, or not a circle, stand in a circle with the box on a chair. The "it" player must tap the game show box, and then tap a new player to pass the "it" with the same hand they hit the box with. Continue this until the timer goes off, the player who is "it" is then eliminated and takes the lowest value point token.



GLOW IN THE DARK GAMES



Before playing these games, charge the discs included in the game in direct sunlight or a bright light sources so they will glow. Turn the lights off for these games.

46 HOW MANY?: The host takes any number of glowing discs that they choose into their hand, slides them while covering them into the center of the table, and lifts their hand to reveal them all at once. Without touching them, players then shout out a number equal to

the number of discs they think there are. Contestants get one guess each per round. The first player to guess right gets the highest point token or game card, and then a new round starts until all but one contestant is left.

47 BLIND FEELS: Contestants close their eyes. The host scatters game components on the table, and hides a single glowing disc under one card. When they say "go", contestants start feeling around and searching for the disc. The first player to find the glowing disc gets the highest point token or game card. Continue more rounds until all point tokens are taken.

48 PRETTY: The host starts forming a letter of the alphabet, kanji character, or very simple object on the table using only the glowing discs. The first contestant to guess what it is wins. If no one guesses it correctly, start a new round.

49 GHOSTS: The host places the 9 discs in a row in the center of the table. The host says, "contact the spirits!". Contestants then name a ghost and what that ghost did in life, such as "Judith of the mortuary", or "Alan who played craps". The host will start slowly giving discs to the spirits named that call to them, assigning them to the players who named the ghosts well. The player who ends up with the most discs will receive the most points, moving downward.

50 88 GLOWING GUSTS: Place one glowing disc in the center of the table, and one in front of each contestant an equal distance away from the center disc. When the host or someone says "go", contestants will blow on their discs in an attempt to get them to touch the center disc. Assign points in the order contestants get their discs to touch the center glowing disc.

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