

南京

遇難者

VICTIMS

300000

Introduction

Nanking is a game which the players attempt to deduce one another's identities as Recognizers or Deniers of The Rape of Nanking. At the same time, each faction teams up to accomplish, or claim, key points on the map of Nanking, China in 1937. Accomplishing points counts towards a denial or recognition of the massacre.

The setting of the game is based on a real historical event - The Rape of Nanking. The massacre occurred over a period of

six weeks starting on December 13, 1937, the day that the Japanese captured Nanking. During this period, soldiers of the Imperial Japanese Army murdered Chinese civilians and disarmed combatants who numbered an estimated 40,000 to over 300,000, and perpetrated widespread rape and looting. Today, a large amount of factual evidence of the massacre exists, so this game allows players to expose all the evidence of the Rape of Nanking to the world.



Contents

5 Character Cards

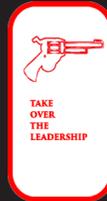


3 Recognizer



2 Denier

6 Authority Cards



24 Reward Cards



1 Decision Maker Card



10 Location Cards



2 Yellow Dice



4 Black Dice



1 Red Die





The Cards

Character Cards

Determine the player's affiliation as either a Recognizer or a Denier of the Rape of Nanking. A player's Character Card may not be revealed at any point in the game, unless revealed by a player who has an authority card.

Decision Maker

Designates the player that will lead the team.

Location Cards

Allocate positions on the team. Each team needs to complete all the investigations and collect evidences at this location in order to successfully prove or hide the events at that location.

Reward Cards

Each round that a team member accomplishes a location, they will all draw a Reward Card, which give the players more freedom and skill to play rest of the game.

Authority Cards

A super power that allows the player to know one of the other player's identity. It is only given out to the player who accomplish the requirement with a color die.



Denier Reveal

After all the players know their affiliation, the Leader must ensure that all the deniers know one another by repeating the following script

"Everyone close your eyes"

"Denier open your eyes. Denier look around and make sure that you know all the other Deniers."

"Deniers close your eye, Everyone's eyes should be closed."

"Everyone open your eyes."

Gameplay

At the start of the game, each player will be secretly sign up with an identity, either a Recognizer or a Denier. One of the players will be selected to be the Decision Maker. The members are made aware of each other without the Deniers knowing – the only thing the Denier know is how many members exist, not who they are. This process is conducted by the first Decision Maker who instructs the group to close their eyes, then proceeds to request the

Recognizers to open their eyes and see each other, close their eyes again, and then for everyone to open their eyes and begin the game. Players may never reveal their identity cards to the other players, unless one of the player used an Authority Card. The final goal of this game is for each team to accomplish the eight Location Cards on the map of Nanking. The team which accomplished the most locations wins.

Rounds

During each round of the game, the player who get the biggest number from a die becomes the first Decision Maker, who goes first. Then plays move clockwise to the next player. The Decision Maker draws a Location Card to start the game. Each Location Card has 2 - 3 icons on the back of the card, which tell the Decision Maker how many players he has to select in the team before they send out to the location. Remember, the Decision Maker may choose himself/herself as well. After the Decision Maker se-

lects his/her teammates, each player must roll four black dice to complete the requirement and expose the location. If the team does not have matching results, the location will be locked. (Unless somebody uses 1 Authority card). The Denier must try to fail as many locations as possible in order to win. Otherwise, the Recognizer team will win by achieving all the concealed locations. If the location has been accomplished, the team member will refill the location icons with the red game pieces and each player can

got a reward card. On the other hand, if the location has failed, the team member will refill the location icons with the black game pieces. Since we have two Identities in our game, for better group work, chose your teammates wisely.

Beside four black dice, the game also have two yellow dice and one red die. The team that accomplishes the Location Card with yellow or red die will get an Authority Card, which is allow the player to have a bigger power in control of the game flows. However, the Authority Card can only be used once, and each round only one player may use the Authority Card. Also, if you don't have a yellow die or red die yet while you draw a Location Card that has yellow or red die icons, remember, you also can replace them with bigger number of

black die, for example, one red die equal as 4 black dice or one yellow die equal as 3 black dice. but if the player used the black dice to accomplish the location, the player will not able to get Authority Card, the Authority only give out when the player use the color die.

