

呪術廻戦 呪霊逃走 -渋谷事変-

Jujutsu Kaisen The Cursed Spirits Escape -Shibuya Incident-

全体総則 General Rules

P.1

Please read the General Rule book first. After that, the Gojo player should read the Gojo guide, and the cursed spirits player should read the cursed spirits guidebook while playing the game.

Players: 3-4 people Play time: 20 minutes Recommended Ages: 10 years and up

“Jujutsu Kaisen Cursed Spirits Escape -Shibuya Incident-” is a 3v1 survival game, in which you become a cursed spirit and escape from the most powerful Jujutsu sorcerer, Satoru Gojo.

The attack of the cursed spirit does not affect Gojo in any way and the cursed spirits are exorcised just by being in the same area. The cursed spirits must use the human as a shield to escape and buy time until they can seal Gojo in the Prison Realm.

Satoru Gojo must pursue and exorcise the cursed spirits with his god-like powers while also saving humans throughout the game.

Who will emerge victorious in this ultimate 7-round curse battle?

the characters

五条悟 Satoru Gojo

"The most powerful jujutsu sorcerer of our time, he is feared by the cursed spirits for his "Limitless" ability, which nullifies all attacks, and his overwhelming fighting capabilities."

漏瑚 Jogo

A special-grade cursed spirit born from the emotion of humanity's fear of mother nature. His attacks are powerful, using the power of volcanoes and lava, but the only way to survive is to run away from Gojo.

花御 Hanami

A special-grade cursed spirit born from humanity's fear of the forest. He can manipulate plants and is extremely tough, but the only way to survive from Gojo is to run away.

真人 Mahito

A special-grade cursed spirit born from humanity's collective hatred and fear for each other. He has a powerful technique that can instantly kill a person by touching their soul, but the only way to survive from Gojo is to run away.

夏油 Geto

He is a jujutsu sorcerer who plans to seal Gojo with Prison Realm, a special-grade cursed object that can seal all kinds of things. He calls himself "Geto", but his true identity is ...?

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Basic Rules

The game progresses through a series of rounds where each round, a player must choose an action card. These actions are then executed in order of the player's turn. The rounds continue until either the cursed spirits or Satoru Gojo fulfill their win condition.

Select Action

Choose an action card and lay it face-down.

↓

Execute Action

Perform actions in order, starting with the player playing the role of the cursed spirits

↓

Exorcise the cursed spirits

Gojo exorcises the cursed spirit in the same area as him.

↓

End of round

Get ready for the next round.

Contents

- Shibuya boardx1
- Player's acrylic piece (Gojo•Jogo•Hanami•Mahito 1 each)x4
- Geto acrylic markerx1
- Player's card (Gojo•Jogo•Hanami•Mahito 1 each)x4枚
- Action card (Gojo•Jogo•Hanami•Mahito 6 each)x24

- End card (Game set Card)x1
- Red chipx4
- Cursed Energy chipx9
- Human chipx8
- Mekamaru chipx1 *Used only when playing 3-player mode
- Dicex1 *Used only when playing 3-player mode
- General Rules(this document) *Rule book
- Gojo Guide *Rule book
- Cursed Spirits Guide *Rule book

*A clear protective sheet is attached to the acrylic board game piece and marker. Please peel it off before playing and stand them on the pedestal.

Warning

Please note that the acrylic board game pieces and markers have sharp tips. Do not use them for any purpose other than the intended use.

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About the board(Area and Boundary)

On the Shibuya board, Satoru Gojo and the Cursed Spirits engage in a thrilling chase. The board is divided into nine areas across two levels, with each area connected by borders and staircases.

The Cursed Spirits and Satoru Gojo use action cards to move around the board and hinder each other's progress. Their ultimate goal is to achieve their respective victory conditions by strategically navigating the board and outmaneuvering their opponents.

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Game Preparation

*From now on, the explanation will be with 4-players in mind.

For 3-player games, please refer to the changes in "How to play 3-player mode" on pages 11-12 on the reverse side.

STEP1 Preparation of the entire game

(1) Spread out the Shibuya board and place a Geto acrylic marker in the upper area that says round 1.

(2) Place one human chip per area for all seven areas shown on the board. The extra one is placed near the board. All human chips are considered the same and are not treated differently.

(3) Decide on a character each player would like to be. If there is any doubt about how to decide, play rock-paper-scissors, and the player who wins is in charge of Gojo.

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STEP2 Player Preparation(See figure on right page)

- Each player receives a player card, an acrylic board game piece, and six action cards for his/her assigned character.
- The player card must be placed face up in front of him/her, and all action cards are held in his/her hand so that others cannot see the face of the cards.
- Place each of the player's acrylic board game piece in the same area as shown in the diagram on the left page. The three cursed spirits are placed in the same area, and Gojo is placed in the area above the others.
- Gojo receives all the red chips and the "end card", and the cursed spirits receive one cursed energy chip and place it in front of him/her. The remaining chip is placed near the board, which will be called the Cursed Energy Emplacement.

When all preparations are complete, the player playing Gojo points to one of the players of his/her choice who is playing the role of a cursed spirit, the game begins with the "Gojo" player declaring, "I will exorcise you first." (Please see the reverse side for how to play.)

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Ready diagram (4-player)

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How to Play the Game

*For details on each action and win conditions, please refer to the Gojo and cursed spirits guides.

STEP1 Select Action

When selecting an action to perform during the current round, consider the positions of the Cursed Spirits and Humans on the board, as well as the actions executed by other players in the previous round.

Choose one card from your hand and place it face-down in front of you.

※You cannot choose the same action that you performed in the previous round. In other words, you cannot execute the same action consecutively in this game.

When everyone has finished laying down their cards (face-down), it is time to move on to the Action Execution phase.

About human chips

Humans are both a hindrance to Satoru Gojo and a source of cursed energy for the Cursed Spirits. After executing an action, if there are any Humans in the same area of a player, take the following actions accordingly.

The cursed spirits(Devour humans)

Remove a human chip from the board if you wish and receive one Cursed Energy chip per human. You do not have to eat them, but if you do, you must eat all humans in the area.

Gojo(Rescue humans)

Must always remove human chips from the board (there is no downside to rescue).
When the number of humans is reduced, the action [Hollow Purple] becomes easier to use. It also brings you closer to achieving the victory condition of [Unlimited Void].

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STEP2 Action Execution

Starting with the Cursed Spirit to the left of Satoru Gojo and proceeding in order, each player reveals their face-down card and executes the corresponding action.

Follow the steps below to carry out this process:

(1)Confirmation of the action[Cursed Technioue Lapse:Blue]

Satoru Gojo's action, **[Cursed Technioue Lapse:Blue]**, is an exception and can be performed before the Cursed Spirits' actions.

The first Cursed Spirit player to take action should ask if the Satoru Gojo player has selected **[Cursed Technioue Lapse:Blue]** before executing their action. If they selected the said technique, Satoru Gojo would perform his action first, followed by the Cursed Spirit's action.

(2) In turns, Execute Actions & Deal with Humans in Turn Order

Each player reveals their face-down card and executes the corresponding action in turn order. Place the executed card in front of you.

When a Cursed Spirit executes an action with a cursed energy logo, they return one cursed energy token to the dedicated emplacement.

After executing an action, if there are any Humans in the same area, the Cursed Spirit chooses whether to devour them or not. If Satoru Gojo is in the same area as Humans after executing an action, he must rescue them.

Gojo's Win Condition

When all the human chips are gone on the board, Gojo can activate [Unlimited Void], and win the game.

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STEP3 Exorcise the cursed spirits

After everyone finishes their execution of an action, all the cursed spirits in the same area as Gojo will be exorcised.

The cursed spirits exorcised by Gojo are eliminated from the game. Remove the board game piece frames from the board and turn over the player cards. They cannot participate in subsequent rounds.

*Note: the cursed spirit will not be exorcised even if it is in the same area as Gojo ONLY during the "STEP2 Action Execution phase"

Example:

After everyone's action, Jogo and Hanami were in the same area as Gojo Satoru.

"Jogo" was not exorcised because he had executed the action [Domain Amplification] but

Hanami was exorcised.

Gojo's Victory Condition

If only 1 or no cursed spirits remain on the board, Gojo wins the game.

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STEP4 End of a Round

Return cards that were used in the previous round to your hand and prepare for the next round

The process is as follows

①Return card

All players must return the cards they used in the "previous round" to their hand.

*Cards used in the ongoing round remains on the table face up.

② Move on to the next round

Advance to the next round by moving the Geto acrylic marker piece up by one round. Then, start the round again from 'STEP 1: Select Action'.

The Cursed Spirit's Win Condition

If the cursed spirits successfully make it to the end of the seventh round, the cursed spirits wins the game.

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How to play 3 player mode

When playing with three players, the game can be played with two curse spirits and Mechamaru on the Shibuya board, in a sporadic and everchanging game field. Please change or add the following to the rules for 4 players to play.

P.4 Add the following to Game Preparation STEP1

(4) The two players who will play the curse spirits will each choose a curse spirit of their choice. Set aside any remaining cursed spirit board piece and cards.

(5) Place the Mechamaru chips and dice next to the board for the third round.

P.5 Change game preparation STEP 2 to the following

Each player receives his/her character's player card, player acrylic piece, and action card (6 cards). After that, the player removes the [Idle Transfiguration] card of Mahito and puts it in the box.

P.9 How to play the game Add the following to STEP 3

When a cursed spirit is exorcised for the first time, the player who exorcised the cursed spirit places an unused cursed spirit game piece in any area of their choice. Additionally, they receive a Cursed Energy chip and begin playing with that cursed spirit in the next round. (The cursed energy chips you owned before you were exorcised cannot be used.)

* Although there will temporarily be only one cursed spirit on the board, Gojo will not win the game.

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About Mechamaru Chip (used only for 3 players)

Mechamaru moves around the Shibuya board and rescues humans. At the start of rounds 3 to 7 (before STEP1: Action Selection), the Gojo player rolls the dice. Place the Mechamaru chip on the area corresponding to the dice result (indicated by the circled numbers in the diagram below). If there are no Cursed Spirits in that area, rescue the humans (remove them from the board). If there are Cursed Spirits or no humans, nothing happens.

Example: At the start of round 3, the dice is rolled, and the result is "3". There were no Cursed Spirits in the area where Mechamaru appeared, so the humans were rescued.

五条手引 Gojo Guide

P.1

We aim to eliminate the cursed spirits and pacify the Shibuya Incident. As the "strongest" jujutsu sorcerer, let's make the cursed spirits who have challenged you with their low-level strategies regret it.

Win condition

Achieve one of the following before the end of the 7th round to win.

①呪霊鏖殺 Extermination of cursed spirits

Reduce the number of cursed spirits on the board to one or fewer.

②無量空処 Unlimited Void

Remove all humans from the board (either by being devoured or rescued). Deploy your domain expansion on a board with no humans remaining to achieve victory.

If you win...

Upon winning, slam the corresponding side of the End Card onto the Cursed Spirits based on your achieved victory condition. Declare the resolution of the Shibuya Incident on social media using the hashtag "#呪霊逃走".

P.2

About Gojo's Action

Gojo has two types of actions: "Basic Actions" common to the cursed spirits and "Cursed Technique Actions". Although Cursed Technique Actions is a powerful action. Gojo can perform it without consuming any spell power, unlike cursed spirits. This is because he has an enormous amount of "Cursed Energy" and the "Six Eyes" that allows him efficient use of Cursed Energy.

Basic Actions

いどう Move

Move your piece to an adjacent area on the board. You cannot move to areas connected by stairs. Adjacent areas are those connected by boundary icons. If there are humans in the area you moved to, you can rescue them.

かいだん Use stairs

Move your piece to an area connected by stairs on the board. Areas connected by stairs will have the icons laced with lines. If there are humans in the area you moved to, you can rescue them.

とどまる Remain

This round, your piece does not move.

P.3

①Gojo's Cursed Technique Actions 1

術式順転「蒼」Cursed Technique Lapse:Blue

You act before the cursed spirit and move the piece to any area on the board where the cursed spirit is located. All distances and area connections are ignored.

*The exorcism will take place after everyone's actions have been completed, at the time of STEP3, "Exorcise the cursed spirits". It is not possible to exorcise the cursed spirits immediately after moving.

Example of use:

In this case, You can move to the area where Jogo, Hanami, or Mahito is located. If the target in the area didn't move or they didn't execute their [Domain amplification] by the end of their "Execute Action" phase , the cursed spirit will be exorcised.

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②Gojo's Cursed Technique Actions 2

術式反転「赫」Cursed Technique Reversal:Red

Regardless of the area Satoru Gojo is in, destroy one boundary between any two areas on the board, connecting them and treating them as a single area. Place a Red chip on the destroyed boundary.

*Stairs cannot be destroyed.

Example of use:

The boundary between two areas is removed, connecting them. Hanami is now considered to be in the same area as Satoru Gojo. If Hanami has not activated "Domain Expansion", they will be exorcised.

P.5

③Gojo's Cursed Technique Actions 3

虚式「茈」Hollow Purple

You do not move, but immediately exorcise a cursed spirit in any "one" area on the board where there are no humans (if there are multiple cursed spirits in a single area, you can exorcise them all at once.).

If there are humans in the areas where the cursed spirits are located, it cannot be performed and nothing will happen.

Example of use:

At this time, there are no humans in the area where Hanami and Mahito are located, so Gojo can choose one of them to exorcise.

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FAQ

Q. Can the cursed spirits consult with each other during the game?

A. Basically, you can talk freely during the game, but you cannot talk in such a way as to hide information from only Gojo, for example, by secretly showing each other cards that you have selected for an action.

Q. When do players devour/rescue a human being?

A. Immediately after each action. For example, in the case of a cursed spirit, after executing an action and then decide whether to devour or not to devour the human, afterwards the next person executes their action.

Q. At the beginning of the round, Gojo rescued humans at the destination by using [Cursed Technique Amplification "Blue"], and there were no more human chips on the board. Does Gojo win?

A. Gojo wins. If no human chips are left on the board, Gojo immediately activates his domain expansion and wins the game. Even if Mahito then plays "Fall of Man," the cursed spirits still lose the game.

Q. What happens if I make an action that cannot be performed, such as [Use stairs] in an area where there are no stairs, or a "Cursed Technique Actions" by a cursed spirit that has no Cursed Energy?

A. Nothing. You cannot devour/rescue humans after the action, and Gojo cannot exorcise the cursed spirits even if there are cursed spirits in the same area at the time of STEP3: Exorcise the cursed spirits.

呪霊手引 Cursed Spirits Guide

P.1

You aim to seal off the "most powerful" jujutsu sorcerer, Gojo Satoru, and usher in the age of the cursed spirits. Even if one of you is exorcised, don't give up and keep running. You will be the ones laughing in the wastelands 100 years from now.

Win Condition

五条封印 Seal Gojo in Prison Realm

If two or more curse spirits are still alive on the board at the end of 7th round, the jujutsu soccer who calls himself "Getou" appears in full force, seals Gojo Satoru in Prison Realm, and wins the game.

If you win...

Turn the Gojo's player cards face down to watch them sealed, and proclaim the beginning of the Cursed Spirits Era on SNS with #呪霊逃走.

P.2

About curse spirit's Action

The curse spirits have two types of actions: "Basic Action" which is common to all characters, and "Cursed Technique Actions" which differs from one cursed spirit to another (common with one another only with [Domain Amplification]).

Cursed Technique Actions is a powerful action. when used, must return a Cursed Energy chip to its place of the Cursed Energy Emplacement. (The Cursed Energy symbol is drawn on the Cursed Technique Actions cards).

Basic Actions

いどう Move

Move your piece to an adjacent area on the board. You cannot move to areas connected by stairs. Adjacent areas are those connected by boundary icons. If there are humans in the area you moved to, you can devour them.

かいだん Use stairs

Move your piece to an area connected by stairs on the board. Areas connected by stairs will have the icons laced with lines. If there are humans in the area you moved to, you can devour them.

とどまる Remain

This round, your piece does not move.

You will receive a Cursed Energies chip.

If there are humans in the area where you stayed, you can devour them.

P.3

Jogo's Cursed Technique Actions

領域展延 Domain Amplification

If you are in the same area as Gojo in this round's "STEP 3 Exorcise the cursed spirits", you will not be exorcised. However, it cannot prevent the [Hollow Purple]. It also does not prevent the exorcism of any other cursed spirits in the same area.

高速移動 High Speed Movement

Move twice. You can also use stairs.

You can go and return to the area you were in.

You can also pass through the area where Gojo is.

火礫蟲 Ember Insects

Move Gojo to a plaza on a different floor from the area he is currently in. The plazas are the two areas marked with ■ in the diagram below.

P.4

Hanami's Cursed Technique Actions

Domain Amplification

If you are in the same area as Gojo in this round's STEP 3 Exorcise the cursed spirits, you will not be exorcised. However, it cannot prevent the [Hollow Purple]. It also does not prevent the exorcism of any other cursed spirits in the same area.

花畑 Flower Field

If Gojo's action this round is either [Move] or [Use stairs] nullify it.

木の根 Tree Root

Remove any one red chip on the board separating the areas once again.

If there are any pieces in that area, the player controlling those pieces chooses which of the two areas they would like to move them to. If there are multiple pieces, move them in the order of actions for that round.

P.5

Mahito's Cursed Technique Actions

領域展延 Domain Amplification

If you are in the same area as Gojo in this round's STEP 3 Exorcise the cursed spirits, you will not be exorcised. However, it cannot prevent the [Hollow Purple]. It also does not prevent the exorcism of any other cursed spirits in the same area.

無為転変 Idle Transfiguration

A single exorcised cursed spirit is resurrected on the board (Receives one Cursed Energy chip). The resurrection area is chosen at the discretion of the resurrected cursed spirit. The resurrected cursed spirit cannot take any actions that round and cannot eat humans. Not used in a 3-player game mode.

人間落下 Falling humans

Place a human chip in any area on the board (can be placed in an area where a human chip is already placed).

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Think! Perplex! Concentrate!

-The trick to escaping from Gojo Satoru-

Jogo

[Ember Insects] is the only action that can move Gojo.

When the cursed spirit is cornered by Gojo and cannot escape alone, you should perform this action to save them so that you will not regret it after your companions are exorcised.

Hanami

Both "Flower Field" and "Tree Root" are actions that effectively nullify one of Satoru Gojo's actions. If executed at the right moment, these actions can disrupt Satoru Gojo's plans and contribute to your allies' escape.

Mahito

[Idle Transfiguration] is an important action that can revive an exorcised ally. It is a good idea to accumulate Cursed Energy so that it is always ready to be used.

If you place a human being by using [Falling humans], you can dodge Gojo's [Hollow Purple]. Be proactive and drop them and use them as shields.

Gojo's Actions Measures

(1) [Cursed Technique Lapse:Blue] is a threatening instantaneous movement, but it can be saved by escaping to another area with [Move] or [Use stairs], or by [Domain Amplification]. You should be able to use one of these.

(2) [Cursed Technique Reversal:Red] is a technique connecting two areas, so if Gojo performs it in a neighboring area, the cursed spirits will be exorcised. The stairs cannot be destroyed, so it is recommended to escape to a different floor.

(3) [Hollow Purple] is a powerful action that can exorcise a cursed spirit in any area. However it cannot be performed consecutively, the next round after it is performed is a chance to eat humans without worry.