



CLASSROOM DEATHMATCH



死闘教室



WELCOME TO

CLASSROOM DEATHMATCH



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Part 1: What is Classroom Deathmatch?

Classroom Deathmatch is the follow up to Panty Explosion, the psychic Japanese schoolgirl adventure game. You can play Classroom Deathmatch as a standalone game using only the rules included in this book, or as a supplement to your regular Panty Explosion game. If you've played Panty Explosion before then you are already familiar with the psychic schoolgirls, terrifying demons, lecherous teachers, merciless bullies and ruthless students that inhabit modern Tokyo and Japan's brutal educational system. This book introduces the sadistic Student Reform Initiative, better known as Classroom Deathmatch. For more info on using Classroom Deathmatch in your Panty Explosion games, see the "Panty Explosion?" section in the back of this book.

In Classroom Deathmatch you and your friends take the roles of Japanese high school students. One of you will need to take the role of the Superintendent who will control the game. Your entire class of 50 Students has been kidnapped by the Japanese government and will be forced to participate in the televised contest called Classroom Deathmatch. The contest will be brutal and unforgiving, and unless you can figure out how to outsmart the government you will be forced to do battle against your friends until only one of you is left alive. As a group you'll tell the story of your Student's five-day ordeal in the Classroom Deathmatch. Most of you will die horrible and gruesome deaths at the hands of your closest friends, but if you are smart and lucky you may just find a way to outwit your captors and survive. Read the rules on the following pages to discover how to select Students and play the game.

Classroom Deathmatch is a role playing game for four or more players. To play Classroom Deathmatch you'll need at least one copy of this book. You may wish to have a copy of Panty Explosion handy as a reference source for information on the

Japanese school system and student culture. This game requires the use of six, eight, ten and twelve sided dice. You can make do with just one or two of each, but it's best if you have a few for each player. Players can reference the Student Record sheets in this back of the book, and they may wish to copy the pages that contain the Students they will play. You can also find these character sheets in a downloadable PDF file at www.atarashigames.com. The Atarashi Games site also has other resources including maps and cheat sheets that you might find handy. Make sure to have a pencil and some paper handy to draw maps, keep track of kills and write notes on. You'll also need a comfortable place to play. A big table or comfortable living room works great, and an empty floor does in a pinch. A school clubroom, the library, local park or a quiet sushi bar are good choices too. Make sure to have beverages and snacks handy if your group likes that kind of thing



Part 2: The Student Reform Initiative (AKA: Classroom Deathmatch)

Japan never truly left the economic slump that started in the early 1990s. The continual economic downturn led to Japan losing political clout on the global stage. During this time China took advantage of Japan's weakened state and seized the Senkaku Islands, effectively ending the dispute over the corresponding gas reserves. As Japan continued to decline the Liberal Democratic Party slipped from a controlling position within the Diet for the first time in over sixty years. This led to differing coalition governments rising up.

Students protest the Initiative outside the Diet building in Tokyo



The laissez faire economics started by Prime Minister Junichiro Koizumi led to a change in Japan's societal view. As the distance between the poor and rich grew wider, the formerly vaunted Japanese middle class became a thing of the past. Because it's aging society and floundering economy rioting became an issue in Japan. With civil unrest and China moving in on neutral trade zones the Japanese Self Defense Force (the JSDF) was strengthened and called in to help keep the peace. In 2008 Article 9 of the constitution was amended to allow the JSDF its own ministry and for a true military to be formed. Part of this amendment included several controversial items, among them the Student Reform Initiative.

You may not be familiar with Japan's Student Reform Initiative. Established in 2008 to prevent the decline in the moral fiber of the country's youth, the Student Reform Initiative is a live broadcast contest where a randomly selected class of high school students are forced to battle to the death over the course of five days. The Initiative has proven to be surprisingly popular with both conservative adults who appreciate the steady decline in youth-related problems and younger viewers who enjoy the live broadcast's raw violence and brutality. The whole country has become enthralled with the drama surrounding the contest, and the drop in the crime, high public approval rating for the ruling party and dramatic improvement in school test scores has guaranteed that the Initiative will continue to see support. Both the Initiative and the contest itself have quickly earned the nickname "Classroom Deathmatch".

The rules of Classroom Deathmatch are simple, and most Japanese citizens know them by heart. A random class of 50 high school students (25 boys, 25 girls) are abducted from their school and brought to the Classroom Deathmatch Battleground. Battleground locations are always secret but in the past have included small villages, 30 square blocks of a city, a remote island and a large high school. The Japanese Self Defense Force always carefully evacuates these Battleground areas before they prepare them for the students arrival, and each Battleground is cordoned off so no students can escape.

Students are usually abducted while on a prearranged class trip. Often the bus they are traveling on is gassed or the students are taken from their beds while asleep. Students always arrive at the Battleground unconscious. While the Students are unconscious trained military medical technicians inject them with a dose of tailored nano-machines. These tiny machines enter the bloodstream and allow the students to be tracked anywhere on the Battleground and in the surrounding area. Separately these microscopic machines are harmless, but together they form the elements of a small bomb that travels through the student's circulatory system and attaches to the liver. This bomb can be detonated remotely by the JSDF at any time and is powerful enough to rupture vital arteries and kill a student instantly.

After the injections are administered the students are brought to the contests Central Command Center (CCC). Before they are awakened the students are inspected by their Superintendent. The Superintendent of the district from which the class was chosen is always selected to run and monitor the contest. The students are awoken in a plain room inside the CCC where the Superintendent informs them of their situation and explains the rules of the contest.

The Superintendent explains to the horrified students that they have been chosen to participate in Classroom Deathmatch. The contest will last for five days and will be recorded for broadcast on national television. During this time the students are expected to kill each other. Whichever student is lucky enough to survive until the end of the fifth day will be declared the winner and returned home to their family. They will also be given a large cash prize, a certificate of participation and a lucrative government job. However, if at the end of the fifth day there is more than one student still alive the Superintendent will detonate the nano-machine bomb carried in the bodies of each student, killing them all. In Classroom Deathmatch there will be only one survivor!

The students are told about the Battleground. They are told that the nano-machines they have been injected with allow the JSDF

to track them anywhere on the Battleground, and for miles beyond. The students are told that cameras and microphones all across the Battleground are programmed to detect the nano-machines and will record the students' activities whenever they are within range. Students are also told that there are certain areas of the Battleground, such as the Central Command Center, that are designated off limits. Any student that enters these clearly marked areas will have his nano-machines detonated. The boundaries' of the Battleground are protected in the same way, and even if they manage to slip past the Battleground's boarder without triggering their nano-bombs they will have to face armed JSDF soldiers with orders to shoot to kill. Escape, the students are told, is impossible.

The students are told that the Battleground is divided up into a grid. Every six hours, between one and three sections of the grid are declared off limits, and any student within that area will immediately have his or her nano-machines detonated. A warning announcement informing the students of the danger areas will be issued over the Battleground loudspeakers three minutes prior to the switch over. The danger areas will change randomly every six hours.

Once the students are made fully aware of their situation they are lined up according to their student number. The Superintendent wishes the students luck and reminds them that the contest is being televised. Each student is given a black duffel bag containing basic supplies, a map and compass and a random weapon. Some weapons are extremely useful, while others are next to useless. Once a student receives their bag they are shoved out the door and soldiers escort them away from the CCC and onto the Battleground. Each student is given a 30 second head start before the next student is released.

The contest begins the moment the first student is released onto the Battleground and lasts for five days. The last student alive is the winner.

Welcome to Classroom Deathmatch.

Part 3 : Playing Classroom Deathmatch

Most students believe that they will never have to face the horror's of Classroom Deathmatch. They're right. The chance of being selected to compete in the contest is incredibly slim. Only three classes are selected to compete every year. Most people believe that only classes with poor test scores or discipline problems are chosen for the contest, but this is simply untrue. Although the government encourages these rumors, the Initiative committee in fact chooses each class by random drawing.

The horror of Classroom Deathmatch affects each student differently. When faced with the reality of having to choose whether they will kill their classmates to survive many students break under the pressure. Others choose to try to make alliances with friends and many refuse to fight at all. Some students participate with joy or grim determination, stalking and killing their friends and hoarding the best weapons. Often students will band together to try to escape the Battleground. There are whispered rumors that during past contests some students have managed to break free from the Battlegrounds and outwit the JSDF long enough to escape.

Kill my friends? Murder students? This all sounds pretty awful! Why would I want to play this game? The situation portrayed in this game is pretty awful. If you think Classroom Deathmatch is too violent or sadistic then you may wish to try another game. But first consider that there is value in asking tough questions and making difficult choices. The questions posed by this game are simple but disturbing. Will you kill to survive? Would you sacrifice yourself to save a friend? Are you brave enough to lay down your weapons and argue for peace? Are you clever enough to find a solution that doesn't involve violence? Isn't addressing uncomfortable questions and making difficult choices what good roleplaying is all about?

Before you sit down to play you and your friends need to decide which one of you will take the part of Superintendent. The Superintendent is responsible for overseeing the game and making sure it runs smoothly as well as controlling the other students, JSDF soldiers and any other characters that appear during the game. You can learn more about the Superintendent's role later in the book, but for now you just need to decide which player will fill it.



Choosing Students

Once a Superintendent has been chosen the remaining players will take the roles of students forced to participate in Classroom Deathmatch. You don't need to design a Student. We've provided 50 ready to play Students in this book. You'll randomly choose one of the Student Records from the back of the book. That will be the Student you play. Pick a Student by randomly choosing a number between 1 and 50 and selecting the Student with the matching student number (listed right on their Student Record). If your Student is killed during the game you'll have to choose another to play.

Why choose a random Student instead of creating one? One of the main themes of Classroom Deathmatch is being forced to play the hand you are dealt. From being abducted to participate in the contest to being given a random weapon to use, students are forced to make the best of bad situations and do what they can with what they have. Players should do the same and look at their randomly selected Student as a chance to try something new and different!

If you already have a Student from a Panty Explosion game you can certainly use her in Classroom Deathmatch. See the “Panty Explosion?” section at the back of the book to learn how.

Understanding the Student Record

When you select a Student to play your Student Record sheet will already be partially filled out. Lets go over the Student Record and find out what each part means and what your Student is capable of.

File Photo: Your Student’s school portrait.

Student Name: Your Student’s family name and given name. If your Student has a nickname it will be included here. Feel free to invent a nickname for your Student if you like.

Birth Date: Your Student’s birth date. Your birth date determines your Student’s Junishi sign, but otherwise has no direct impact on the game.

Junishi Sign: Your Student’s Junishi sign. The Junishi is also known as the Chinese Zodiac. The month that your Student was born in will tell a lot about his or her character but other wise has no direct impact on the game. *

Blood Type: Your Student’s blood type: There are four different blood types, and each says a lot about your Student’s character. Blood type has no direct effect on the game. *

Gender: Your Student is either male or female.

Homeroom Teacher: Your Homeroom Teacher is likely one of the most important adults in your Student’s life, and may well show up in many of the Student’s Flashback Scenes.

Club Memberships: Many Students are involved in clubs, sports teams or other school-related organizations. Your

CLASSROOM DEATHMATCH JAPANESE MINISTRY of EDUCATION PERMANENT SCHOOL RECORD	
	Student name: Yamada, Oki Birth date: November 19th, 1989 Junishi sign: Dog Blood type: AB Gender: M F x
	Homeroom Teacher: Kuji, Yukari Club Memberships: Track team
Elemental Dice Earth (max 7/current) Water (max 5/current) Fire (max 9/current) Air (max 1/current) Fear (max 3/current)	Student Number: 9 Popularity: Average Best Friend: Rival: Special Technique: "I lead this gang!"
Kills: _____ _____ _____ _____	Traits: Hobbies: _____ Friends & Family: "leader of a girl gang" Personality: "intimidating" Belongings: pocket knife, cell phone _____ _____

Student is likely to be good friends with their fellow club members. If your Club Membership is blank, then your Student doesn't belong to any clubs, although you can write one in if you want.

Student Number: Both male and female Students are assigned numbers ranging from 1 to 50. If your Student is killed over the course of the game you'll need to choose a new one to play. Find out more about this later in the book.

Popularity: Your Student's Popularity among their fellow classmates. Students can be Most Popular, Average or Least Popular. Each Student starts with the Popularity listed on their Student Record. Students' Popularity will change frequently over the course of the game. You'll find out how Popularity affects your Student later in the book.

Best Friend and Rival: Your Student's Best Friend and Rival. You'll notice these fields are blank. You choose a Best Friend and a Rival from among the Students played by your fellow players. (More on this later in the book.)

Traits: Traits are special skills, abilities, quirks, relationships or possessions your Student has. There are three different Trait types listed on the Student Record sheet, as well as space for listing extra traits that your Student may earn during the game.

You'll notice that while some of the Traits on your Student Record have already been filled in, at least one has been left blank. You get to choose these and fill them in. We'll talk more about what Traits are and how to choose them later in the book.

Belongings: Personal items your Student is carrying when the contest begins. It's up to you to determine what these items are and why they are important to your Student.

Special Technique: Each Student has a Special Technique that they can unleash. These are near supernatural powers that may help the Student survive! Special Techniques are an optional rule that you'll learn more about later in the book!

Elemental Dice: These are your Student's elemental dice, based on the five classic elements of the Godai. You'll use these dice to resolve conflicts. Using the Elemental Dice is a big part of the game, and we'll be talking about that more later on.

Kills: The names of the students your Student has killed. When the Classroom Deathmatch starts there will be no names listed here, but as the contest progresses you'll use this space to write the names of the Students you've killed.

*Find out more about Junishi and Blood Type in the Panty Explosion rule book.

The Godai and Elemental Dice

The Godai represent categories and concepts in which all things can be placed, and analysed in a spiritual or philosophical manner. All things, all people, fall into one of the five elemental categories, and your Student is no exception. Elemental dice are used when you want to take actions and resolve conflicts. Each of the five elements of the Godai represent a different approach to resolving conflicts. On your Student Record sheet you'll find a number written next to each of the five elements of the Godai. This number represents the amount of elemental dice of that type your Student has available to them for taking actions during the games conflicts. These numbers will always be 1, 3, 5, 7 and 9. As you can see below, you'll use different type's of elemental dice to take different type's of actions. Earth represents the hard, solid objects of the world. People bound to

Earth are confident, stubborn and stable, and are resistant to influence and change. Students who embody Earth have a desire to see things remain as they are, and are saddened and disturbed by change. **Use Earth to resolve conflicts by holding your ground, resisting physical force, refusing to change your mind, exerting physical strength and enduring hardship. .**

Water represents change, agility and the ability to adapt. People bound to Water are flexible, open minded and supple, but can also be defensive and emotional. Students who embody Water are willing to go with the flow and are open to change. **Use Water to resolve conflicts by expressing or controlling your emotions, avoiding an attack, making use of physical dexterity or adapting to the situation.**

Fire represents aggression and passion. People bound to Fire are fierce, competitive and driven; but often have short tempers and can lash out at others. Students who embody Fire have found a purpose and are driven toward a goal. Nothing can stand in their way. **Use Fire to resolve conflicts by attacking with words or force.**

Air represents both wisdom and movement. People bound to Air are quick in both mind and body. They are intelligent, compassionate and graceful, but can also be evasive and distant. Students who embody Air prefer to use words over force, and avoid conflict whenever possible. **Use Air to resolve conflicts through reasoning or rational discussion, by ignoring the problem entirely, through physical speed or accuracy, by running away or by getting out of the way.**

Void represents fear. Some Students are ruled by their fear, others overcome it. Void is represented by the color white and the direction west. **Use Void to resolve conflicts by running in a blind panic, screaming hysterically, cowering in a corner or crying pathetically. You can also use Void to overcome your fear, stay awake and alert or get a boost of adreniline.**

You'll learn how to use your elemental dice to take actions and resolve conflicts in just a bit, but before we get to that you'll

need to know about Best Friends and Rivals, Traits and Special Techniques.

Best Friends and Rivals

Every student has someone they trust more than anyone else; someone who they know will watch their back and never betray them. Select one of your fellow players' Students as your Best Friend. Now select another player's Student as your Rival. A Rival may be someone your Student hates with all his or her heart, someone they compete against or someone they just don't like much. Remember to write the names of your Best Friend and Rival on your School Record in the spot provided. Keep in mind that your admiration or dislike for other Students may not



be mutual. The Student you choose as your Best Friend might not choose you to be her Best Friend. She may even decide to make you her Rival!

If your best Friend or Rival dies during the game you must choose another player's Student to take their place. Keep in mind that your Best Friend and Rival cannot be the same person. We'll talk about the importance of Best Friends and Rivals in the "Taking actions and resolving conflicts" section.

Traits

Each Student has areas in life that she excels in. Special talents, hobbies, natural abilities, relationships or possessions that set her apart from her fellow students. These are represented by Traits. Some Traits represent significant parts of your Students life that are obvious to everyone, others describe small details that may be important only to them. Some Traits represent secrets the Student keeps from even their family; others embody moments of pride that can be shared with everyone.

"Handsome" might be a Trait. "Tall for her age" might also be a Trait. So might "Good with computers" or "Stood up to bullies". Not all Traits are positive. "Parents just got divorced" or "drug addict" are perfectly acceptable Traits as well.

Each Student has three Traits, one based on their the Friends and Family, one based on their Hobbies and one based on their Personality. When you select your Student you'll notice they already have one or two of these filled in on their Student Record. It's up to you to fill in the rest. This is your chance to flesh out your Student. We'll talk about how to use Traits later.

Traits based on Friends and Family: Social interaction with friends, classmates, teachers and relatives is an important part of your Student's life. Choose a Trait that represents or describes a relationship with a person your Student is close to. **Suggested Friends and Family Traits are "slept with his best**

friend's sister", "needs to please her teacher", "friends with everyone", "orphan" or "trusts no one".

Traits based on Hobbies: A Student's free time is at a premium, and what your Student chooses to do when she doesn't have to do anything speaks volumes about who she is. Choose a Trait based on your Student's hobby, interests or favorite pass time. **Suggested Hobby Traits include "likes to ride her bike", "can hold his breath for 4 minutes", "quit the Kendo club", "is really into clothes", "hacker" or "can bring tears to listener's eyes with her singing".**

Traits based on Personality: Take a moment to think about who your Student is and what's important to him, then choose a Trait you feel represents your Student's personality. A Student's blood type, Junishi animal and strongest Godai element each say something about their personality, so you may want to take those into consideration. **Suggested Personality Traits are: "obnoxious", "can make boys do anything she wants", "nervous around girls", "thrives on conflict", "in love" and "is very forgiving".**

Special Techniques

Adrenaline and fear can combine to allow an individual to accomplish amazing things. The Battlegrounds of Classroom Deathmatch have been witness to feats of ingenuity and desperation that border on the supernatural. In fact, Japan has a long history of students who possess secret, untapped supernatural, psychic or religious powers! Within each student lies hidden potential that will manifest itself in the form of a Special Technique. These Special Techniques are near-super-human abilities that students can use in moments of desperation. Some Special Techniques take the form of a devastating attack, while others allow students to perform impossible stunts or overcome incredible odds.

Special Techniques are an optional rule for groups who prefer a fantastic supernatural flair to offset the gritty and fatalistic

flavor of Classroom Deathmatch. Special Techniques bring a fantasy element into the game that serves to soften it's harsh edge. Your group should decide before the game begins if you want to make use of Special Techniques or if you'd rather have a more realistic Classroom Deathmatch game. Find out how to use Special Techniques later in the book.

Taking Actions and Resolving Conflicts

Classroom Deathmatch is the toughest challenge a student will ever face. The contest was designed to force students into life or death conflicts. Students must kill or be killed. There is no other option.

During a game of Classroom Deathmatch your Students will eventually encounter conflict of some kind. What counts as a conflict? Well, one Student trying to kill another is definitely a conflict, and probably will be the most common kind. But if your Student gets into an argument with a friend about the best place on the Battleground to hide, that's a conflict as well. A conflict doesn't have to involve another person. If your Student falls into a lake and can't swim, then the conflict becomes whether he will drown. If your Student needs to give a friend first aid before she bleeds to death, that can be a conflict too.

Here are the 6 steps you need to follow to start a conflict and see it through.

Step 1: Announce the Conflict

Step 2: Take an action

Step 3: Resolve the action

Step 4: Respond to the action

Step 5: Continue the round

Step 6: See if the conflict is resolved.

Step 1: Announce the conflict. Either the Superintendent or one of the Students may announce a conflict during any scene. If a Student announces a conflict then he has the option to act first. If the Superintendent announced the conflict then he will choose who acts first. Each character taking part in the conflict gets to take an action. This includes characters played by the Superintendent. Once each Student has taken an action the player that initiated the conflict can choose to continue into a new round by taking another action.

Announce the conflict by telling the other Students what is happening. It's alright to announce a conflict and at the same time state a goal. Let's say you announce, "Aoki's back is turned to me, so I think I'm going to shoot her". You can also announce a conflict without including any goal. For example: "We hear someone coming up the path". Other examples of conflict include:

"I'm going to sneak up to that group of students and see what they're doing"

"I'm going to argue that killing is wrong and plead with my friends to put down their weapons"

"Yamada is running toward you with a bloody machette in his hand"

Step 2: Take an action. Now that the conflict has been announced you'll take your action. Announce an action and roll an elemental die. Do you want to shoot Aoki in the back? Roll a Fire die. Do you want to trip her as she walks by? You'd roll a fire die for that as well. Hide from her? Roll a Water die. Maybe instead you'll engage her in conversation, draw her out and convince her to team up with you. Roll an Air die for that. In Classroom Deathmatch you'll use four types of dice, twelve-sided, ten-sided, eight-sided and six-sided. The type of dice you'll roll depends on your Students Popularity (for more information see "How Popularity affects Students" below). A result of five or more on any roll is a success. Anything else is a failure.

You can roll multiple die of the same elemental type to try to increase your chances of success. If the result of any of these dice is a 5 or more then you succeed. After you roll a die you must then remove it from the number of elemental dice you have available. If you have no more elemental dice of a certain type then you can no longer take actions associated with that element. Your Student will have to find another way to solve her problems.

For example, if you have 3 Fire dice available and you roll them all to shoot Aoki in the back, then you will no longer have any Fire dice available to you until the next day. You'll have to find another way to resolve conflicts until then.

Elemental dice only replenish when the Superintendent makes his morning announcement at 6 am each day or during Flashback Scenes, so be careful that you don't run out before the day is over!

Step 3: Resolve the action. If your roll is a success then your Best Friend gets to describe the nature of the success. He'll describe how you level your pistol and fire, sending a bullet cleanly into Aoki's head and putting the poor, whimpering girl out of her misery. If the roll is a failure, then the job of describing it falls to your Rival. Your Rival has free reign to describe how your shot misses Aoki, and she turns and charges at you with her hatchet, or how your gun backfires and explodes in your hand, ripping off three of your fingers and driving hot metal into your chest and throat. Your Best Friend and Rival get to describe the results even if their Students aren't there to witness them. The Superintendent can choose to describe the actions of the characters he controls, or he can let another player do it for him.

Step 4: Respond to the action. As soon as your reaction is resolved, any other Student involved in the conflict (or character played by the Superintendent) can announce that they want to respond to your action. They may then take an action that is in direct response to your own action. This action is resolved as described above, with its success or failure described by the

Student's own Best Friend or Rival. Only one Student may respond to an action. If more than one character announces they want to make a response then a quick round of Paper, Rock, Scissors can be used to determine which character gets to take an action. If there are no other Students or characters involved in the conflict then this step should be skipped.

Step 5: Continue the round. You have now announced your conflict, taken your action (the result of which was described based on your success) and given others a chance to respond to it. Now it's someone else's turn. The Student who you took your action against now has a chance to take an action of her own. She'll also roll to see if her action succeeds, and her Best Friend or Rival will describe her success or failure as well. You or another Student will also have a chance to respond to her action as described above. If no other Student was the target of your action then the Student sitting to your left gets to take the next action instead. Once every Student involved in the conflict (including characters played by the Superintendent) has taken a turn then the round ends and it's time to move to the next step and see if the conflict has been resolved.

Step 6: See if the Conflict is resolved. Once every Student has had a chance to take an action then the player who announced the conflict must decide if he wants it to continue into a new round. If he decides to continue he can do so by taking an action as normal. If he decides he wants to end the conflict he must take an action that will remove him from the conflict (such as using an Air die to run away). If the action is a success then he leaves the conflict, and the next Student must choose whether they will take an action or attempt to leave the conflict. And so on. If every Student agrees the conflict has reached its conclusion then the conflict immediately ends and the Students do not have to take an action to leave it. Conflicts usually end when the Student that initiated it succeeds or fails at their stated goal. Sometimes this is simple.

For example: Hirono wants to try to jump over the low wall at the end of the alley. She rolls an Air die to use her speed to make the jump. She succeeds, and her Best Friend describes how she leaps safely to the other side. The conflict is now over.

But sometimes it isn't apparent when the conflict has been won or lost, or when the Student who instigated it should give up! Often a Student must be removed from the conflict before it can be resolved. If a Student meets any of the conditions listed below then they may no longer participate in the current conflict.

-If the character is incapacitated, bound, dead or otherwise unable to take part in the conflict then they may no longer take part in the conflict.

-If the character uses an elemental die to take an action that will remove them from the conflict, then they may no longer take part in the conflict.

-If the character has no elemental dice to use they may no longer take actions in the conflict, although they can still have actions taken against them and can still describe the actions of their Best Friend or Rival.

Who is involved in a conflict? The player who announced the conflict and their target (whether a fellow student, another character or something else) are always involved in the conflict. When a conflict is announced any other Student present can announce that they will participate. At the beginning of any following round Students that have not yet participated can announce that they will participate.

Do I have to use elemental dice to resolve every conflict? No, of course not. Often a conflict will be announced and no one will object to the actions taken. "I'm heading over to the bushes to take a dump" is hardly a conflict that requires you to spend dice. In this case no dice need ever be rolled. However, if any of the players feel like the action should not be an automatic success then the conflict should be resolved using elemental dice as described above.

Here's an example of a conflict: *Naoko decides she's going to sneak up on Yumi and slit her throat with her knife. She announces the conflict. No other students choose to participate in this round. So it's just Naoko and Yumi.*

April/Naoko - Announcing the conflict: Naoko has become separated from her friends, but she spots Yoko (played by Woody) hiding behind a garbage can down the street. Because April announced the conflict she gets the first action.

April/Naoko - Taking an action: "I'll sneak real quietly down the street and get close to Yoko. I want to add her to my kill list."

Resolving the action: April decides to roll two Water dice and succeeds. Gabe, playing Naoko's best friend (who is not currently in the scene) describes the outcome. "Naoko quietly slides into the shadows of the large buildings that line the street and stalks quietly toward Yoko. Yoko doesn't seem to see her, and Naoko is able to sneak right behind her".

Woody/Yoko - Responding to the action: Woody decides that Yumi won't make a response to Naoko's unseen action, except to cry gently in the darkness. He'll wait for his turn instead, which is coming up next.

Woody/Yoko- Taking an action: "I'll look around and see if I can spot anybody, or maybe a better place to hide. I don't feel safe out here!"

Resolving the action: Woody rolls a single Void dice to represent Yoko's frantic glances up and down the dark street. The roll is a success, and Gabe, who Yoko has also selected as her Best Friend, gets to describe what happens. "Yoko jerks her head around just in time to see Naoko step up behind her with a knife in hand. It only takes a second for Yoko to realize that Naoko is playing the game and intends to kill her"

End of round one: The group checks to see if conflict is over. It obviously isn't. The next round begins with April taking her turn.

April/Naoko - Taking an action: "Shit, she saw me! I wanted to do this quick and painlessly, but there's no chance of that now! I'll drive the

knife right into her stomach!”

Resolving the action: April rolls 2 Fire dice and succeeds! As her best friend Gabe describes the success. “As Yoko turns around Naoko grips the knife in her fist and jams it into the surprised girl’s belly. Naoko lets out a scream of pain and shock as blood gushes from her open wound. She collapses onto the sidewalk.”

Woody/Yoko- Responding to the action: Woody admits that Yoko is now mortally wounded. But she’s not dead yet! “I’ll roll over on my back and pull out my revolver. I’m going to shoot Naoko!”

Resolving the action: Woody really wants for this roll to succeed, so he uses 4 Fire dice. He also uses Yoko’s “I hate all the pretty girls” Trait to increase the size of his dice from 8 sided to 10 sided.

Unsurprisingly, he succeeds. Naoko’s Best Friend describes the action. “Naoko has already turned away from Yoko and is wiping the blood from her knife onto her skirt when her chest explodes in a shower of bone and blood. She drops to the ground dead. The bullet went right through her”

End of round two. Naoko is dead and cannot take any more actions. April will have to roll to select a new Student. Instead of continuing the conflict Woody decides that Yoko will spend her last Air die to beg Naoko for forgiveness. The conflict ends with Naoko dead and Yoko dying in the street.



How do I know what type of elemental dice to use? The descriptions of the five Godai elements earlier in the book offer guidelines for using elemental dice. Earth dice are used for actions involving physical strength and endurance. Void is used for actions involving fear. But these are just guidelines. As you play the game your group will develop it's own sense of which elemental dice are appropriate for each type of action. There's nothing wrong with using an elemental die type in an unconventional way as long as you can justify its use to your fellow players. If you want to you can sit down before you start playing and decide as a group exactly what each element can be used for.

Can students controlled by the Superintendent announce and participate in conflicts? Yes, Superintendent controlled characters (including students, soldiers, animals and anything else) can announce and participate in conflicts in the same way as Students. The Superintendent may also introduce conflicts based on the scene or the environment that have nothing to do with a character they control. A sudden rainstorm that threatens to soak the students, a raging fire or a devastating earthquake are good examples of this. We'll talk about how the Superintendent can use Sorrow Dice to create conflicts later on.

Are we really supposed to fight each other? Sure. Classroom Deathmatch is all about player versus player conflict. There are certainly benefits in teamwork and alliances, and you may want to work with other players to try to escape. But as the contest draws to a close you'll have to remember that there can only be one survivor in each Classroom Deathmatch. If you want to win you have to kill!

Someone just killed my Student! Can I still make a response to this, even though my Student is dead? Nope. If the description of an action includes your Student being killed then your Student is dead. Once your Student is dead she can't respond to actions, even if she was the target of that action. However, if your Student was only described as fatally wounded or dying then you can still respond. In fact, until someone blatantly declares your Student to be dead you should

assume they are still alive and functional. The description “Aoki falls to the ground with a gunshot wound to the head” does not mean Aoki is dead (although she might be). The description “Aoki falls to the ground DEAD with a gunshot wound to the head” clears the matter up nicely.

I tried to push my friend out of the way so she wouldn't get caught in the blast of a landmine, but I failed and my Rival described how we are both caught in the explosion and killed.

What the fuck!? Can she do that? That sounds about right. You should go ahead and roll to select a new Student. Classroom Deathmatch is a very dangerous contest. It is important to remember that the consequences and benefits of a Students action should be commensurate with the action itself. It might be unreasonable for Tomo's Best Friend to describe her finding a loaded shotgun behind some bushes when Tomo roles a success to duck for cover. By the same token, Tomo's failure at finding her flashlight in the dark shouldn't be described by her Rival as Tomo stumbling around in the dark till she trips down some stairs and breaks her neck. In each of these examples the description of the success or failure is probably too extreme (although it will be up to the players as a group to decide what counts as “too much” in their game). If the description of the outcome of an action seems unreasonable then it can be put to a vote. But yeah, if you put yourself in harms way and fail at your action, you should expect to be injured, crippled or killed. Hell, that's half the fun of Classroom Deathmatch!

So the description of our successes and failures is all up to our best Friends and Rivals? Can they say anything they want?

Pretty much. You'll figure out pretty quickly that the best part of Classroom Deathmatch is getting to describe other players actions. As a Best Friend or Rival you have unlimited latitude and authority to describe events in any way you want. Feel free to lavish your description with all kinds of outrageous details!

It's also completely okay to use your description of a success or failure to introduce new elements into the scene or conflict. If Aoki fails to run down a hallway on a broken foot you could describe the action as “Aoki trips and squeals in pain” or you

can lavish on more detail by saying “ Aoki falls to the ground and squeals in pain. From the next room she hears a low growl as the head of a JSDF attack dog appears from the doorway”.

I’m dead, and there are no more students for me to play! What now? Each Classroom Deathmatch starts with a full class of 50 Students, but as the game draws to a close the number of Students available to play will slowly drop to zero. If you die and there are no longer any Students available then you’re shit out of luck. Don’t worry though, because the game will probably be over soon anyway. In the mean time you can still participate by describing the successes and failures of your Best Friends and Rivals. You can still create scenes for the other players to explore, and participate in Flashback Scenes as one of the dead Students. The Superintendent may ask you to take the role of a soldier or some other character as well.

Popularity Votes

Not every student is equal. There is always one girl who rises above the rest and is admired and praised by her friends. And there is always a boy who is teased and made fun of because he still collects Pokemon cards. In Classroom Deathmatch players vote to determine which Student is the most popular. These votes should take place at 6 am each day after the Superintendent makes his morning announcement. Superintendents may wish to call for a vote at other times as well, especially if something has happened that may increase or decrease a Student’s popularity.

Voting should be done in secret. Each player should write down the names of the player controlled Students they want to see as most popular and least popular and hand them to the Superintendent. Students cannot vote for themselves! The Student with the most popular votes gains the title of Most Popular, while obviously the Student with the most least popular votes gains the title of Least Popular. In case of a tie the Superintendent can cast the deciding vote. Here’s an example:

April/Naoko votes for Chio as most popular and Udo for least popular.

Barry/Udo votes for his Rival Naoko to be least popular, and for his Best Friend Chio to be most popular.

Gabe/Chio votes for Udo as most popular and Naoko as least popular.

Woody/Yoko votes for Chio as most popular and Naoko as least popular.

How Popularity affects Students

Students' popularity affects the game in a very real and important way. When your Student takes an action and uses his elemental dice, the type of dice he uses is dependant on his popularity. Most Popular Students will always roll ten-sided dice while Least Popular Students will always roll six-sided dice. All other Students roll eight-sided dice. Because your Student must always roll a five or better to succeed at an action, it's easy to see why being unpopular is a huge disadvantage.



All Students have their starting Popularity written on their Student Records already, and it's completely possible that more than one Student will start the game as Most or Least Popular. It's also possible that none of you will start as Most or Least Popular Students. That's fine. Your Student's popularity will likely change during the game as votes are taken, and after the first popularity vote your group of players will only have one Most Popular and one Least Popular Student. If a player must bring a new Student into the game (because their last Student died) then that Student uses the popularity listed on their Student Record until the next vote. Here's an example:

Chio received 3 votes to become the Most Popular, while Udo picked up a single vote. For least popular Naoko received 3 votes while Udo only received 1. Chio is now the Most Popular Student within the group of players and will roll ten-sided dice for all her actions. Naoko is universally despised as the Least Popular Student, and will only be able to roll six-sided dice. As Average Students Yoko and Udo get to roll eight-sided dice for their actions.

Using Traits

A Trait lets you increase the size of an elemental die when making an action related to that Trait. In this way a six-sided die becomes an eight-sided die, and an eight-sided die becomes a ten-sided die and a ten-sided die becomes a twelve-sided die. A Student with the "I'm the fastest girl in class" Trait would be able to increase the size of the dice used in her Air roll to outrun the dog that's chasing her. Students should always be able to justify using a Trait to increase their die size. You can only use one Trait per die roll and once a Trait has been used it cannot be used again in the same scene. You can also not stack two traits to raise an eight-sided die to a twelve-sided die.

Using Special Techniques

Each Special Technique takes the form of a short description, such as "Perfect aim", "I won't die till you do" or "Judo

takedown”. What a Special Technique does and how it is used is entirely up to the player.

A Student can use their Special Technique to perform a near-supernatural feat. Your Special Technique is bound to your highest Godai element, so if you want to use it you'll have to make an action using that element. Declare an action and tell the other players that you'll be using your Special Technique. It's okay to say stuff like *“Here comes my Super Bento Lunch Special Technique”*! Once your action is declared go ahead and roll all the dice you have left in that element. That's right, roll them all! But instead of rolling whatever dice you normally roll you'll roll 12-sided dice! Here's an example:

April's character, Naoko, is in a pinch and decides to use her Special Technique “Dragon Fist”. Naoko's Dragon Fist is bound to her highest Godai element, Fire. Naoko has already used a few of her Fire dice, but she still has 5 left. April declares that Naoko will leap into the air and strike Haruka down with her mighty Dragon Fist! April rolls five 12-sided dice and gets 3 Successes! Her Best Friend will describe what happens next!

A Special Technique is an astounding, if not supernatural, feat. When describing the Success or Failure of a Special Technique the Best Friend or Rival must go out of their way to embellish the action. Don't be afraid to describe how the shockwave from a “Dragon Fist” shattered windows for blocks and knocked the spine clear out of the recipient, or how the “Super Bento Lunch Special” brought someone back from the brink of death! Descriptions of Special Techniques should be like epic cut scenes in your favorite video game, full of amazing stunts that are beyond normal human ability! Descriptions of failures when using Special Techniques should be just as epic as the descriptions of Successes! Here's an example of a description of success:

“Naoko catapults herself from the top of the three-story building toward Haruka, screaming as her Dragon Fist bursts into supernatural flame! The two girls collide in mid-air, trading blows as

mystical energy ripples around them! Naoko draws back her arm and slams her fist into Haruka's stomach, sending the other girl crashing through the wall of the building across the street".

Why use Special Techniques? Special Techniques exist to allow players to add some superhuman flair to their game and emulate some of the crazy stunts and special powers found in the films and manga that Classroom Deathmatch was inspired by. Beyond that, players can use their Special Techniques to make an action that virtually cannot fail. Use your Special Technique to escape death, kill an unstoppable opponent or to make a real attempt to escape the contest. Like Traits, the descriptions of Special Techniques are incredibly subjective. Techniques like "Eagle Eyes" or "I know your weakness" could do almost anything. As long as you can justify their use you can use your Special Technique to accomplish just about anything!

Kills, Morning Announcements and Gaining back Elemental Dice

Your Student's elemental dice will run out fast. Each Student has only twenty-five elemental dice available to him and those have to last an entire day. You'll have to pace yourself and choose your battles so you aren't left defenseless when you really need dice. If you are careful your Student may be able to make it through a day without using too many of his dice. There are two ways to gain back elemental dice; Morning Announcements and Flashback Scenes. Flashback Scenes are covered a little later in the "Creating Scenes" chapter, but we can talk about Morning Announcements right now.

Morning Announcements: Each morning at 6 am the Superintendent will make an announcement that will be broadcast all across the Battleground. After this announcement each Student can roll as many Void dice as they want up to their maximum, regardless of whether they still have any Void dice available to them. For each success the Student gains back three

elemental dice of any type. A Student cannot gain back more elemental dice than their original maximum number. This is the primary way Students replenish their elemental dice. For every failure the Superintendent gains a Sorrow Die (see Running a game of Classroom Deathmatch” for more info on Sorrow Dice). For example:

Chio just barely survived the day and has only a few elemental dice left. Chio can have a maximum of 5 Void dice, and even though she doesn't currently have any she still gets to roll up to 5 (her max) after the morning announcement to see how many dice she'll gain back. Chio rolls and gets 2 successes, gaining back 6 dice! Chio puts 3 of these dice into Fire, 2 into Water and 1 into Fear.

Kills: The Morning Announcement is also the time where players count their Kills. Every time your Student kills another student, soldier or other character mark the characters name down on your Student Record (there's a spot for Kills on the left side). Every morning after the Announcement Students can select a new Trait for each Kill they have collected since the last Announcement. Or, instead of selecting a Trait, a Student can decrease her maximum dice in one of her Godai elements by 1 and increase her maximum in another element by 1. This change is permanent. For example:

Chris' Student Goro has scored 2 Kills since the last announcement. Chris decides that he'll use one of those kills to give Goro a new Trait. Since Goro has proven himself adept with his new baseball bat (his random weapon) Chris selects the Trait "home run hitter". Chris decides to use his second Kill to increase Goro's maximum Air dice from 3 to 4. To do this he'll have to reduce the maximum dice of one of his other elements. Chris decides that he can afford to decrease Goro's Earth by one, from 9 to 8.

Remember, a Student can never have more than a maximum of 25 dice spread throughout their Godai.

Part 4 : Setting Scenes

Scenes are where the action of Classroom Deathmatch takes place. Any time your Students do anything in the game they are doing it in the context of a scene. Scenes can be simple and short or complex and lengthy. Scenes can involve just a single Student or can include a number of Students and other characters. In Classroom Deathmatch the Students and Superintendent work together to set scenes that will drive the game forward toward its bloody conclusion.



Here are a few examples of setting the scene:

A. The cliffs overlooking the ocean at the outskirts of the Battleground, late at night. A cold drizzle falls from the sky. No one is in sight, but distant gunshots echo in the background.

B. An empty café on a quiet street. The lights are on and music is playing in the background. A pistol lies on the counter, and there are low moans coming from the bathroom.

C: The old shed behind an empty house, late at night. The air is cold and wet and water drips from the sheds roof. There are strange and disturbing sounds coming from behind the locked door, and a feeling of dread lingers in the air.

When do we set a Scene? Set a scene anytime you want your Students to do something. Do you want your Students to meet up with another group in the woods? Set a scene describing it. Will your Students explore the old warehouse at the end of the block? Will they turn on each other in the night? Will two of them sneak off to make out? You'll want to set a scene for any of these events. If you can't think of anything you want to see happen then don't suggest a scene. Let someone else who has a cool idea do it instead.

A game of Classroom Deathmatch is like a movie, a series of scenes that tell a story. Each scene tells an important part of the story and leads the characters to the next scene and ultimately to the end of the movie. Classroom Deathmatch works the same way. Each scene lets the Students and the Superintendent take actions that will move the game toward its climax. And just like in a movie, there's no reason for scenes to portray boring stuff like resting, reading the map, hiding in a bush or sleeping (unless these events are going to lead to a more exciting scene).

How do we set a Scene? Setting a scene is easy and fun, and once you get the hang of it you can do it in just a few seconds. Each scene is comprised of five elements based on the Godai. Each element represents an important aspect of the scene.

Earth/Location: Where does the scene take place? Unless it's a Flashback scene it will take place on the Battleground. But where? In the streets? An abandoned home? A public restroom? Describe the location. Is it day or night? Is it cold, raining or noisy?

Air/People: Who is here? Of course we'll want to know which Students are in the scene, but we'll also need to know if there are any other people here. Are there other Students around? Is the Superintendent there? JSDF troops? Are there any animals in the scene? Keep in mind that the scenes location will help determine the people who are likely to be there, and that except for JSDF troops there's unlikely to be any non-students on the Battleground.

Water/Mood: What's the mood? Mood will be largely determined by who is in the scene and the scenes location. If the Students walk into a building and find a heavily armed rival group of kids the mood is likely to be tense and hostile. Finding a deserted motel with plenty of clean beds might come as a huge relief and bring a feeling of safety. A shootout might be terrifying or exhilarating. If the Students find themselves in a dark hallway in the middle of the night the mood might be frightful. A quiet shrine might be described as peaceful. Keep in mind that the mood of a scene can change suddenly!

Fire/Action: What's going on? What's happening when the Students enter the scene? Did the Students run into the street in the middle of a gunfight? Is there an argument breaking out between two Students over some cans of food they found? The action of a scene is going to be largely influenced by its mood, people and location. This action can be as simple as a train passing in the distance or as complex as an armed standoff. Keep in mind that even though the Students aren't required to participate in or even acknowledge the action, describing it is still an important part of setting the scene.

Void/Fear: Does the scene have any frightening elements? Is anybody in the scene displaying fear? Are the Students afraid coming into the scene? The Classroom Deathmatch is enough to

put anyone on edge, and Students can expect to be jumpy, paranoid or just plain terrified all the time. Describe the level of fear evident in the characters in the scene. Also describe anything that might be a source of fear or uneasiness, like strange shadows, a squeaky floorboard or the corpse of a classmate.

Either the Superintendent or one of the Students can start a scene by describing the Location and People present. That player could then go on to describe the rest of the scene, but where's the fun in that? Instead, the Superintendent and Students should determine the remaining elements of the Scene together. Other Students should also feel free to suggest additional elements for Location and People. While the Superintendent has the final word over what will make it into the scene (For example, the Superintendent may decide to disallow a scene with dinosaurs or aliens), he should try to work with the Students to set a scene they will all enjoy. Here's an example of a set scene:

Superintendent starts by setting the Earth/location: "The basement of an abandoned house, deep in the Battlefield."

April jumps in with "Naoto is sitting in the middle of the floor trying to open a can of peaches she found." This is an example of Air/People.

Gabe mentions "The basement is dark and lonely, and you can hear the wind howling outside." This represents Water/Mood fairly well.

Barry says "As we enter Naoto yells in frustration and throws the can at the wall" Barry has added Fire/Action to the scene.

Woody adds "Naoto looks scared. The body of one of our classmates lies in a heap in the corner. Its too badly mutilated for me to tell who it is". This covers Void nicely.

We set the scene. Now what? Now you play. A game of Classroom Deathmatch is a series of scenes strung together that tell the story of the bloody contest that will result in the deaths of all but one of the Students. Each scene brings you slowly

closer to the end of the game. Scenes are created when either the Superintendent or one of the players wants something to happen. Each scene should move the game forward by creating new conflict, introducing new locations or introducing new resources.

Once a scene has been announced and described the Students will want to look around and see what kind of trouble they can get into and see how they can use the scene to their advantage. Since each scene is created because one of the players wanted something specific to happen, it shouldn't be too difficult for the Students to discover something useful or find a conflict to involve themselves in. For most scenes the conflict, the thing that the player who announced the scene wants to see happen, is included in the scene's description. Or at least alluded to. For example:

Earth/Location: *A grassy meadow. The dark forest looms a few hundred meters to the left. To the far right stands an abandoned home. (described by the player who is creating the scene)*

Air/People: *The Students are crossing the field. A sniper watches them from a vantage point nearby. (described by the player who is creating the scene)*

Water/Mood: *Calm and peaceful. There's no sign of any threat. The Students are oblivious to their danger. (described by another player)*

Fire/Action: *A shot rings out! (described by another player)*

Void/Fear: *Someone is firing on the Students! (described by another player)*

The point of this scene seems pretty clear. The Students have to either escape or somehow defeat the sniper. This scene moves the game forward by forcing the Students into conflict with other students (remember the contest won't end until all but one of the Students are dead). This scene also introduces the "dark forest" and "abandoned home" as new locations that the Students can explore. This may well lead to more scenes.

Interestingly, while the player who described the scene introduces the concept of the sniper, it was another player who described that the sniper was actually firing on the Students.

Sometimes the point of a scene won't be quite so obvious, and the Students may have to explore around a bit before they hit on the scene's purpose. Example:

Earth/Location: *Inside the abandoned home. The house is empty of life, and an open door leads down to the kitchen. (described by the player who is creating the scene)*

Air/People: *The Students have entered the empty house. No one else seems to be around. (described by the player that is creating the scene)*

Water/Mood: *Quiet and tense. The Students are still on edge from the sniper attack moments before. Worse, the Students haven't eaten all day, and hunger is starting to take its toll. (described by the player who is creating the scene)*

Fire/Action: *nothing of real interest. (described by another player)*

Void/Fear: *The house is creepy. The electricity is out, and the light from the setting sun casts strange shadows through the dusty blinds. (described by another player)*

The point of the scene may not be obvious, but the player who introduced it certainly has something in mind. That player was careful to describe both the open door leading to the kitchen and the fact that the Students were all on edge and hungry. When the Students explore the house and find a few cans of soup in the kitchen, the player who introduced the scene can start a conflict over the few cans of soup. This scene moves the game forward by creating conflict between the players. It also introduces a new resource (the cans of soup).

Flashback Scenes

Sometimes remembering a moment of triumph or recalling a fond memory will be enough to carry you through a tough situation. During a conflict a Student can use an action to declare a Flashback Scene. A Flashback Scene is a special scene that takes place in your Students past and reveals an important moment in your Students life that is related to or embodies one of the five Godai elements. Students can use Flashback Scenes to gain back elemental dice, and must announce what type of elemental dice they wish to gain back (Fire, Water, etc) at the beginning of the scene. The Student who declared the Flashback Scene will set the scene and declare a conflict (see “Setting Scenes” for more info on setting up scenes). For the duration of the Flashback participating Students are considered to have their full amount of elemental dice. The Flashback Scene can include several characters, and must include at least one other character involved in the conflict that was interrupted. The Student who declared the Flashback Scene can ask other players to take the roles of other characters in the scene.

Flashback Scenes are a chance for you to roleplay your Student in situations outside the Classroom Deathmatch



The Student who declared the Flashback Scene always gets to take the first action, and other Students can respond to that action and take actions of their own in the normal way. Once the conflict has been resolved and the scene is over a vote is held to determine how many elemental dice the Student who declared the Flashback Scene will receive. A Flashback Scene is a Students chance to gain back elemental dice by showing a moment in his life when he embodied the strengths of that element. The better this is illustrated within the scene the more dice the Student should receive. If the Flashback Scene shows that the Student did indeed make use of the element in question then he should receive one or two dice. In most cases a Student will only ever receive one or two elemental dice. However, if the Student's actions were particularly compelling, or if the scene was exceptionally intense or moving and the other players feel the Student or the scene truly reflected the chosen element in an outstanding way then the Student may be awarded with up to five elemental dice.

Other participating Students can gain back dice during a Flashback Scene as well. If a participating Student rolls a success during a Flashback Scene then they will gain back a single die of their choice at the end of the scene.

Once a Flashback Scene has ended play immediately returns to the conflict that was interrupted. The next player can immediately take their action, or if there are no other actions to take then the round ends as normal.

A Flashback Scene can only be declared during a conflict, where the stress of the situation overwhelms the Student and causes his mind to wander. Only a single Flashback Scene can be declared during each conflict, and the same player cannot declare two Flashback Scenes in a row.

Example Flashback Scene:

April's Student Haruka and Kim's Student Mai are involved in a knife fight conflict with Yoji, a student controlled by the Superintendent. Haruka is running low on dice, so April decides to announce a Flashback scene as her next action. April declares that her goal is to regain Fire dice to use in the knife fight.

Since April announced the Flashback Scene she gets to determine all 5 of the scenes Elements (although she can ask for suggestions if she likes).

Earth/Place: April starts by describing where the scene takes place. Because this is a Flashback scene April also needs to describe when the scene takes place. April describes the small room in the high school used by the manga club. The scene takes place just a week ago.

Air/People: Next April describes who is in the scene. Haruka is there of course, but April also needs to include at least one other character from the conflict that she interrupted. She decides that both Kim's student Mai and Yoji (the Superintendent controlled student) are in the scene.

Fire/Action: April sets the scene by describing the action. Yoji, the president of the manga club, has just declared that the manga that Haruka and Mai have been working so hard on will not be included in the yearly doujinshi that the club publishes. In his own words "your manga is too amateurish even for an amateur magazine like ours!"

Water/Mood: The mood is tense. April describes how several club members scurry from the room to get out of the way of the conflict that is about to erupt. April asks Kim if she wants to add anything. Kim decides that Mai is desperate and on the verge of tears.

Void/Fear: April says the overwhelming emotion for this scene is a fear of rejection and failure. Both Haruka and Mai are desperate to succeed at having their amateur manga published by the manga club!

With the scene set April, Kim and the Superintendent are ready to launch their Students into a conflict. April takes the lead and launches Haruka into a desperate and passionate speech about why the manga club should accept their manga! Kim describes Mai's tearful contributions. But Yoji can't be swayed by mere words, and the Superintendent refutes both girls arguments with arrogance and viscous insults, saying "amateurs like you would bring our whole anthology down. As president I have a responsibility to publish only quality work. Children like you can't hope to make the cut!"

April announces the conflict “I’m going to slap that arrogant bastard!”

April decides to roll 2 fire dice. She succeeds, and her Best Friend describes how Haruka steps up to Yoji and slaps him hard across the face. Yoji is taken by surprise, and his thick glasses fly off his face and shatter on the floor.

The conflict continues, with each player taking actions and having their successes and failures described by their Best friends and Rivals. Eventually the conflict erupts into an all out fistfight between Haruka and Yoji, and ends with a teacher pulling the two bloody students apart.

The scene ends and April asks how many Fire dice she has earned. The Superintendent and other players decide that April did a good job showing Haruka’s rage and aggression. Everybody agrees that this scene was worth 3 Fire dice. Yoji also receives a die of his choice because he rolled a success during the scene. The Superintendent puts this die into Yoji’s Air Element. Kim didn’t have Mai roll any dice during the conflict, so she doesn’t receive any dice.

Once dice have been handed out play returns to the scene that was interrupted. April used her turn to declare a Flashback scene, so it’s now the next players turn.

Part 5 : Running a game of Classroom Deathmatch !

A game of Classroom Deathmatch does not just happen. While other players take the roles of Students a single player must assume the duties of Superintendent and drive the game toward its bloody conclusion.

The Role of Superintendent

The Superintendent is responsible for overseeing the game and making sure it runs smoothly. But the Superintendent is more than just a game master. The Superintendent is an actual character within the game, and the person responsible for overseeing the Classroom Deathmatch. Here's a list of what is expected of you as Superintendent.

Help tell the story: The most important part of your job as Superintendent is one you share with the other players; creating and telling the story of this Classroom Deathmatch. While each player will take a hand in building, exploring and expanding the game's story, the Superintendent is free to introduce plot twists, story elements and new characters as he sees fit. The Superintendent is the one that guides his fellow players through each step of the Classroom Deathmatch contest.

As the game progresses and the story unfolds you will help the other players find opportunities for conflicts, help them create scenes and move the game towards its climax and conclusion. Encourage the other players to use the rules for setting scenes and for describing each other's successes and failures to drive the game forward.

Be the bad guy: Every story needs an antagonist, and in Classroom Deathmatch that role is filled by the Superintendent. You are the Superintendent of the school that the Students

attended before they were brought to participate in Classroom Deathmatch. As Superintendent you can be ruthless, cruel, compassionate or steely cold, but it's up to you to oversee the contest and make sure the Students participate as dictated by law.

Create the Battleground: As the Superintendent it's up to you to design the Battleground where the Classroom Deathmatch takes place. This book contains three sample Battlegrounds that you can choose from, and later you'll find advice on

constructing an arena of your own design.

Playing the other Students: There are 50 Students in the Classroom Deathmatch, and your friends are only playing a few of them. The Superintendent takes the role of not just every Student, but every soldier, every civilian and every animal the players come in contact with. You have 50 Student Records to draw from, but you'll also find rules later in this section for creating other characters for Students to encounter.



The Superintendent and other characters

You are the Superintendent. A class of students from your high school district has been selected to participate in the Student Reform Initiative, and the task of overseeing the Classroom Deathmatch falls to you. Whether you approach your task with apathy, disgust, trepidation or excitement is up to you, but the job must be done and you are the one who must do it. You have worked with the Initiative committee to select a Battleground and you have ensured that your students arrived safely. Now it falls to you to oversee the contest itself and make sure that only one student survives.

As Superintendent you have several tools at your disposal. You control every Student except for the ones that belong to your fellow players. This gives you dozens of different characters to play with, and you can develop friendships, rivalries and agendas for them all if you like. You also have available to you the tools of the Classroom Deathmatch, including automated defense systems like turret guns and land mines, JSDF soldiers, attack dogs and tanks as well as the Battlegrounds inherent natural Hazards. You can choose to detonate the microscopic bombs implanted into the students at any time. If you choose to you can even take matters into your own hands and confront your students face-to-face. You wouldn't be the first Superintendent to stride onto the Battleground with a gun in hand.

Students are the Superintendents greatest tools. As Superintendent you control every Student not currently played by one of your fellow players. This gives you over 40 Students to play with. Each of these Students has 25 elemental dice that you can make use of. That's a lot of conflict you can throw at the players! Because there can only be one survivor in Classroom Deathmatch you'll want to use your Students to make your players lives as difficult as possible. Remember, Classroom Deathmatch isn't supposed to be a pleasant experience. Most likely all the players' Students will be killed over the course of

the game, and those that make it to the end will be forced to face off against each other. Also remember, as players' Students die they'll select new Students from those you control. Once this happens the fate of those Students are out of your hands and up to the players! Let the players roleplay these Students as they see fit.

Not every conflict has to be a blood bath, and you don't have to have every Student you control attack the players. You may want some of your Students to approach the players as allies, while others may be friends the players feel a need to protect. You can use your Students to set up difficult moral situations and force the players to make drastic choices. It's all up to you.

Sorrow Dice

Fortey-nine students will die. Only one will live. This is the stark reality of Classroom Deathmatch, and few students can bear to face it. When a Student controlled by a player kills another Student the Superintendent gains Sorrow Dice. The amount of dice gained is listed below.

A Student is killed: 1 Sorrow Die

A Student kills her Rival or a member of her club: 2 Sorrow Dice

A Student kills her Best Friend: 3 Sorrow Dice

The Superintendent should keep track of all Sorrow Dice gained. Players regain elemental dice for their Students through Flashbacks or by rolling their Void at the beginning of the day after the morning announcements. Students controlled by the Superintendent don't. Instead, the Superintendent can use some or all of his Sorrow Dice to replenish his Student's Elemental dice. Sorrow Dice are always distributed at the beginning of the day during morning announcements, and a Student cannot receive more dice then their original maximum.

Superintendents can also use Sorrow Dice to create JSDF soldiers, wild animals or other characters for the Students to

meet and interact with. Creating characters is easy. Just write down the characters 5 Godai scores on a scrap of paper. Each elemental die you give the character cost one Sorrow Die, so you may not want to give them too many. You don't have to give these characters dice in every element, but their maximums can't be more then that of a Student (9, 7, 5, 3, 1).

The Superintendent does not gain access to Sorrow Dice until he makes his morning announcement. At that point any Sorrow Dice generated the previous day are available for the Superintendent to use. The Superintendent gains Sorrow Dice for each Student death he announces at the beginning of the day, even if the players did not witness the death. It's perfectly acceptable for the Superintendent to kill several Students "off screen" just to gain extra Sorrow Dice. However, the Superintendent should be careful to not completely decimate the Student population just to get more dice. A smart Superintendent lets the Students do his work for him. Feel free to tempt your players with easy kills by throwing helpless or



stupid Students into their path. A smart Superintendent also keeps a pen and paper handy to record which Students have been killed, since he'll have to announce a full list of Student deaths for the previous day during each morning announcement. You'll also want to cross dead Students off your list of Students who are available to play when a players character dies.

How many dice do the crazy gun-wielding students have left?

We have to assume that most of the Students the Superintendent has at his disposal are burning through their dice at a similar rate as the players Students. Even if these Students are just hiding in bushes they're still going to be using a few dice every day. There is an easy way to simulate this. Before introducing a new Student into a scene the Superintendent should roll each of that students elemental dice. The Student gets to keep every die that comes up a success, but loses any that result in a failure. Remember, the Superintendent can always use his Sorrow Dice to buff up a Student he controls.

How do you run a Classroom Deathmatch?

Classroom Deathmatch is a really straightforward game. Students are trapped in a Battleground and injected with a tiny bomb that can be detonated at any time. They are each given a weapon and told that if more than one of them is alive at the end of 5 days then the Superintendent and the JSDF will kill them all by detonating their nano-bombs. There can only be one winner. It really is that simple. As the Superintendent you must learn how to facilitate the game for your players and plan how you will use your Students and Sorrow Dice. The players will need to get used to describing each other's actions and working together to create scenes. Even if your players have never played the game they'll pick it up pretty quick.

Even though the Classroom Deathmatch contest gives the game a simple and straightforward goal, it doesn't hurt to have a guide to follow. Here's an example of what a normal game of

Classroom Deathmatch will probably look like. These events might take place over a single session, or they might stretch out for a dozen. Let the game develop at it's own pace and don't try to rush it or slow it down.

The Students Arrive: The very first scene of the game should take place after the Students have been abducted and brought to the Battleground and just as they are regaining consciousness. The Students wake up in a strange and unfamiliar room, in a building designated as the Orientation Center. The room may be empty or it may be full of desks, benches or anything else. The Students are disoriented and bewildered. None of them know where they are or how they got there!

The Superintendent enters, accompanied by armed JSDF soldiers. The Superintendent must inform the Students of their situation and explain to them the rules of Classroom Deathmatch. Some Superintendents give a speech and answer questions while others play committee approved videos. Often at least one Student will lash at out the Superintendent during

Celebrities often star in Classroom Deathmatch "Orientation Videos". Actress Anna Suzuki's video is a fan favorite.



his presentation. Armed JSDF guards can easily prevent the Students from doing any real harm, but the Superintendent may certainly choose to make an example of the rowdy Student, either by having the guards shoot him or by doing the deed himself.

Once the rules of the contest have been explained and any disruptive Students have been dealt with it's time to distribute supply bags and get the contest started. The Superintendent, or sometimes a JSDF officer, will call each Student by number to the front of the room. Students can find their numbers on their Student Records. Each Student will be given a black gym bag containing their weapon and equipment and will be immediately escorted out of the room by a soldier. Roll a die and consult the weapon chart at the back of this book to see what weapon each Student receives. The next Student is not called forward until the previous Student has been released onto the Battleground.

On the Battleground: Students are deposited on the Battleground late in the evening of the first day. It's usually dark by this time. The manner in which Students are brought onto the Battleground varies from contest to contest. Sometimes armed soldiers escort students onto the Battleground by foot or in jeeps, other times they are simply shoved out the door of the Orientation Center and told to run. In one memorable contest students were given parachutes and dropped from low flying planes onto the Battleground.

Students aren't given a chance to look through their bags before they enter the Battleground, and most make examining the bag's contents their first order of business. Inside each bag students find a laminated map of the Battleground, a list of all fifty students participating in the contest, a pen, a compass, a watch, one bottle of juice, soda, iced coffee or other similar beverage, one candy bar, a sanitary napkin (in girls kits only) and a random weapon.

The first night of Classroom Deathmatch is often the most brutal. Most students still haven't accepted the realities of the



contest, and will hang around the entrance of the Battleground waiting for their friends to show up. Often a more realistic, aggressive or brutal student will wait in ambush and pick these students off one by one, gathering up an impressive arsenal in the process. Smart students find a safe place to hide, or stick together in small groups with friends they know they can trust.

The Superintendent should use the first terrifying night of the contest to set the tone for the game and to establish the seriousness of the situation. Don't be afraid to pit your players against one or more crazed Students out to collect kills. Feel free to immediately put your players in difficult situations. They may have to face off against a good friend who has decided to play to win, or put down a boyfriend or girlfriend who has completely lost it. Don't be afraid to challenge the players right away. The first few scenes after the Students leave the Orientation Center are often very brutal and usually lead directly into other interesting scenes and conflicts. Usually ten or more students are killed in the first hour of the conflict, and if the players aren't smart their own Students might be among them!

The Next Morning: If your players survived the first terrifying night then they'll be around to hear the Superintendent's 6 AM morning broadcast. Each morning at 6 AM the Superintendent

uses the Battleground's built in broadcast system to address the Students. The Superintendent will read off a list of Students that have been killed since the game began (or since the last broadcast) and declare which zones will be off limits at which time.

Morning brings daylight, giving the Students their first real chance to explore the Battleground. The first full day of the contest is usually quiet. Many Students make efforts to seek out friends and form alliances. Often a group of Students will gather together in an open area and announce that they don't wish to participate in the contest, and will plead with their fellow Students to join them. Groups like this make great targets for individuals with grenades or submachine guns looking to rack up kills.

It's during the first day, after the terror of the first night has passed, that students start to form strategies and make plans. Some students decide to hide out and let their classmates kill each other. Others team up with friends in the hope of surviving longer. Most resolve themselves to killing their classmates. It's common for Students to try to track down friends just for a chance to see them one last time and say goodbye. Some students gather together to make plans for a full out assault on the CCC. The Central Command Center is heavily protected and located in an off limits zone. The idea that students could breach the CCC is absurd. To date not a single student has ever been able to get within 100 yards of a CCC. Still, many students choose a hopeless attack over fighting each other to death.

During the first day some students begin to think about escape. If you've designed your Battleground to have an escape route then now is the time to start dropping clues. Remember, escape should be next to impossible, and if the players can't figure out how to do it then it's their own damn fault. It's also perfectly fine to let player's Students die if they try to rush the borders of the Battleground and get past the automated defenses. You've already warned them about the Battlegrounds automated defenses and the JSDF soldiers. They know that their bombs will be detonated if they leave the Battleground. If they want to kill

their Students trying to break out then let them. They'll have to be a lot more clever than that to escape Classroom Deathmatch.

Days 2-4: The middle days of the contest are the time when most students are killed. During this time students will often gather together with friends they trust and hide themselves in abandoned homes, empty buildings or out of the way places where they think they will be hard to find. While most students believe there is safety in numbers, groups of students often die faster than individuals. Trust, even among good friends, is strained under the horrific circumstances of Classroom Deathmatch. Groups almost always turn on each other out of suspicion and fear. Even friends that manage to maintain trust usually become easy targets for lone students seeking to increase their body counts. With a well-placed grenade or unexpected spray of gunfire a single killer can rid himself of an entire group of competitors in seconds.

Food and drinkable water become scarce during the middle days of the contest, and medical supplies are even harder to find. Exhausted, hungry and dehydrated, students are even more likely to make bad decisions and risk their lives unnecessarily. Trivial arguments over food, water, weapons and other supplies almost always end in bloodshed and murder. Once a student has decided to play to win, killing a friend over something as small as a candy bar hardly matters. Students that went into hiding on the first night usually become restless and desperate during the middle days of the contest. Driven by hunger or the desire for human contact, these students will often leave their hiding places and wander the Battleground, and are just as likely to attack any friend they come across as they are to embrace them.

As the contest wears on violence escalates and acts of cruelty, desperation and heroism become more common. Suicide pacts between friends and lovers are common. While most individual suicides happen at the beginning of the contest, the 4th day almost always sees at least one group of students ending it together. Sexual encounters between students, consensual or otherwise, are also very common in the later days of the contest.

Next to violence, sex is what draws the most viewers to the Classroom Deathmatch broadcast and always generates the most Blu-ray sales.

Students often find that they run low on elemental dice in the middle days of the contest. The orgy of violence that usually erupts on the first night very often eats up many of a Students available dice. While Students can regain dice each day at the morning announcement and through Flashback Scenes, players may find that they have to play very carefully in the contest; later days to keep their Student from running out of dice. Nothing is worse then being ambushed by a 15-year-old girl



with a chainsaw and only having a single earth die to defend yourself with. Keep in mind that managing your dice is part of the game, and players will have to carefully decide when they want to use dice and when they want to hold back.

The Final Day: This is it. The final day of the contest. Only one student will survive. Usually by the final day only a handful of students remain alive. To help speed things along the Superintendent often declares all but just a few connecting zones to be off limits. This makes it extremely difficult for the students to avoid each other, and any confrontation will often draw every surviving student in the small area.

The final battle between the surviving students is often the bloodiest and most dramatic part of the contest. The surviving students are exhausted, desperate and often have been driven mad with fear. Very commonly the last few students will have assembled an impressive arsenal taken from the corpses of their classmates, and most will be armed with multiple guns and an assortment of other weapons. Many students will have fortified themselves inside buildings, while others roam the Battleground in cars or trucks looking for their last few victims. In the end the contest always comes down to two students, and once one of them is dead the Classroom Deathmatch is over.

When the last student falls: The Superintendent and his team of JSDF technicians carefully monitor the students, and are ready to launch cleanup and retrieval teams the moment the contest is decided. Once there is only one student remaining the Superintendent gives the order and a retrieval team, consisting of armed soldiers and medics, is dispatched to bring the winner to the CCC. Their first duty upon retrieving the winning student is to immediately administer whatever medical attention is required, including disabling the nano-explosive that was planted inside the students body. Cleanup teams patrol the island to make sure that no other students have survived.

The winning student is very often wounded, and sometimes near death. More than once winning students have died before the retrieval team could get to them. Medical teams at the CCC

are on standby to receive the student, ready to perform any necessary surgery or procedure. The winning student is placed under sedation and allowed to rest while the Superintendent oversees the cleanup teams that will dismantle the CCC, retrieve the machine gun turrets, landmines and other automated defenses, remove the surveillance equipment and remove the bodies of the 49 dead students from the Battleground. Usually after a Classroom Deathmatch a Battleground will be rezoned as a residential district as part of the governments housing initiative, and hundreds of affordable homes can be placed on the land that the government is allowed to seize under clauses hidden in the Student Reform Initiative.

After Classroom Deathmatch: The winning student is usually allowed to rest for 24 hours, although some critically injured students often require much more recovery time. An award ceremony is arranged and attended by several prominent government officials where the student receives an official commendation, a certificate of participation, a cash prize of an undisclosed amount, a full scholarship to Tokyo University (or another school of their choice within Japan) and a lucrative government job upon graduation. The ceremony is very often hosted by a celebrity idol or J-pop star and is always televised. The Blu-ray disc release of the contest always coincides with the ceremony, although a collector edition disc is usually released months later that includes the ceremony itself and commentary from the winner.

The Superintendent is given a cash bonus of 1 million Yen (a little less than \$10,000 USD) and 3 months paid vacation. Most Superintendents claim that job satisfaction outweighs the rather modest monetary gain.

But what if things go wrong?

Every Classroom Deathmatch is different. The JSDF has developed a model based on past contests to help predict the outcome of any Classroom Deathmatch, but every good Superintendent knows that anything can happen once the

students are let loose on the Battleground. Here is a list of common problems that Superintendents face.

My Students have found a way to escape! Escape can be a fun and exciting part of a Classroom Deathmatch game. If the players are interested in having their Students try to escape the Battleground then the Superintendent should definitely consider letting them make the attempt. Each of the Battlegrounds included in this book have a built in escape option, although none are easy. If Students do manage to escape that Battleground then the game will need to focus on how they survive and where they run. Remember, each Student has been injected with a tiny bomb that can be detonated if they leave the Battleground. Students will have to think of a way to overcome this obstacle if they wish to escape.

If the Students do escape then they face a host of other problems. Will they make it back to their homes and families? Will they be able to evade the police and Defense Force? How will they survive as the most wanted people in Japan?



My Students are all dead by the end of the second day! This has happened more than a few times in the history of the contest. Very often a Classroom Deathmatch ends before the fifth day. Sometimes the Students are overly aggressive. Sometimes the weather is bad and they all die from exposure. It's perfectly okay if your game doesn't last up until the very last minute of the last day.

My Students refuse to fight at all! Players may decide that their Students don't wish to fight, and succeed in convincing the other students not to participate in the contest. A Superintendent may find himself with fifty peaceful protesters who want nothing more than to sit quietly in the middle of the Battleground! There's nothing wrong with this. At this point the game stops being about violence and killing and moves into the realm of psychological drama as the Students start discussing their situation and making arguments for and against peaceful protest. The Superintendent can use the Students he controls to raise questions and concerns, introduce moral dilemmas and argue for different points of view. In a situation like this the Superintendent may want to force the Students to move by declaring the zone they are in to be a danger zone.

The Superintendent can always choose to leave the Students alone and let them participate in the contest in whatever way they want. If the Superintendent wants to force the Students to violence he has a few other options. There's always a good chance that as hunger, thirst and exhaustion set in fights will break out. The Superintendent could order the JSDF troops under his command to break up the Students, forcing them into different parts of the Battleground. The most likely approach a Superintendent would take is to use the Battleground's broadcast system to taunt the Students, creating fear and dissent.

It's the end of the fifth day and the last few Students refuse to kill each other! So what? They know that if more than one of them is still alive at the end of the fifth day then they'll all be killed by the explosives. Let them die!

The Students are attacking the CCC and fighting the JSDF! Yeah, that could happen. The Superintendent shouldn't be

Part 6 : Battlegrounds

The Classroom Deathmatch Battleground will be the stage on which most (if not all) of the game unfolds, so it's a good idea to take some time to get familiar with it and give it your personal touch. This book contains 3 ready to use Battlegrounds complete with maps and profiles, but you can create your own Battleground if you like. This may sound time consuming, but it's actually pretty quick, and you only have to do it once! Even better, you can sit down with your Students and create a Battleground together! By doing this you'll get a good idea of the kind of environment your players are interested in seeing. You'll want a piece of paper and a pen to keep track of the information you generate while creating your Battleground.

Each Battleground profile has seven components:



*JSDF soldiers patrol
the area outside the
Battleground*

Location: Each Battleground is unique, specially selected or designed by a dedicated Classroom Deathmatch committee. Battlegrounds are usually large isolated areas where there is little danger of Students escaping or coming into contact with civilians. Past Battlegrounds have included small islands, mountain villages and amusement parks. One popular contest took place in 16 cordoned off city blocks, as Students fought desperate building-to-building battles. The smallest Battleground ever was a derelict high school building scheduled for demolishing.

In preparation for Classroom Deathmatch JSDF soldiers relocate all civilians from the area that will become the Battleground. Specialists spend weeks combing the Battleground, shutting off communication lines and removing any equipment or facilities that might allow the Students to strike at their captors or escape. If a Battleground is not isolated enough to prevent Students from escaping the JSDF erects massive barrier walls around the area and deploys units of scouts and squadrons of helicopters or boats to patrol. Both the JSDF and the Student Reform Initiative committee are dedicated to making sure no Students escape the Battleground.

If you decide to build your own Battleground make sure you create a map and make copies for each Student (Students receive maps in their black gym bags)

Zones: Each Battleground is divided into numbered zones. The number of zones varies depending on the size of the battleground, but is usually 9-16. Several times per day different zones are declared off limits, and Students caught in those zones are shot down by the Battlegrounds automated defense systems or have their nano-explosives detonated. Each Battleground also has a Central Command Center (CCC) from where the Superintendent oversees the contest. The CCC is usually a large fortified building or bunker surrounded by heavily armed JSDF soldiers. The CCC is always off limits, and like the other zones, is clearly marked on the map each Student receives.

If you decide to create your own Battleground make sure that your map clearly marks and numbers all zones.

Defenses and Monitoring Systems: Defense systems vary from Battleground to Battleground. Many Battlegrounds feature automated machine gun turrets attached to buildings, streetlights and trees. These gun turrets use GPS technology to track the nano-machines injected into each student. Once a zone becomes off limits these turrets are activated and will fire on any trespassing student with inhuman precision. The borders of many Battlegrounds are lined with these turrets, and any Student attempting to cross the Battlegrounds boundary will be immediately targeted and shot. Many Battlegrounds also feature mine fields. JSDF soldiers stand on alert to enter Battlegrounds at anytime and will mercilessly hunt down and kill any Student that makes it past the automated defense systems. Students should also remember the nano-explosives implanted inside them before the contest began. These can be detonated at any time, and are usually set to explode automatically if a Student leaves the Battleground.

Each Battleground is covered with both audio and visual monitoring equipment that tracks the nano-machines injected into the Students. Every move the Students make is observed and recorded, and later edited and compiled for television and Blu-ray audiences. There are few places on a Battleground where a Student will be unobserved.

Traits: No two Battlegrounds are alike. Battleground Traits don't provide bonuses like the ones that Students use, but they do describe the special qualities that set the Battleground apart. Traits are usually single words or short descriptions that describe some of the Battlegrounds outstanding features, such as "heavily forested", "unpaved roads", "urban area with mostly 3-6 story buildings", "functional medical facilities", "fog", "sewer tunnels" or "working train". Students will be aware of some Traits simply by glancing at the map, but others may have to be discovered.

If you are creating your own Battleground make sure to give it at least three Traits.

Hazards: Even without the murderous students and machinegun turrets, Battlegrounds are rarely safe places. Most Battlegrounds are selected for the natural hazards they contain. Hazards might include “dangerous wildlife”, “freezing temperatures”, “wildfire”, “radiation”, “mudslides”, “poison plants”, “condemned buildings”, “earthquakes” or anything else you can imagine.

If you are building your own Battleground make sure to include at least one Hazard.

Resources: Battlegrounds contain all kinds of neat stuff. The JSDF hide supplies, equipment and weapons all over Battlegrounds for Students to discover and use, but often things that are left behind when the area’s population is evacuated are just as valuable. Students will often find homes stocked with food, clinics full of medical supplies, garages full of tools and cars with full gas tanks. Where these resources can be found on the map will be determined during the game.

Each Battleground contains a list of just some of the resources Students might find. If you are creating your own Battleground make sure to include a list of your own. This list is just a guide, as you or your players may decide to add other resources as you play the game.

Escape: Each Battleground should offer at least a slim chance of escape, although it is up to the Students to discover it. Escape is next to impossible, but clever and resourceful Students might be able to find clues or discover secrets that will lead them to freedom. Each of the three Battlegrounds provided in this book includes a secret escape option. If you are designing your own Battleground you’ll have to decide if you want escape to be an option.

Three Battlegrounds

The following pages contain three ready-made Battlegrounds. Use them in your game or as examples for creating your own.

Battleground: Island

The Island Battleground is a classic, and several Classroom Deathmatches have been hosted in similar locations. Islands benefit from natural isolation, making it easy to keep students from leaving and civilians from wandering into harms way.

Zones: The Island Battleground has 30 clearly marked zones displayed as a grid.

Defenses and Monitoring Systems: The Island Battleground makes use of the standard machinegun turret defense system. Students will find these guns mounted on tall poles across the island. The water surrounding the island acts as a natural barrier, and heavily armed JSDF boats can be found patrolling the shores of the island at all hours. Students nano-machines are set to explode if they get more than a quarter mile from the island.

Because the Island is heavily forested, monitoring equipment is much more dense than it would be on other Battlegrounds. Cameras and microphones can be found mounted to trees, fences, buildings and rocks about every 20 meters. Monitoring equipment is mounted on all machinegun turrets, and on the broadcast towers located in each zone.

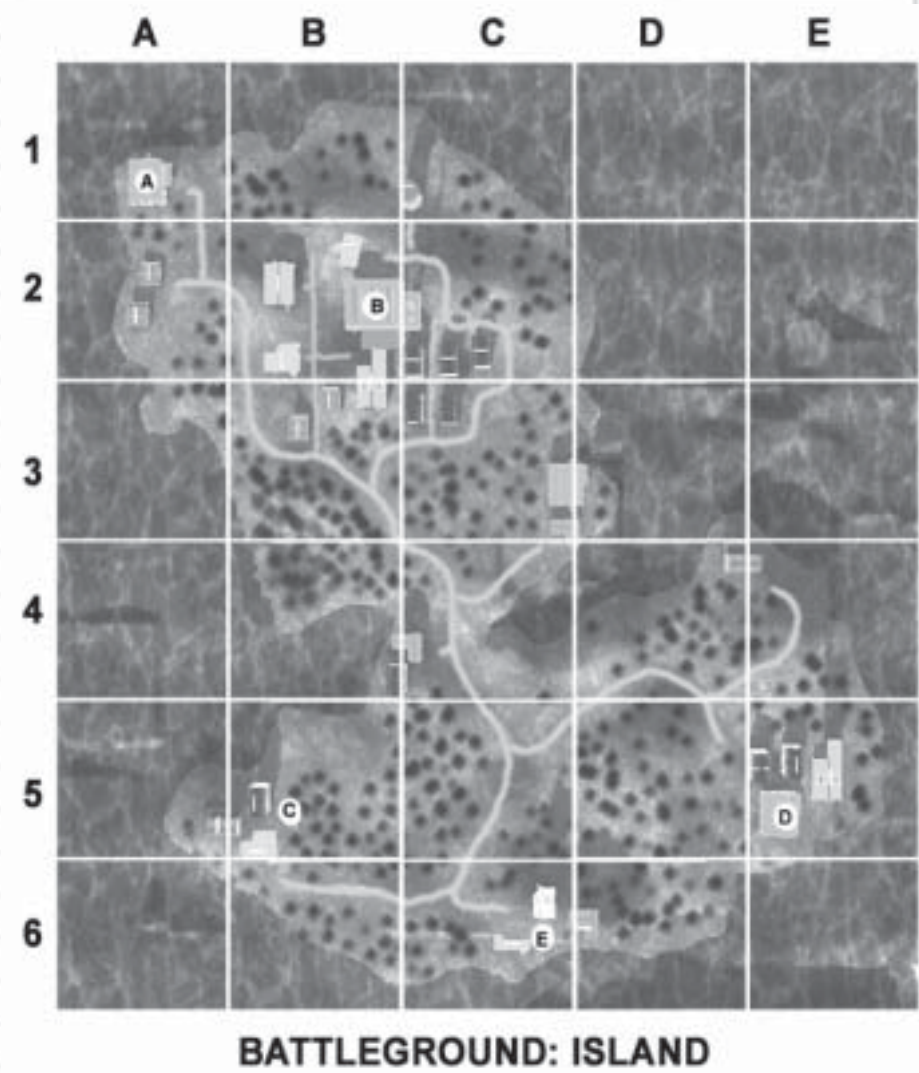
Traits: This Battleground has the Traits “Surrounded by water”, “Heavily Forested”, “High cliffs”, “Unpaved roads” and “Functional medical facility”.

Hazards: This Battleground has the Hazards “Dangerous wildlife”, “No fresh drinking water” and “Land slides”

Resources: This Battleground has the Resources “Medical supplies”, “Canned food”, “Car battery”, and “Laptop computer “and” Radio station”.

Escape (for the viewing of the Superintendent only!): Students may find an inflatable raft located in a small locker in a shed in Zone C3. The raft can be used by up to three Students to escape

the island. The island has a small radio station. If Students can guess the radio frequency that the Superintendent uses to detonate the nano-explosives they may be able to jam the frequency long enough to get away from the island.



A. Central Command Center

D. Medical Clinic

B. Small Town

E. Fish Cannery

C. Radio Station

Battleground: Urban

The Urban Battleground is popular for its explosive building-to-building conflicts, dramatic firefights and intense sieges. The Urban Battleground covers nine city blocks and includes several multi story buildings. A power plant still provide power to most of the buildings.

Zones: The Urban Battleground has 24 clearly marked zones displayed grid.

Defenses and Monitoring Systems: The Urban Battleground makes use of the standard machinegun turret defense system. Students will find these guns mounted on buildings and streetlights across the Battleground. The entire Battleground is enclosed within 30-foot high concrete walls topped with barbed wire, beyond these walls lie mine fields and JSDF patrols (complete with attack dogs). The nano-explosives injected into the Students can be detonated at any time, but are not set to explode if the Students leave the Battleground.

Monitoring equipment can be found in every room of every building, and at every street corner. The broadcast speakers from which the Superintendent makes his announcements play classical music during the evening.

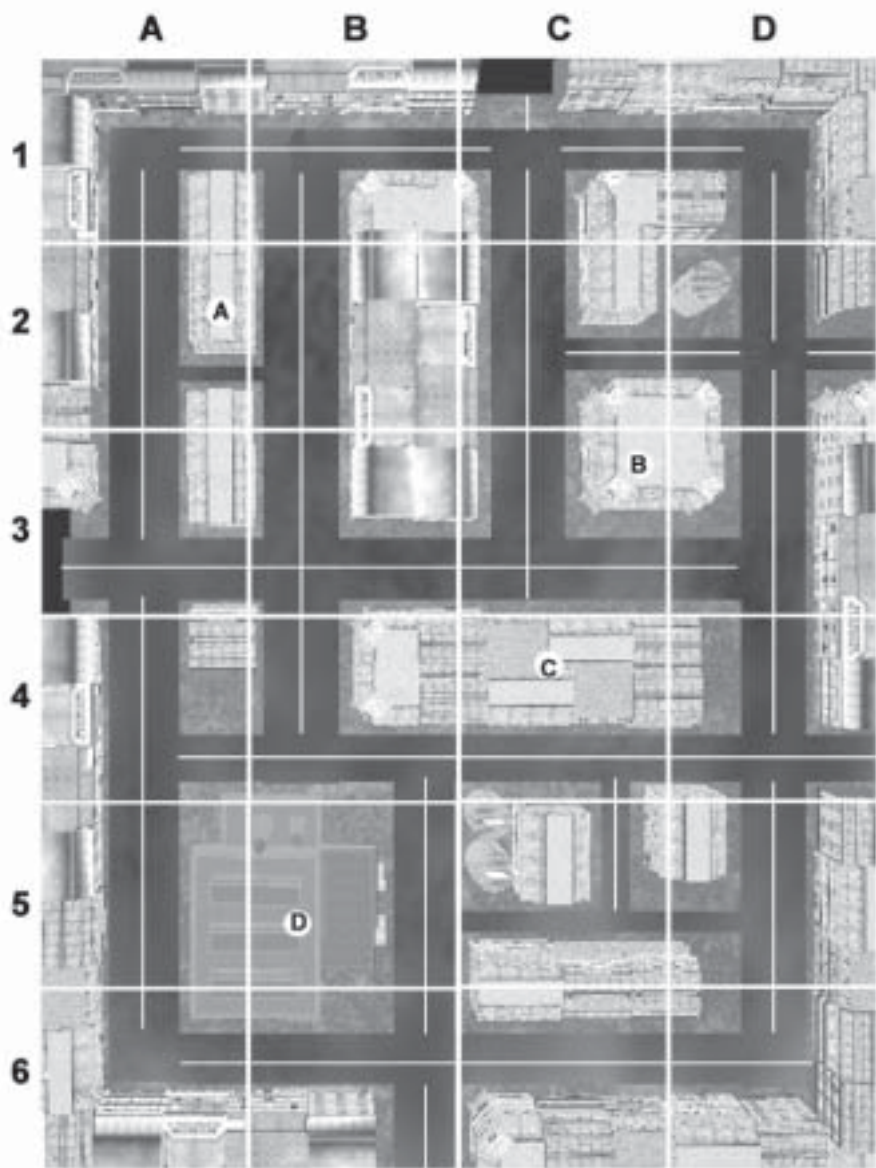
Traits: This Battleground has the Traits “Sewer system”, “Tall buildings”, “Electricity”, “Stores”, “Snow” and “Hotel”.

Hazards: This Battleground has the Hazard “Freezing temperature”

Resources: This Battleground has the Resources “Clean beds”, “Cars”, “Bank vault”, “Tools” and “Locking doors”.

Escape (for the viewing of the Superintendent only!): Students may discover a two-man hang glider in the sporting goods store on the map. There is a chance the Students can use it to glide from the Battlegrounds tallest buildings to a neighboring building outside the Battleground. Since the walls surrounding the Battleground do not have machine gun turrets there’s a fair

chance the Students can make it across without being shot. The Students will still have to find a way to deal with the nano-explosives.



BATTLEGROUND: URBAN

A. Hotel

C. Shopping Center

B. Central Command Center

D. Power Plant

Battleground: High School

The High School Battleground was designed in response to audience desire to see Students kill each other in a “natural setting”. An old Tokyo high school scheduled for demolition was selected for the site of the contest. Thirty-foot concrete walls were erected around the school, parking lot and nearby homes and stores to keep onlookers out and Students in. The High School is the smallest Battleground to date.

Zones: The High School Battleground has 12 clearly marked zones displayed as a grid.

Defenses and Monitoring Systems: The High School Battleground is the only Battleground to not make use of the machinegun turret defenses. Thirty foot tall concrete walls surround the Battleground, and the Superintendent and the CCC are located beyond these walls. A single tunnel connects the Battleground to the outside world, and this tunnel is heavily protected by JSDF soldiers with orders to shoot any Student that approaches. Student’s nano-bombs are set to explode if they leave the Battleground.

Monitoring equipment can be found in each room and hall of the school, and located around the school grounds. The Superintendent broadcasts his messages using the schools intercom.

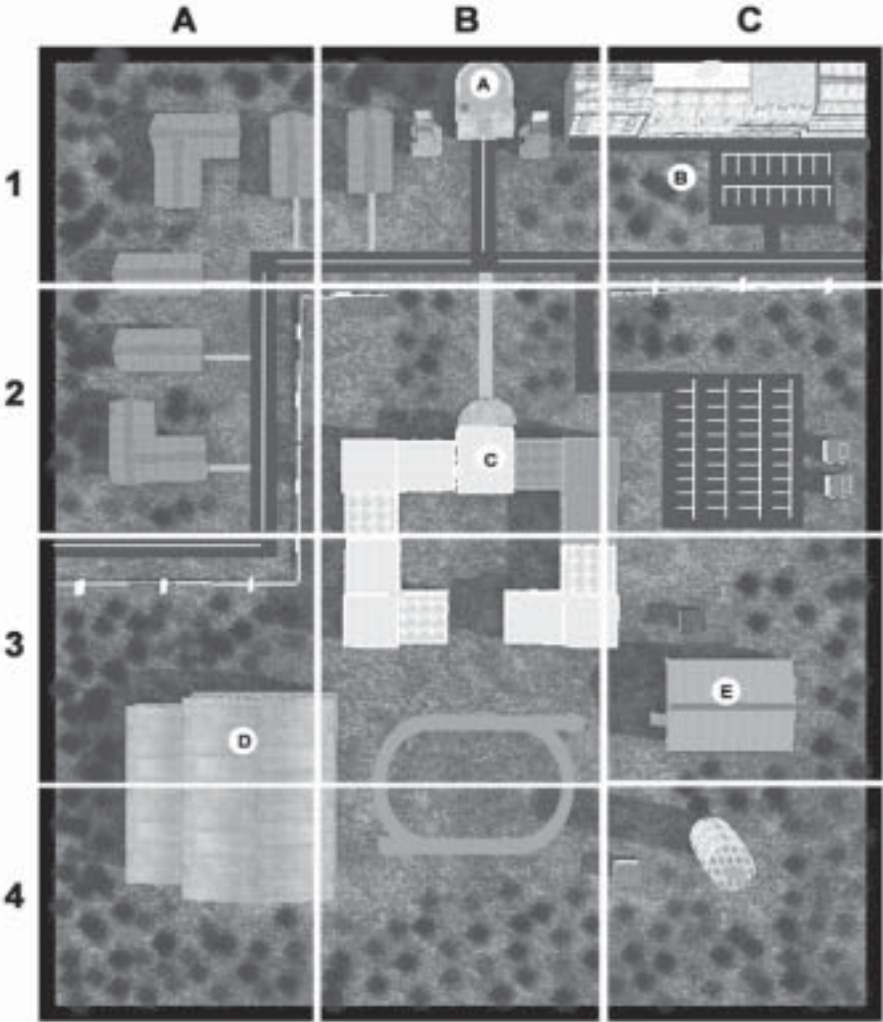
Traits: This Battleground has the Traits “Cafeteria”, “Chemistry lab”, “Sprinkler system”, “Sewers” and “Swimming pool”

Hazards: This Battleground has the Hazard “Spoiled cafeteria food”

Resources: This Battleground has the Resources “Computer lab”, “Sports equipment”, “Backup generator” and “Nurses office”

Escape (for the viewing of the Superintendent only!): Students may discover the sewer system that runs under the

Battleground. JSDF engineers have cut off this part of the sewer from the main network with reinforced concrete barriers. If Students can get a hold of enough explosives they may be able to blow through the barriers. Students may also learn that while in the sewers the broadcast signal used to detonate their nano-explosives cannot reach them.



BATTLEGROUNDS: HIGHSCHOOL

- | | |
|--|-------------------------------|
| A. Tunnel to Central Command Center | D. Sports Facility |
| B. Shopping Center | E. School Out-Building |
| C. High School | |

Part 7: The Weapons of Classroom Deathmatch

Each Student will be assigned a black gym bag containing a laminated map of the Battleground, a compass, a watch, a list of every student participating in the contest, a pen, one bottle of juice, soda, iced coffee or other similar beverage, one candy bar, a sanitary napkin (in girls kits only) and a random weapon. The type of weapon a Student receives is only revealed once the bag is open, and then only to the Student themselves. At that time the Student rolls dice to determine which weapon he will receive.

Weapons on this list are numbered between 1 and 100, so you'll need to roll a percentile die (two 10-sided dice) to determine what weapon your Student will receive.

The Superintendent will need to roll to select the weapons for the students he controls. He can do this right before introducing a Student into a scene. It is very likely that over the course of the game a player will acquire another

Collect as much gear as possible!



Students weapon. There's nothing wrong with that. If a Student loots another Students body looking for weapons roll on the weapon table to see what he finds.

Remember, some weapons suck, while others are super awesome. Making the best of what you get is a big part of the fun of Classroom Deathmatch!

1. Gas powered chainsaw
2. Hatchet
3. Box of matches/ pack of cigarettes
4. Crossbow (with 2d10 bolts)
5. Grenade (quantity: 1d4)
6. Boomerang
7. Butchers cleaver
8. Kama
9. Taser
10. Pocket knife
11. Survival knife
12. Binoculars
13. Tracking device (designates the location of any student within '100 meters)
14. Caltrops (quantity: 2d10)
15. Revolver (with 2d12 bullets)
16. Semi-auto pistol (with 1d4 clips of 8 bullets)
17. Pump action shotgun (with 1d12 shells)
18. Sawnoff double-barrel shotgun (with 1d12 shells)
19. Bulletproof vest
20. Katana
21. Light sub machinegun (with 1d4 clips of 20 bullets)
22. Throwing stars (quantity: 1d8)
23. Bullhorn
24. Laser pointer
25. D batteries (quantity: 1d6. Tip: insert in sock)
26. Flashlight
27. Police baton
28. Mace, can of
29. Scissors
30. Hammer
31. Motorcycle helmet

- 32.Iron frying pan
- 33.Poison (1 small bottle good for 1d10 doses)
- 34.Chain
- 35.Uzi (with 1d4 clips of 20 bullets)
- 36.Baseball bat
- 37.Brass knuckles
- 38.Rope
- 39.Power drill (with 6 hour battery)
- 40.Wrench
- 41.Choking wire
- 42.Blow dart gun (with 2d10 darts)
- 43.Martial arts manual
- 44.Silenced automatic pistol (with 1d4 clips of 8 bullets)
- 45.Foghorn
- 46.Flash-bang grenade (quantity:1d4)
- 47.Land mines (quantity:1d4)
- 48.Chloriform, bottle of (with handkerchief)
- 49.Morphine, bottle of (enough for 1d6 doses, with 2 sterile syringes)
- 50.Sling shot (with 1d20 bullets)
- 51.Airsoft pistol (batteries included, with 1d4 20 shot clips)
- 52.Nunchuks
- 53.Can of gasoline
- 54.Can of spray paint
- 55.Night vision goggles
- 56.Glass bottle
- 57.Military folding spade
- 58.Flare gun (with 1d4 flares)
- 59.Cage of snake (with one poisonous snake)
- 60.Blowtorch
- 61.Gas mask
- 62.Grenade launcher (with 1d6 smoke grenades)
- 63.Nail gun (with 6 hour battery and 1d4 clips of 30 nails)
- 64.Bear trap
- 65.Collapsible baton
- 66.Crowbar
- 67.Lockpick kit (with instructions)
- 68.Car keys (6 keys on a ring with a Hello Kitty key chain)
- 69.Roll of 100 yen coins
- 70.Net

- 71. Straight razor
- 72. Butterfly knife
- 73. Sniper rifle (single shot rifle with 2d10 bullets)
- 74. Throwing darts (quantity: 1d10)
- 75. Bola (quantity: 1d4)
- 76. Acid, bottle of
- 77. Croquette mallet
- 78. Fire extinguisher
- 79. Smoke grenades (quantity: 1d4)
- 80. Fireworks (box of 12, with matches)



*Serious
firepower
greatly
increases
your chance
for survival!*

- 81.Steel-toed boots, pair
- 82.Duct tape, roll of
- 83.Speargun (with 1d6 spears)
- 84.Umbrella (blue)
- 85.Golf club
- 86.Handcuffs (with 2 keys)
- 87.Plunger
- 89. Portable defibrillator (with battery, good for 1d6 treatments)
- 90.Pingpong paddle
- 91.Box cutter
- 92.Laughing gas grenades (quantity: 1d4)
- 93.Cleated shoes, pair of
- 94.Machette
- 95.Grappling hook
(with 50 foot cable)
- 96.Crutch
- 97.Tennis racket
- 98.Whip
- 99.Candle prod (with
battery)
- 100.Bow (with 1d20
arrows and extra
string)

*Just because an item
can't be used to kill
doesn't mean it's not
worthwhile. A
bulletproof jacket
just might save your
life!*



Other equipment

Since the classes that participate in Classroom Deathmatch are often abducted while on school outings it is very likely that some Students will have interesting personal items or school equipment on them when they enter the contest. Many Student Records list items that those students have with them, but players should feel free to invent other belongings. Here's list of things your Students might have with them when the contest begins. Who knows how these things could be useful?

Pens or pencils

Medication

Cigarettes

Lighter or matches

Make-up and hygiene products

Change of clothes

Lap top computer

Musical instrument

Kendo gear

Cell phone

Pocket knife

Hand held video game (PSP, DS, Gameboy)

Snacks

Drugs

Condoms

Porn

Camera (analog, digital, video)

Alcohol

Money

Sports equipment

Schoolbooks

Coat

Umbrella

Books, magazines or manga

Bag or backpack

Note on Cell Phones: The JSDF allows students to keep their cell phones, but intercepts all calls to locations outside the Battleground. However, Students can still use their phones to call each other.

Part 8 : Meet the Students !

These are the 50 students selected to compete in Classroom Deathmatch. Each player will randomly select a Student to play. If a players Student is killed they will immediately randomly select a new Student to play. You can select a Student by choosing a number between 1 and 50 or by rolling dice. If the Student you select is already dead go ahead and select another.

The information listed for each Student below includes their name, five Godai elements, birth date, blood type, homeroom teacher (they all have the same one), club membership, student number, Special Technique, starting Popularity, belongings and Traits.





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CLASSROOM DEATHMATCH JAPANESE MINISTRY of EDUCATION PERMENANT SCHOOL RECORD

Student name: Hahoko, Aomori
Birth date: May 21 st, 1990
Junishi sign: Dragon
Blood type: A
Gender: M F x

Homeroom Teacher: Kuji, Yukari
Club Memberships: hostess club

Student Number: 1
Popularity: Most Popular
Best Friend:
Rival:
Special Technique: "Unbreakable spirit!"

Traits:
Hobbies: "fearless"

Friends & Family:

Personality:

Belongings:
Journal, pen

Elemental Dice

Earth (max 3/current)
Water (max 5/current)
Fire (max 7/current)
Air (max 1/current)
Fear (max 9/current)

Kills:



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CLASSROOM DEATHMATCH JAPANESE MINISTRY of EDUCATION PERMENANT SCHOOL RECORD

Student name: Fukushima, Sumi
Birth date: November 11th, 1989
Junishi sign: Dog
Blood type: O
Gender: M F x

Homeroom Teacher: Kuji, Yukari
Club Memberships: tennis club,
karate club, cooking club

Student Number: 2
Popularity: Average
Best Friend:
Rival:
Special Technique: "Best speech ever!"

Traits:
Hobbies: "fearless"

Friends & Family:

Personality: "Great motivational speaker"

Belongings:
tennis balls

Elemental Dice

Earth (max 1/current)
Water (max 7/current)
Fire (max 3/current)
Air (max 9/current)
Fear (max 5/current)

Kills:



CLASSROOM DEATHMATCH
JAPANESE MINISTRY of EDUCATION
PERMANENT SCHOOL RECORD

Student name: Hokkaido, Emi
Birth date: January 2 1990
Junishi sign: Rat
Blood type: AB
Gender: M F x

Homeroom Teacher: Kuji, Yukari
Club Memberships: weight training club,
track club

Student Number: 3
Popularity: Average
Best Friend:
Rival:
Special Technique: "Take the hit!"

Traits:
Hobbies:

Friends & Family:

Personality: "bad temper"

Belongings:
cell phone

Elemental Dice

Earth (max 7/current)
Water (max 3/current)
Fire (max 9/current)
Air (max 5/current)
Fear (max 1/current)

Kills:



CLASSROOM DEATHMATCH
JAPANESE MINISTRY of EDUCATION
PERMANENT SCHOOL RECORD

Student name: Shizuoka, Yuuka
Birth date: December 29th, 1989
Junishi sign: Boar
Blood type: B
Gender: M F x

Homeroom Teacher: Kuji, Yukari
Club Memberships: swim team, student
government, model U.N.

Student Number: 4
Popularity: Average
Best Friend:
Rival:
Special Technique: "My Family OWNS
your family"

Traits:
Hobbies:

Friends & Family: "friends in high places"

Personality:

Belongings:
cell phone

Elemental Dice

Earth (max 5/current)
Water (max 3/current)
Fire (max 1/current)
Air (max 9/current)
Fear (max 7/current)

Kills:



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Elemental Dice

Earth (max 3/current)
 Water (max 9/current)
 Fire (max 5/current)
 Air (max 7/current)
 Fear (max 1/current)

Kills:

CLASSROOM DEATHMATCH JAPANESE MINISTRY of EDUCATION PERMANENT SCHOOL RECORD

Student name: Murakami, Chio
 Birth date: august 24th, 1989
 Junishi sign: Sheep
 Blood type: O
 Gender: M F x

Homeroom Teacher: Kuji, Yukari
 Club Memberships: fashion club

Student Number: 5
 Popularity: Average
 Best Friend:
 Rival:
 Special Technique: "overwhelming beauty"

Traits:

Hobbies:

Friends & Family:

Personality: "best dressed"

Belongings:

cell phone, makeup kit



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Elemental Dice

Earth (max 5/current)
 Water (max 7/current)
 Fire (max 9/current)
 Air (max 2/current)
 Fear (max 3/current)

Kills:

CLASSROOM DEATHMATCH JAPANESE MINISTRY of EDUCATION PERMANENT SCHOOL RECORD

Student name: Nakamura, Gin
 Birth date: march 3rd, 1990
 Junishi sign: Tiger
 Blood type: A
 Gender: M F x

Homeroom Teacher: Kuji, Yukari
 Club Memberships:

Student Number: 6
 Popularity: Least Popular
 Best Friend:
 Rival:
 Special Technique: "No one tells me what to do"

Traits:

Hobbies:

Friends & Family:

Personality: "ran away from home"

Belongings:

cigarettes, lighter



CLASSROOM DEATHMATCH JAPANESE MINISTRY of EDUCATION PERMANENT SCHOOL RECORD

Student name: Endo, Yoko
Birth date: February 23rd, 1990
Junishi sign: Ox
Blood type: A
Gender: M F x

Homeroom Teacher: Kuji, Yukari
Club Memberships: board game club,
baseball team

Student Number: 7
Popularity: Average
Best Friend:
Rival:
Special Technique: "Yoko Strikeout
Special!"

Traits:
Hobbies: "excellent pitcher"

Friends & Family: "Very supportive of
friends"

Personality:

Belongings:

Elemental Dice

Earth (max 1/current)
Water (max 7/current)
Fire (max 9/current)
Air (max 3/current)
Fear (max 5/current)

Kills:



CLASSROOM DEATHMATCH JAPANESE MINISTRY of EDUCATION PERMANENT SCHOOL RECORD

Student name: Suzuki, Ayaka
Birth date: September 18th 1989
Junishi sign: Monkey
Blood type: AB
Gender: M F x

Homeroom Teacher: Kuji, Yukari
Club Memberships: Volleyball team,
baseball team

Student Number: 8
Popularity: Average
Best Friend:
Rival:
Special Technique: "Super cat reflex!"

Traits:
Hobbies:

Friends & Family: "athletic family"

Personality:

Belongings:
Spare uniform

Elemental Dice

Earth (max 3/current)
Water (max 5/current)
Fire (max 1/current)
Air (max 9/current)
Fear (max 7/current)

Kills:



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Elemental Dice

Earth (max 7/current)
 Water (max 5/current)
 Fire (max 9/current)
 Air (max 1/current)
 Fear (max 3/current)

Kills:

CLASSROOM DEATHMATCH JAPANESE MINISTRY of EDUCATION PERMANENT SCHOOL RECORD

Student name: Yamada, Oki
 Birth date: November 19th, 1989
 Junishi sign: Dog
 Blood type: AB
 Gender: M F x

Homeroom Teacher: Kuji, Yukari
 Club Memberships: Track team

Student Number: 9
 Popularity: Average
 Best Friend:
 Rival:
 Special Technique: "I lead this gang!"

Traits:

Hobbies:

Friends & Family: "leader of a girl gang"

Personality: "intimidating"

Belongings:

pocket knife, cell phone



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Elemental Dice

Earth (max 3/current)
 Water (max 5/current)
 Fire (max 9/current)
 Air (max 7/current)
 Fear (max 1/current)

Kills:

CLASSROOM DEATHMATCH JAPANESE MINISTRY of EDUCATION PERMANENT SCHOOL RECORD

Student name: Sorono, Tori
 Birth date: November 5th, 1989
 Junishi sign: Dog
 Blood type: B
 Gender: M F x

Homeroom Teacher: Kuji, Yukari
 Club Memberships: Board game club,
 Judo club

Student Number: 10
 Popularity: Average
 Best Friend:
 Rival:
 Special Technique: "Suprise snake kick!"

Traits:

Hobbies: "martial arts training"

Friends & Family:

Personality:

Belongings:

pocket checkers set



CLASSROOM DEATHMATCH JAPANESE MINISTRY of EDUCATION PERMENANT SCHOOL RECORD

Student name: Kano, Kieko
Birth date: October 31st, 1989
Junishi sign: Rooster
Blood type: A
Gender: M F x

Homeroom Teacher: Kuji, Yukari
Club Memberships: Drama club,
Judo club

Student Number: 11
Popularity: Least Popular
Best Friend:
Rival:
Special Technique: "Sneak Attack!"

Traits:

Hobbies:

Friends & Family: "Hates popular girls"

Personality: "Rumored to have killed family"

Belongings:

Elemental Dice

Earth (max 3/current)
Water (max 5/current)
Fire (max 7/current)
Air (max 1/current)
Fear (max 9/current)

Kills:



CLASSROOM DEATHMATCH JAPANESE MINISTRY of EDUCATION PERMENANT SCHOOL RECORD

Student name: Akugawa, Yumi
Birth date: April 3rd, 1990
Junishi sign: rabbit
Blood type: O
Gender: M F x

Homeroom Teacher: Kuji, Yukari
Club Memberships: Foreign movie club,
Computer club

Student Number: 12
Popularity: Average
Best Friend:
Rival:
Special Technique: "Always knows the
answer"

Traits:

Hobbies: "knows everything about movies"

Friends & Family:

Personality:

Belongings:

digital camera

Elemental Dice

Earth (max 5/current)
Water (max 9/current)
Fire (max 1/current)
Air (max 3/current)
Fear (max 7/current)

Kills:



CLASSROOM DEATHMATCH
JAPANESE MINISTRY of EDUCATION
PERMANENT SCHOOL RECORD

Student name: Hayashi, Fujita
Birth date: July 13th, 1990
Junishi sign: Horse
Blood type: A
Gender: M F x

Homeroom Teacher: Kuji, Yukari
Club Memberships: Hostess club

Student Number: 13
Popularity: Least Popular
Best Friend:
Rival:
Special Technique: "Wounds can't stop me!"

Traits:
Hobbies: "loves foreign food"

Friends & Family:

Personality:

Belongings: "sack lunch"

Elemental Dice

Earth (max 9/current)
Water (max 7/current)
Fire (max 5/current)
Air (max 3/current)
Fear (max 1/current)

Kills:



CLASSROOM DEATHMATCH
JAPANESE MINISTRY of EDUCATION
PERMANENT SCHOOL RECORD

Student name: Ito, Aoi
Birth date: June 19th, 1990
Junishi sign: Snake
Blood type: A
Gender: M F x

Homeroom Teacher: Kuji, Yukari
Club Memberships: Kendo club, Soccer team

Student Number: 14
Popularity: Average
Best Friend:
Rival:
Special Technique: "Moves like the wind"

Traits:
Hobbies:

Friends & Family: "beats on smaller girls"

Personality:

Belongings: cell phone, sun glasses

Elemental Dice

Earth (max 3/current)
Water (max 7/current)
Fire (max 5/current)
Air (max 9/current)
Fear (max 1/current)

Kills:



CLASSROOM DEATHMATCH
JAPANESE MINISTRY of EDUCATION
PERMANENT SCHOOL RECORD

Student name: Inoue, Fu
Birth date: September 23rd, 1989
Junishi sign: Monkey
Blood type: AB
Gender: M F x

Homeroom Teacher: Kuji, Yukari
Club Memberships: Buddhist philosophies club, guitar club

Student Number: 15
Popularity: Most Popular
Best Friend:
Rival:
Special Technique: "Everyone loves me!"

Traits:
Hobbies: "her band has a record deal"

Friends & Family:

Personality:

Belongings: guitar

Elemental Dice

Earth (max 3/current)
Water (max 5/current)
Fire (max 7/current)
Air (max 1/current)
Fear (max 9/current)

Kills:



CLASSROOM DEATHMATCH
JAPANESE MINISTRY of EDUCATION
PERMANENT SCHOOL RECORD

Student name: Higa, Miyoko
Birth date: June 8th, 1990
Junishi sign: Snake
Blood type: O
Gender: M F x

Homeroom Teacher: Kuji, Yukari
Club Memberships: Baseball team, Model U.N.

Student Number: 16
Popularity: Average
Best Friend:
Rival:
Special Technique: "Lucky"

Traits:
Hobbies:

Friends & Family:

Personality: "teachers pet"

Belongings: home work

Elemental Dice

Earth (max 7/current)
Water (max 9/current)
Fire (max 3/current)
Air (max 1/current)
Fear (max 5/current)

Kills:



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Elemental Dice

Earth (max 1/current)
 Water (max 5/current)
 Fire (max 7/current)
 Air (max 9/current)
 Fear (max 3/current)

Kills:

CLASSROOM DEATHMATCH JAPANESE MINISTRY of EDUCATION PERMANENT SCHOOL RECORD

Student name: Oshiro, Ochi
 Birth date: October 3rd, 1989
 Junishi sign: Rooster
 Blood type: A
 Gender: M F x

Homeroom Teacher: Kuji, Yukari
 Club Memberships: Fashion club, cooking club

Student Number: 17
 Popularity: Most Popular
 Best Friend:
 Rival:
 Special Technique: "super charming smile!"

Traits:

Hobbies:

Friends & Family:

Personality: "everyones friend"

Belongings: cell phone, medication



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Elemental Dice

Earth (max 1/current)
 Water (max 7/current)
 Fire (max 3/current)
 Air (max 9/current)
 Fear (max 5/current)

Kills:

CLASSROOM DEATHMATCH JAPANESE MINISTRY of EDUCATION PERMANENT SCHOOL RECORD

Student name: Maeda, Eriko
 Birth date: December 15th, 1989
 Junishi sign: Boar
 Blood type: B
 Gender: M F x

Homeroom Teacher: Kuji, Yukari
 Club Memberships: Model U.N., "Save the Pandas" club

Student Number: 18
 Popularity: Average
 Best Friend:
 Rival:
 Special Technique: "Suppressed fury"

Traits:

Hobbies:

Friends & Family:

Personality: "wouldn't hurt a fly"

Belongings: bottle of water



CLASSROOM DEATHMATCH
JAPANESE MINISTRY of EDUCATION
PERMANENT SCHOOL RECORD

Student name: Chinatsu, Moe
Birth date: May 8 1989
Junishi sign: horse
Blood type: O
Gender: M F x

Homeroom Teacher: Kuji, Yukari
Club Memberships: Perfect bento club,
Baseball team

Student Number: 19
Popularity: Average
Best Friend:
Rival:
Special Technique: "Super bento special technique!"

Traits:
Hobbies: "loves to cook for others"

Friends & Family: "trusted by friends"

Personality:

Belongings: game boy

Elemental Dice

Earth (max 7/current)
Water (max 5/current)
Fire (max 3/current)
Air (max 1/current)
Fear (max 9/current)

Kills:



CLASSROOM DEATHMATCH
JAPANESE MINISTRY of EDUCATION
PERMANENT SCHOOL RECORD

Student name: Oshiro, Aoki
Birth date: August 7th, 1990
Junishi sign: sheep
Blood type: A
Gender: M F x

Homeroom Teacher: Kuji, Yukari
Club Memberships: Swim team, cafeteria
duty

Student Number: 20
Popularity: Least Popular
Best Friend:
Rival:
Special Technique: "Sneak attack!"

Traits:
Hobbies:

Friends & Family: "thinks she has no friends"

Personality:

Belongings: swim suit, goggles

Elemental Dice

Earth (max 1/current)
Water (max 9/current)
Fire (max 3/current)
Air (max 5/current)
Fear (max 7/current)

Kills:



CLASSROOM DEATHMATCH
JAPANESE MINISTRY of EDUCATION
PERMANENT SCHOOL RECORD

Student name: Abe, Kumiko
Birth date: July 10th, 1990
Junishi sign: Horse
Blood type: AB
Gender: M F x

Homeroom Teacher: Kuji, Yukari
Club Memberships: Ping pong club,
dance club, pottery club

Student Number: 21
Popularity: Average
Best Friend:
Rival:
Special Technique: "Perfect aim"

Traits:
Hobbies: "Trilingual"

Friends & Family: "mother is American"

Personality:

Belongings: manga, cell phone

Elemental Dice

Earth (max 3/current)
Water (max 9/current)
Fire (max 7/current)
Air (max 1/current)
Fear (max 5/current)

Kills:



CLASSROOM DEATHMATCH
JAPANESE MINISTRY of EDUCATION
PERMANENT SCHOOL RECORD

Student name: Sasaki, Noko
Birth date: May 28th, 1990
Junishi sign: Dragon
Blood type: A
Gender: M F x

Homeroom Teacher: Kuji, Yukari
Club Memberships: Board game club

Student Number: 22
Popularity: Most Popular
Best Friend:
Rival:
Special Technique: "Intellectual powerhouse"

Traits:
Hobbies: "Monopoly champion"

Friends & Family: "dates Watashi Hara"

Personality:

Belongings: Watashi's jacket

Elemental Dice

Earth (max 1/current)
Water (max 5/current)
Fire (max 3/current)
Air (max 9/current)
Fear (max 7/current)

Kills:



CLASSROOM DEATHMATCH
JAPANESE MINISTRY of EDUCATION
PERMANENT SCHOOL RECORD

Student name: Kikushi, Ami
Birth date: April 24th, 1990
Junishi sign: Rabbit
Blood type: A
Gender: M F x

Homeroom Teacher: Kuji, Yukari
Club Memberships: Tennis club, Academic club

Student Number: 23
Popularity: Average
Best Friend:
Rival:
Special Technique: "Sex appeal"

Traits:

Hobbies:

Friends & Family: "wealthy family"

Personality:

Belongings:

cash, expensive shoes

Elemental Dice

Earth (max 3/current)

Water (max 5/current)

Fire (max 7/current)

Air (max 1/current)

Fear (max 9/current)

Kills:



CLASSROOM DEATHMATCH
JAPANESE MINISTRY of EDUCATION
PERMANENT SCHOOL RECORD

Student name: Itou, Sato
Birth date: November 3rd, 1989
Junishi sign: Dog
Blood type: B
Gender: M F x

Homeroom Teacher: Kuji, Yukari
Club Memberships: Swim team, Board game club

Student Number: 24
Popularity: Average
Best Friend:
Rival:
Special Technique: "Healing touch"

Traits:

Hobbies: "wants to be a nurse"

Friends & Family: "dates Hero Kobayashi"

Personality:

Belongings:

nail clippers

Elemental Dice

Earth (max 7/current)

Water (max 1/current)

Fire (max 5/current)

Air (max 9/current)

Fear (max 3/current)

Kills:



CLASSROOM DEATHMATCH JAPANESE MINISTRY of EDUCATION PERMANENT SCHOOL RECORD

Student name: Namamura, Rio
Birth date: March 6th, 1990
Junishi sign: Tiger
Blood type: O
Gender: M F x

Homeroom Teacher: Kuji, Yukari
Club Memberships: Hall Monitor, Swim team, baseball team

Student Number: 25
Popularity: Average
Best Friend:
Rival:
Special Technique: "Judo takedown!"

Traits:
Hobbies: "Judo master"

Friends & Family:

Personality:

Belongings:
cleated baseball shoes, hall monitor sash

Elemental Dice

Earth (max 3/current)
Water (max 1/current)
Fire (max 9/current)
Air (max 7/current)
Fear (max 5/current)

Kills:



CLASSROOM DEATHMATCH JAPANESE MINISTRY of EDUCATION PERMANENT SCHOOL RECORD

Student name: Watashi, Hara
Birth date: May 11th, 1989
Junishi sign: Dragon
Blood type: AB
Gender: M x F

Homeroom Teacher: Kuji, Yukari
Club Memberships: Kendo club, Swim team, basketball team

Student Number: 26
Popularity: Most Popular
Best Friend:
Rival:
Special Technique: "I won't die before you!"

Traits:
Hobbies: -

Friends & Family: "dates Noko Sasaki"

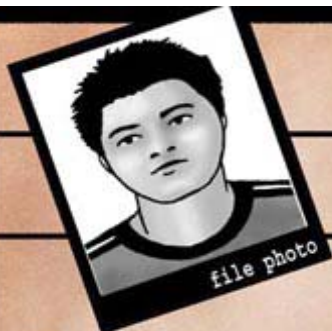
Personality: "super popular"

Belongings:
kendo gear

Elemental Dice

Earth (max 5/current)
Water (max 1/current)
Fire (max 7/current)
Air (max 3/current)
Fear (max 9/current)

Kills:



file photo

CLASSROOM DEATHMATCH JAPANESE MINISTRY of EDUCATION PERMANENT SCHOOL RECORD

Student name: Nobunaga, Shodiu
Birth date: March 20th, 1990
Junishi sign: Tiger
Blood type: O
Gender: M x F

Homeroom Teacher: Kuji, Yukari
Club Memberships: Kendo club, Swim team, basketball team

Student Number: 27
Popularity: Average
Best Friend:
Rival:
Special Technique: "Ultra tornado speed"

Traits:
Hobbies: "molestation"
Friends & Family: "member of the boys gang"

Personality: -

Belongings: drugs

Elemental Dice

Earth (max 3/current)
Water (max 7/current)
Fire (max 9/current)
Air (max 5/current)
Fear (max 1/current)

Kills:



file photo

CLASSROOM DEATHMATCH JAPANESE MINISTRY of EDUCATION PERMANENT SCHOOL RECORD

Student name: Saitou, Hakujo
Birth date: February 30th, 1990
Junishi sign: Ox
Blood type: B
Gender: M x F

Homeroom Teacher: Kuji, Yukari
Club Memberships: Baseball team, Modern visual culture club

Student Number: 28
Popularity: Average
Best Friend:
Rival:
Special Technique: "Death pitch!"

Traits:
Hobbies: "star pitcher"
Friends & Family:

Personality:

Belongings: lucky ball cap

Elemental Dice

Earth (max 9/current)
Water (max 3/current)
Fire (max 7/current)
Air (max 1/current)
Fear (max 5/current)

Kills:



file photo

Elemental Dice

Earth (max 1/current)
 Water (max 9/current)
 Fire (max 3/current)
 Air (max 7/current)
 Fear (max 5/current)

Kills:

CLASSROOM DEATHMATCH JAPANESE MINISTRY of EDUCATION PERMANENT SCHOOL RECORD

Student name: Miyamoto, Shimada
 Birth date: September 1st, 1989
 Junishi sign: Monkey
 Blood type: A
 Gender: M x F

Homeroom Teacher: Kuji, Yukari
 Club Memberships: Rollerblad club,
 Music appreciation club

Student Number: 29
 Popularity: Average
 Best Friend:
 Rival:
 Special Technique: "Invisibilty
 technique"

Traits:
 Hobbies: "graffiti artist"

Friends & Family:

Personality:

Belongings: spray paint



file photo

Elemental Dice

Earth (max 9/current)
 Water (max 5/current)
 Fire (max 3/current)
 Air (max 7/current)
 Fear (max 1/current)

Kills:

CLASSROOM DEATHMATCH JAPANESE MINISTRY of EDUCATION PERMANENT SCHOOL RECORD

Student name: Takahashi, Takumi
 Birth date: June 27th, 1990
 Junishi sign: Snake
 Blood type: A
 Gender: M x F

Homeroom Teacher: Kuji, Yukari
 Club Memberships: Soccer team,
 basketball team, ping pong club

Student Number: 30
 Popularity: Least Popular
 Best Friend:
 Rival:
 Special Technique: "Crocodile bite"

Traits:
 Hobbies:

Friends & Family: "Father is in the Military"

Personality: "Girls don't like him"

Belongings: hentai manga



CLASSROOM DEATHMATCH JAPANESE MINISTRY of EDUCATION PERMANENT SCHOOL RECORD

Student name: Stevens, Mark
Birth date: December 5th, 1989
Jumishi sign: Boar
Blood type: AB
Gender: M x F

Homeroom Teacher: Kuji, Yukari
Club Memberships: Board game club

Student Number: 31
Popularity: Average
Best Friend:
Rival:
Special Technique: "Foreign might!"

Traits:
Hobbies: "canadian exchange student"

Friends & Family: "loves Yoko Endo"

Personality:

Belongings:
cell phone, family pictures

Elemental Dice

Earth (max 9/current)
Water (max 1/current)
Fire (max 5/current)
Air (max 7/current)
Fear (max 3/current)

Kills:



CLASSROOM DEATHMATCH JAPANESE MINISTRY of EDUCATION PERMANENT SCHOOL RECORD

Student name: Fuji, Tanaka
Birth date: June 17th, 1990
Jumishi sign: Snake
Blood type: A
Gender: M x F

Homeroom Teacher: Kuji, Yukari
Club Memberships: Soccer team

Student Number: 32
Popularity: Average
Best Friend:
Rival:
Special Technique: "Car lifting strength!"

Traits:
Hobbies: "collects doujinshi"

Friends & Family: "member of the boy gang"

Personality:

Belongings:
cigarettes, matches

Elemental Dice

Earth (max 5/current)
Water (max 1/current)
Fire (max 7/current)
Air (max 3/current)
Fear (max 9/current)

Kills:



file photo

CLASSROOM DEATHMATCH JAPANESE MINISTRY of EDUCATION PERMANENT SCHOOL RECORD

Student name: Yamamoto, Hiro
Birth date: July 4th, 1990
Junishi sign: Horse
Blood type: B
Gender: M x F

Homeroom Teacher: Kuji, Yukari
Club Memberships: Kendo club, Swim team

Student Number: 33
Popularity: Least Popular
Best Friend:
Rival:
Special Technique: " Dragoon Jump"

Traits:
Hobbies: "loves Final Fantasy games"

Friends & Family: "good friend of Hara
Watashi"

Personality:

Belongings:
Game Boy Advance

Elemental Dice

Earth (max 5/current)
Water (max 3/current)
Fire (max 7/current)
Air (max 9/current)
Fear (max 1/current)

Kills:



file photo

CLASSROOM DEATHMATCH JAPANESE MINISTRY of EDUCATION PERMANENT SCHOOL RECORD

Student name: Odisu, Kato
Birth date: April 5th, 1990
Junishi sign: Rabbit
Blood type: O
Gender: M x F

Homeroom Teacher: Kuji, Yukari
Club Memberships: Manga club, baseball team

Student Number: 34
Popularity: Average
Best Friend:
Rival:
Special Technique: "I won't die till I
confess my love!"

Traits:
Hobbies:

Friends & Family: "has a crush on Yuuka
Shizuoka"

Personality:

Belongings:
manga, love letter

Elemental Dice

Earth (max 1/current)
Water (max 9/current)
Fire (max 3/current)
Air (max 5/current)
Fear (max 7/current)

Kills:



CLASSROOM DEATHMATCH
JAPANESE MINISTRY of EDUCATION
PERMANENT SCHOOL RECORD

Student name: Hake, Ono
Birth date: August 14th, 1990
Jumishi sign: Sheep
Blood type: B
Gender: M x F

Homeroom Teacher: Kuji, Yukari
Club Memberships: Manga club, Modern
visual culture club

Student Number: 35
Popularity: Least Popular
Best Friend:
Rival:
Special Technique: "Feel the wrath of my
level 70 Paladin!"

Traits:
Hobbies: "plays online rpgs"
Friends & Family:
Personality:

Belongings:
glasses, cell phone

Elemental Dice

Earth (max 5/current)
Water (max 7/current)
Fire (max 3/current)
Air (max 9/current)
Fear (max 1/current)

Kills:



CLASSROOM DEATHMATCH
JAPANESE MINISTRY of EDUCATION
PERMANENT SCHOOL RECORD

Student name: Azuma, "Kid" Roko
Birth date: October 2nd, 1989
Jumishi sign: Rooster
Blood type: O
Gender: M x F

Homeroom Teacher: Kuji, Yukari
Club Memberships: Manga club, Modern
visual culture club

Student Number: 36
Popularity: Most Popular
Best Friend:
Rival:
Special Technique: "Flying Phoenix
kick!"

Traits:
Hobbies: "sells drugs"
Friends & Family: "leader of the boy gang"
Personality:

Belongings:
switch blade, drugs,
sun glasses

Elemental Dice

Earth (max 3/current)
Water (max 1/current)
Fire (max 7/current)
Air (max 9/current)
Fear (max 5/current)

Kills:



CLASSROOM DEATHMATCH JAPANESE MINISTRY of EDUCATION PERMANENT SCHOOL RECORD

Student name: Hosokawa, Eucon
Birth date: January 21st, 1990
Junishi sign: Rat
Blood type: A
Gender: M x F

Homeroom Teacher: Kuji, Yukari
Club Memberships: Academic club,
Basketball team, manga club

Student Number: 37
Popularity: Average
Best Friend:
Rival:
Special Technique: "I know your weakness"

Traits:
Hobbies: "brilliant mathematician"
Friends & Family: "father is a politician"
Personality:

Belongings:
cell phone, laptop computer

Elemental Dice

Earth (max 1/current)
Water (max 3/current)
Fire (max 7/current)
Air (max 5/current)
Fear (max 9/current)

Kills:



CLASSROOM DEATHMATCH JAPANESE MINISTRY of EDUCATION PERMANENT SCHOOL RECORD

Student name: Ishikawa, Enazo
Birth date: June 6th, 1990
Junishi sign: Snake
Blood type: B
Gender: M x F

Homeroom Teacher: Kuji, Yukari
Club Memberships: Aviation club, Tennis club

Student Number: 38
Popularity: Average
Best Friend:
Rival:
Special Technique: "Acrobatic defence style"

Traits:
Hobbies:
Friends & Family: "Hates Kid Roko"
Personality:

Belongings:
mp3 player

Elemental Dice

Earth (max 3/current)
Water (max 9/current)
Fire (max 5/current)
Air (max 7/current)
Fear (max 1/current)

Kills:



CLASSROOM DEATHMATCH
JAPANESE MINISTRY of EDUCATION
PERMENANT SCHOOL RECORD

Student name: Matsushima, Endo
Birth date: April 1st, 1990
Junishi sign: Horse
Blood type:)
Gender: M x F

Homeroom Teacher: Kuji, Yukari
Club Memberships: Modern visual culture club, computer club

Student Number: 39
Popularity: Least Popular
Best Friend:
Rival:
Special Technique: "Cheater"

Traits:
Hobbies: "computer geek"
Friends & Family:
Personality: "nates authority"

Belongings: laptop computer

Elemental Dice

Earth (max 9/current)
Water (max 7/current)
Fire (max 1/current)
Air (max 3/current)
Fear (max 5/current)

Kills:



CLASSROOM DEATHMATCH
JAPANESE MINISTRY of EDUCATION
PERMENANT SCHOOL RECORD

Student name: Nakajima, Kaku
Birth date: May 4th, 1990
Junishi sign: Dragon
Blood type: A
Gender: M x F

Homeroom Teacher: Kuji, Yukari
Club Memberships: School newspaper editor, basketball team, ping pong club

Student Number: 40
Popularity: Average
Best Friend:
Rival:
Special Technique: "Can take a beating"

Traits:
Hobbies:
Friends & Family:
Personality: "superiority complex"

Belongings:

Elemental Dice

Earth (max 7/current)
Water (max 1/current)
Fire (max 3/current)
Air (max 9/current)
Fear (max 5/current)

Kills:



CLASSROOM DEATHMATCH
JAPANESE MINISTRY of EDUCATION
PERMANENT SCHOOL RECORD

Student name: Okimoto, Den
Birth date: March 13th, 1990
Junishi sign: Tiger
Blood type: AB
Gender: M x F

Homeroom Teacher: Kuji, Yukari
Club Memberships: Baseball team, track team

Student Number: 41
Popularity: Average
Best Friend:
Rival:
Special Technique: "Gravity defying vertical sprint"

Traits:
Hobbies: "can pilot a boat"

Friends & Family:

Personality:

Belongings: running shoes

Elemental Dice

Earth (max 7/current)
Water (max 9/current)
Fire (max 3/current)
Air (max 1/current)
Fear (max 5/current)

Kills:



CLASSROOM DEATHMATCH
JAPANESE MINISTRY of EDUCATION
PERMANENT SCHOOL RECORD

Student name: Wakayama, Tendo
Birth date: August 19th, 1990
Junishi sign: Sheep
Blood type: A
Gender: M x F

Homeroom Teacher: Kuji, Yukari
Club Memberships: Computer club, manga club

Student Number: 42
Popularity: Most Popular
Best Friend:
Rival:
Special Technique: "Girls submit to my wicked charm"

Traits:
Hobbies:

Friends & Family: "dates Sumi Fukushima"

Personality: "complete pervert"

Belongings: hair spray

Elemental Dice

Earth (max 3/current)
Water (max 9/current)
Fire (max 1/current)
Air (max 5/current)
Fear (max 7/current)

Kills:



CLASSROOM DEATHMATCH
JAPANESE MINISTRY of EDUCATION
PERMANENT SCHOOL RECORD

Student name: Yanagi, Endo
Birth date: February 27th, 1990
Jumishi sign: Ox
Blood type: O
Gender: M x F

Homeroom Teacher: Kuji, Yukari
Club Memberships: Anime club

Student Number: 43
Popularity: Average
Best Friend:
Rival:
Special Technique: "Combat driving"

Traits:
Hobbies: "can drive a car"

Friends & Family: "has a crush on Ami Kikuchi"

Personality:

Belongings:
backpack

Elemental Dice

Earth (max 1/current)
Water (max 3/current)
Fire (max 7/current)
Air (max 9/current)
Fear (max 5/current)

Kills:



CLASSROOM DEATHMATCH
JAPANESE MINISTRY of EDUCATION
PERMANENT SCHOOL RECORD

Student name: Tsushima, Moro
Birth date: May 31st, 1990
Jumishi sign: dragon
Blood type: AB
Gender: M x F

Homeroom Teacher: Kuji, Yukari
Club Memberships: Rollerblade club,
basketball team

Student Number: 44
Popularity: Average
Best Friend:
Rival:
Special Technique: "Ultra haymaker"

Traits:
Hobbies:

Friends & Family:

Personality: "really shy"

Belongings:
roller blades

Elemental Dice

Earth (max 7/current)
Water (max 9/current)
Fire (max 3/current)
Air (max 5/current)
Fear (max 1/current)

Kills:



CLASSROOM DEATHMATCH
JAPANESE MINISTRY of EDUCATION
PERMENANT SCHOOL RECORD

Student name: Agawa, Kuchii
Birth date: June 3 1990
Junishi sign: Snake
Blood type: A
Gender: M x F

Homeroom Teacher: Kuji, Yukari
Club Memberships: Model U.N.

Student Number: 45
Popularity: Average
Best Friend:
Rival:
Special Technique: "Romance Healing
kiss technique"

Traits:

Hobbies:

Friends & Family: "parents are doctors"

Personality:

Elemental Dice

Earth (max 3/current)

Water (max 7/current)

Fire (max 5/current)

Air (max 9/current)

Fear (max 1/current)

Kills:

Belongings:

flask of gin, sexy scarf



CLASSROOM DEATHMATCH
JAPANESE MINISTRY of EDUCATION
PERMENANT SCHOOL RECORD

Student name: Kawaguchi, Kido
Birth date: December 23rd, 1989
Junishi sign: Boar
Blood type: O
Gender: M x F

Homeroom Teacher: Kuji, Yukari
Club Memberships: Baseball team

Student Number: 46
Popularity: Average
Best Friend:
Rival:
Special Technique: "Volcano punch"

Traits:

Hobbies:

Friends & Family: "father plays baseball
in American league"

Personality:

Elemental Dice

Earth (max 5/current)

Water (max 1/current)

Fire (max 3/current)

Air (max 9/current)

Fear (max 7/current)

Kills:

Belongings:

cell phone, leather jacket



file photo

Elemental Dice

Earth (max 7/current)
Water (max 9/current)
Fire (max 3/current)
Air (max 5/current)
Fear (max 1/current)

Kills:

CLASSROOM DEATHMATCH JAPANESE MINISTRY of EDUCATION PERMANENT SCHOOL RECORD

Student name: Nikaïdo, Matsuura
Birth date: November 25th, 1989
Junishi sign: Dog
Blood type: A
Gender: M x F

Homeroom Teacher: Kuji, Yukari
Club Memberships: Modern visual culture club, swim team

Student Number: 47
Popularity: Least Popular
Best Friend:
Rival:
Special Technique: "Unnoticeable wall-flower stealth attack"

Traits:

Hobbies: "school Guilty Gear champion"

Friends & Family:

Personality:

Belongings:



file photo

Elemental Dice

Earth (max 9/current)
Water (max 1/current)
Fire (max 3/current)
Air (max 7/current)
Fear (max 5/current)

Kills:

CLASSROOM DEATHMATCH JAPANESE MINISTRY of EDUCATION PERMANENT SCHOOL RECORD

Student name: Tezuka, Hiro
Birth date: September 7th, 1989
Junishi sign: Monkey
Blood type: B
Gender: M x F

Homeroom Teacher: Kuji, Yukari
Club Memberships: Cooking club, band

Student Number: 48
Popularity: Average
Best Friend:
Rival:
Special Technique: "Sumo tackle"

Traits:

Hobbies:

Friends & Family:

Personality: "show off"

Belongings:

violin



CLASSROOM DEATHMATCH JAPANESE MINISTRY of EDUCATION PERMANENT SCHOOL RECORD

Student name: Madarame, Oyuka
Birth date: May 21st, 1990
Junishi sign: Dragon
Blood type: A
Gender: M x F

Homeroom Teacher: Kuji, Yukari
Club Memberships: Ping pong club,
Soccer team

Student Number: 49
Popularity: Least Popular
Best Friend:
Rival:
Special Technique: "I can talk my way
out of anything!"

Traits:

Hobbies:

Friends & Family:

Personality: "Loves the sound of his own
voice"

Belongings:

PSP

Elemental Dice

Earth (max 1/current)
Water (max 5/current)
Fire (max 7/current)
Air (max 9/current)
Fear (max 3/current)

Kills:



CLASSROOM DEATHMATCH JAPANESE MINISTRY of EDUCATION PERMANENT SCHOOL RECORD

Student name: Tadakatsu, Numai
Birth date: December 19th, 1989
Junishi sign: Boar
Blood type: B
Gender: M x F

Homeroom Teacher: Kuji, Yukari
Club Memberships: Class president,
Model U.N.

Student Number: 50
Popularity: Most Popular
Best Friend:
Rival:
Special Technique: "Demon temper"

Traits:

Hobbies:

Friends & Family: "only child"

Personality:

Belongings:

cell phone

Elemental Dice

Earth (max 3/current)
Water (max 5/current)
Fire (max 9/current)
Air (max 7/current)
Fear (max 1/current)

Kills:



Part 9: Panty Explosion?

Japan is a strange and wonderful place, full of lecherous spirits, brutal bullies, and bloodthirsty demons. In Panty Explosion (the psychic schoolgirl adventure game) players take the roll of a group of high school Students who may or may not be psychic. Classroom Deathmatch is the follow up to Panty Explosion, and uses many of that games rules and systems. Here are some guidelines for using elements of Panty Explosion with Classroom Deathmatch.

Using Panty Explosion characters in Classroom Deathmatch: If you've developed a schoolgirl in Panty Explosion you may wish to use that character in Classroom Deathmatch. Since classes are randomly chosen to participate in Classroom Deathmatch it's no great stretch of the imagination that your Student and her friends might be forced into the contest. Keep in mind that any character you use in Classroom Deathmatch is likely to be killed. Don't insist on using your favorite Panty Explosion character and then complain when she gets chainsawed!

Converting a character from Panty Explosion is easy! You'll start by changing your Godai. Your highest element needs to be increased from 5 to 9. You'll increase your next highest element from 4 to 7, the next from 3 to 5 and the next from 2 to 3. Leave your lowest element at 1. Remember that while in Panty Explosion Void represents supernatural phenomena, in Classroom Deathmatch Void represents Fear!

Go ahead and cross out your Agendas, because you won't need them any longer. In Classroom Deathmatch your only goal is to survive! You can write your kills in the Agenda section instead.

As a Panty Explosion veteran you'll have more Traits than the Classroom Deathmatch Students. Consider this a free advantage! You'll need to work with the Superintendent to develop a Special Technique. Other than that you're ready to play!

Psychics in Classroom Deathmatch: If you were a psychic in Panty Explosion then you'll carry those powers over to Classroom Deathmatch! Your powers will work exactly as described in the Panty Explosion rulebook, including the abilities "Levitate" and "Explode Heads". The difference? Using your powers will not generate Demon Dice (except in the situation described below), and using a psychic action no longer gives your rival the opportunity to describe both your successes and failures for the rest of the scene! Psychic powers are a curse in Panty Explosion but a bonus in Classroom Deathmatch!

Demons in Classroom Deathmatch: Of course, where there are psychics you can always find Demons. A Superintendent can include Demons in Classroom Deathmatch if he desires, and trade Sorrow Dice for Demon Dice as he sees fit. Psychic Students using their powers will generate Demon Dice just like in Panty Explosion. These Demon Dice can only be used for the Demon and not for other Students or JSDF troops the Superintendent controls.

Unlike in Panty Explosion, the purpose of Classroom Deathmatch isn't to defeat the Demon. Instead, think of Demons as a fun supernatural monster to throw into the contest and take everyone by surprise!

Creating Students using the Panty Explosion rules: Some players really hate the idea of using pre-generated characters, and will absolutely insist on building their own Students. The Panty Explosion rulebook contains everything you need to create Students that can be used in Classroom Deathmatch. Knock yourself out.

Using Panty Explosion to continue the game: It's completely possible that your Students will find a way to escape Classroom Deathmatch. Even if they don't, a single Student will survive the contest. If you are interested in continuing the game after the contest has ended you can easily use the Panty Explosion rules to facilitate your Students return to society.

Part 10 : Influences and recommendations

Classroom Deathmatch owes an obvious debt to several films, manga and novels. Here's a short list.

Drifting Classroom (by Kazuo Umezu): A brutal manga about a school of children stranded in a desolate future reality.

Volcano High (directed by Tae-Gyun Kim): Super powered Korean high school students battle it out in this over the top film.

Ikki Tousen (by Yuji Shiozaki): Legendary warriors from Romance of the Three Kingdoms are reborn as Japanese high school students. Full of crazy martial arts and awesome panty shots! The manga is published under the name "Battle Vixens" in the United States.

Heathers (directed by Michael Lehmann): Classic 80's film about teenagers who decide to kill their classmates and disguise the murders as suicides.

Battle Royale (by Koushun Takami): A fascist Japanese government curbs civil unrest through a violent contest where school children are forced to kill each other. The excellent novel was made into a pretty good movie and a really chilling manga.

The Most Dangerous Game (by Richard Connell): A big game hunter decides that man is the most dangerous game of all. This classic short novel is available from just about any bookstore.

"An oft-overlooked
gem of horror and
suspense drama."

Thomas Weigel,
e23 Manager

"Smart, cool, and
elegant. Panty
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good game with
some genius
mechanics."

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Panty Explosion

The psychic schoolgirl
adventure game



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Kidnapped by the government and transported to a mysterious Battleground, 50 Japanese high school students are forced to fight to the death in a brutal televised contest called Classroom Deathmatch!

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