

TOFU GOD



2-6

20

16+

In a Nutshell

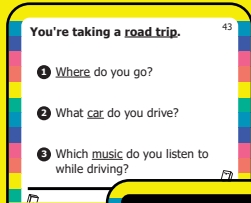
Tofu God is a party game of story snippets. You will use cards showing silhouettes, mostly of animals, in an attempt to fill out the proverbial blanks you are dealt in the form of questions. Meanwhile, everybody else will try to intuit your answers and, more importantly, also which silhouettes you have chosen to represent them.



When it is your turn, you will answer one of two randomly drawn conundrums. To do this you will have eight of your ten silhouettes to pick from. For each of the three questions that make up your conundrum you will secretly decide on the best and the worst answer from your point of view. Question by question, everyone else will try to guess your favorite answer. Whenever someone is correct, both you and that player will get a point. However, if a player mistakenly thinks that your least favorite answer might be your favorite one, that player loses one point. The game ends when everyone has had the same amount of turns. If you manage to earn the most points, you win.

Components & Setup

Shuffle all **conundrum cards** and use them as a face down **draw pile**.



99 conundrum cards



Depending on who you play with you might want to throw the "edgy" black conundrum cards back into the box.



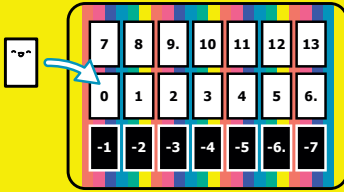
There are a few conundrum cards that use words that could be read to imply gender. That is not the intention. In this game, for example the term "ringmaster" also stands for "ringmistress" and the term "witch" also includes "warlock."

Take one set of **ten different silhouette cards** each.



6 silhouette card sets

Take one **point card** and one (**wooden**) **tofu** each. Place your point card in front of you and the tofu on zero points. Put all point cards and tofus that you do not need back into the box, if you are fewer than six players.



6 point cards, 6 tofus

Decide on a starting player. You will take turns, one after the other, in clockwise order.

One Turn

If it is your turn, **take two random conundrum cards** from the draw pile. Secretly look at both and **decide which one you prefer**. Shuffle the other one back into the draw pile. Then read the conundrum card that you have decided to use to the other players.

After reading out your conundrum card, **set two of your silhouette cards aside**, randomly and face up. Everybody else puts these two silhouette cards aside, too. They will not be available this turn.

Choose three of your remaining silhouette cards that are the best answers to the three questions of your conundrum card as far as you are concerned. Place these in a corresponding order face down in front of you. Also **choose three silhouette cards that are the worst possible answers to the three questions** from your point of view. Place these next to your favorite answers, also face down but turned sideways.

Meanwhile, **each other player** silently **guesses which silhouette card you have used to answer the first question** (but not how you have answered the second or the third question yet). Each other player puts the corresponding card from their silhouette cards face down in front of them. Once everyone has made their guess, **the other players reveal their cards one by one**. Give them a chance to explain their guesses in a sentence or two.

When everyone has revealed their guesses and had a chance to explain them, you **reveal your choice for the most fitting answer**. You can explain your choice as well. Then you **reveal your choice for the least fitting answer**, which you can explain, too.

How much time you spend on explanations is up to each of you. Keep in mind that this should be fun for everybody involved. You do not get any points based on the quality or accuracy of your explanations!



Repeat this process for the second question and then for the third question.

If it is your turn, you choose all six of your answers at the start of your turn. Everybody else only tries to guess what you have picked for your best answers, one answer at a time. It follows that everybody else should put all silhouette cards aside that you have already revealed (because you can not use a silhouette card twice in one of your turns). They should also pick silhouette cards up again that they guessed you would use but did not once you have revealed your current best and worst answer (because they are allowed to use their silhouette cards multiple times to guess what your answers are).

Every time that **any other player guesses your choice for best answer right, both you and that player get one point**. You both move your tofu up by one on your point cards. However, whenever **any other player guesses a silhouette card that you chose to be the worst possible answer, that player loses one point** (but you do not). That player moves their tofu down by one on their point card.

After that, throw your conundrum card back into the box. Everybody picks up all their silhouette cards again. It is the next player's turn.

The End

The game ends once everyone has had the same number of turns (answered the same number of conundrum cards).

My recommendation?

- 2 or 3 players → 3 turns each.
- 4 or 5 players → 2 turns each.
- 6 players → 1 turn each.



Whoever has the **most points wins**.

In case of a tie, each player involved in the tie takes one set of silhouette cards and shuffles it. Then these players keep simultaneously drawing one card each until the first player draws their tofu card. If more than one player draws their tofu card at the same time, keep repeating this process between these players. The player who (exclusively) draws their tofu card first wins.

Example

Anna, Ben, Cindy, and Dax are playing. It is Anna's turn. She draws two conundrum cards, reads them silently, and quickly shuffles the one that she does not like back into the draw pile. She reads the conundrum that she picked to the others.

You're taking a road trip. 43

- 1 Where do you go?
- 2 What car do you drive?
- 3 Which music do you listen to while driving?

ANNA

Anna shuffles her ten silhouette cards, randomly draws the rat and the pig, and sets these aside. Ben, Cindy, and Dax put their rats and pigs aside as well.

ANNA
BEN
CINDY
DAX

While Anna chooses which of her cards are the best and worst answers to all three questions, the other three each try to guess which answer fits the first question best from Anna's point of view.

ANNA

BEN CINDY

DAX

Ben and Cindy both reveal the elephant. Dax has guessed the dolphin.

BEN

I think that even on a road trip you will want to sleep comfortably and eat in style. I think you will want to visit cities, which are large and gray like an elephant.

CINDY

Agreed, I also think that you have picked the large, gray elephant. However, that is because it reminds me of mountains, which can be fun to drive through.

DAX

I happen to know that Anna is a huge Italy fan. My guess is the dolphin, representing the Mediterranean Sea.

ANNA

You are right, Dax, I would definitely be heading for Italy for a road trip. My answer is the elephant though. I was thinking of Hannibal crossing the Alps with his war elephants. In other words, mountain roads are not far off the mark either, Cindy. A large city, however, would be just about the last place I would want to drive to, Ben. Luckily for you though I have used the human to represent crowded places.

Ben gets one point because his guess was right (even though his explanation was completely wrong). Cindy also gets a point because her guess was correct as well (on top of providing a reasonably correct explanation). They each move their tofu by one space. Anna moves her tofu up by two points thanks to Ben and Cindy. Dax gets no points because his guess was wrong (even though his explanation was basically correct).

Dax picks his dolphin up again. Instead he puts his elephant aside. Ben, Cindy, and Dax all put their humans aside as Anna has chosen the human as the worst possible answer for the first question. She will not be able to choose this card again this turn.

DAX

BEN
CINDY

Ben, Cindy, and Dax now each have the same six remaining silhouette cards. Next, they will each guess which silhouette card Anna has (already) used to answer the second question.

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