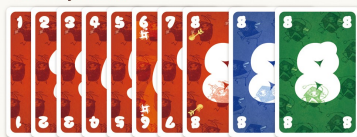


They coldly carry out their missions without using too much or too little power. They remain in secrecy at all time. They are none other than Ninja!

Components

• 24 Ninja cards



Color: Red, Blue, Green

Value (Ninja Power): 1, 2, 3, 4, 5, 6, 7, 8 (one of each)

• 5 Shuriken pieces



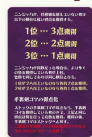
• 24 Scroll chips (1 pt [16] and 3 pt [8])

※Scroll chips are used to indicate the score. If they run short, substitute them with other items.

• 1 Secrecy card



• 1 scoring table



Sample Layout



-1-

Continued from "②Trick"

Take the cards according to the following rules.

Each player has a Card Area to keep the cards they have taken. If you win a trick, arrange the cards you have taken and place them in your Card Area.

First, sort the cards you have just taken by their colors. Sort each color cards with the lowest number card on top.

After sorting each color of cards, place them face up in your Card Area in groups of color. ※See Fig 2.

If you already have the same color cards in your Card Area, place the newly taken cards on top of them. ※See Fig 3.

In the Card Area, only the cards on top of each stack of color cards are visible. The cards underneath cannot be seen.

Repeat the trick-taking and sorting procedure until each player has only one card remaining in their hand, and then proceed to ③Scoring.

Fig 2



Fig 3



You have taken Red 5, Red 7, and Blue 8. Place them on top of the cards that have already been placed (Red 4 and Blue 7).

Cards with the Arrow and Shuriken icons are handled according to the following rules.

★Special card: Arrow

If you have played a card with the Arrow icon, you become the lead player for the next trick regardless of the trick's winner.

If two or more cards with this icon are played, the player who has played it at a later turn becomes the next trick's lead player.



★Special card: Shuriken

If you have taken cards with the Shuriken icon, receive Shuriken pieces matching the number of those cards from the Shuriken stock. You cannot receive Shuriken pieces if there is not any in stock. The Shuriken pieces are all counted in the same way regardless of their shapes.



Setup

Place the Secrecy card on the table with its side showing the Mission Value 9 (or Mission Value 11 when playing this game for the first time) face up. Beside it, place the scoring table, Shuriken pieces, and Scroll chips. Form a deck of all the Ninja cards (hereafter called "cards").

In front of each player, keep an "area" for placing 3 types of cards taken.

Order of Play

The game is played as follows.

- ① Preparation
- ② Trick
- ③ Scoring

The procedure from ① to ③ is called a "round".

Repeatedly play rounds whereby the players acquire Shuriken pieces. The game ends after the Shuriken pieces run out twice.

① Preparation

Shuffle all the cards face down and deal 8 cards to each player as their hands. Then the players check their hands of cards. The player who has the "Red 8" card (with the Burning Arrow icon) becomes the initial round's first lead player (to be described later). After deciding the lead player, proceed to ②Trick.

② Trick

Starting from the lead player in clockwise order, play a card from your hand and place it in front of you. This procedure is called a "Trick".

Play a card from your hand according to the following rules.

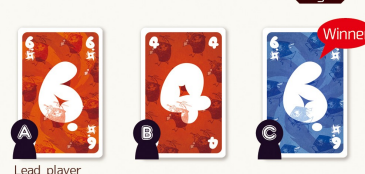
The lead player can play any one card from their hand. After the lead player, if you have cards of the same color as the one played by the lead player, you must play one of those cards. If you do not have such cards, you may play any one card from your hand. After all the players have played one card each, determine the winner.

The player who played the card of the highest value wins the Trick and takes the cards played (according to the rules described later) and becomes the lead player for the next trick.

To determine the winner, just compare the cards' values, not their colors. In case of a tie, the player who took their turn later among them wins the trick.

※ See Fig 1.

Fig 1



③ Scoring

Each player adds up the value of the cards on top of the color stacks in their Card Area.

You receive your score according to this total, called the "Ninja Power". For example, in Fig 4, Player C has Red 5 and Blue 8 on top of the card stacks in their Card Area. Thus, Player C's Ninja Power is: 5 + 8 = 13.

Calculate and announce your Ninja Power.

If your Ninja Power exceeds the Mission Value displayed on the Secrecy card (10 or more in case of "9" and 11 or more in case of "12"), you have failed to carry out your mission and you do not receive any points in the current round.

Among the players whose Ninja Power do not exceed the Mission Value (including players who have not received any card), the player with the highest Ninja Power receives 3 pt. The 2nd player receives 2 pt and the 3rd player receives 1 pt.

Between players with the same Ninja Power, the player who has received more colors of cards is ranked higher. If that is also a tie, the applicable players shall be at the same rank. If two or more players are ranked the 1st, they receive 2 pt each. If two or more players are ranked the 2nd, they receive 1 pt each.

Then, if the end condition (to be described later) is met, the game ends after the current round's scoring. Otherwise, proceed to ①Preparation and start another round.

★Shuriken Scoring and Ending the Game

If you have taken special cards with the Shuriken icon during the Trick, receive Shuriken pieces matching the number of such cards from the Shuriken stock. (You cannot receive the Shuriken pieces if they are not in stock.)

If the Shuriken pieces in stock run out, temporarily stop the current Trick for each player to announce the number of Shuriken pieces they have.

Among the players who have the Shuriken pieces, the player with the most Shuriken pieces receives 3 pt. The 2nd player receives 2 pt and the 3rd player receives 1 pt.

In case of a tie, the applicable players shall be at the same rank.

If two or more players are ranked the 1st, they receive 2 pt each.

If two or more players are ranked the 2nd, they receive 1 pt each.

After this Shuriken scoring, the players return their Shuriken pieces to the stock. After "Shuriken scoring" is carried out twice, the game ends after the current round's scoring.

The player with the highest score at the end of the game wins. The Shuriken pieces received after the second Shuriken scoring do not count. In case of a tie, it is recommended to play another game to determine the true winner.

Thank you for buying this game. For comments and inquiries, please contact: kemonodama@gmail.com
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