

Ninja vs Robot

minigame series

HP

| | | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|----|
| 00 | 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 10 |
|----|----|----|----|----|----|----|----|----|----|----|

XP

| | | | | | |
|----|----|----|----|----|----|
| 01 | 02 | 03 | 04 | 05 | 06 |
|----|----|----|----|----|----|

Shinrin Forest

3

Umi Sea

4

Sabaku Desert

5

Experimental Playground © 2011 by Jason Sondoh / Illus: Robertson Sondoh Jr

HOW TO PLAY ALL YOU NEED TO PLAY

2 six sided die,

OBJECTIVE You win by reaching the castle before you die from the robot attack.

SETUP Place the ninja token on the starting dot (S), place the heart token on '10' on the HP (Hit Point) track and place the shuriken or star token on '1' on the Skill Point.

Place all the robot tokens face down into an area within the player's reach to make the robot pile (e.g. In a cup, bowl, container).

GAMEPLAY This game is divided into 3 phases.

PHASE 1: GAIN ENERGY

You receive 2 dice to your energy pool.

PHASE 2: MOVE!

Move your ninja token 1 space ahead.

Note : If you are still in a battle, you may not move.

PHASE 3: BATTLE!

In this phase you will battle against an army of robots. There are 4 steps in battle to follow.

1. Randomly draw the number of robots according to the number besides the name of the place.

2. Target 1 of the robots that you will attack first, roll a dice (this means that you actually use an energy), you hit the enemy when you roll the number according to the weight of the robots.

Light (L): [1][2][3][4][5][6]

Medium (M): [1][2][3][4][5][6]

Heavy (H): [1][2][3][4][5][6]

3. If you successfully destroy the targeted robot, that robot token is put into the XP track to indicate that you gain 1 XP and you gain 1 die. If there are still robot tokens left to kill, repeat step 2-3 until there are no more robot tokens left or until there are no more dice or energy left to spend, then continue to step 4.

3.1. If you successfully destroy a bomb, that bomb token is discarded into the XP track along side with another token of your choice (the bomb effect) that is also in the battle and you gain 1 die. If you choose another bomb token, choose again another token to bring along side the second bomb token.
Note : Each time you destroys a robot you gain 1 dice to your energy pool.

4. If you have no more energy left to spend. The remaining robots will now attack you. The number of robots left = the number of damage will be dealt to you, then end your turn. Thus, for the next turn you will skip the MOVE! phase and step 1 of the BATTLE! phase and battle against the same robots until they are all destroyed. If you have destroy all the robot, you end your turn.

NINJA SKILLS Each ninja skill will cost 1 SP and can be use anytime. Each time you use a ninja skill reduce your SP by 1.

SKILL POINT is earn whenever your XP reached '6', the accumulated robot on the XP track is then return to the robot pile..

NINJA SKILLS

Illusion
+1 to die result

Shadow Slash
Reroll a die

Traditional Herb
+1 HP

SKILL POINT

4
3
2
1
0

Cut and store these tokens to enjoy this ninjacious game

