

Another game aid

THE

by Universal Head



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Game: **NINJATO**
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

NINJIATO

Setup

Each player chooses a color and takes the matching **shuriken** and **wooden markers**.

Set the turn order for the first round: put one marker from each player in a container, then randomly draw them one by one and place them on the **Turn Order track** in the center of the board. Your 2 other markers are placed near the start of the **Honor track** at the top of the board.

Shuffle the **Guard** and the **Elite Guard** cards into separate facedown decks and place them where indicated next to the board. Draw and place one normal guard card faceup on each **clan house** as its **sentry**.

Take the 2 and 4 value *Taira* (red) and the 2 and 4 value *Minamoto* (blue) clan tokens and place them on different clan houses. Then place the 6 value *Go-Shirakawa* (green) token on the remaining house. The rest of the clan tokens go in a pile next to the board.

Mix up the **Treasure tokens** in the bag and place 3 treasures in each house, red side facedown. Treasures discarded during the game are kept in a pile off the board; if you exhaust the treasures in the bag, put the discards back in.

Take the 3 *Hensojutsu* (Disguise) **Skill tiles**, shuffle them, and place them in a small facedown stack off the board next to the Sensei area. Shuffle the rest of the tiles and place them in a large facedown stack next to the *Hensojutsu* tiles. Draw a number of skill tiles equal to the number of players from this stack and place them faceup in the Sensei area.

Shuffle the **Envoy cards** and place 4 faceup off the board near the Palace, next to the remaining cards in a facedown deck.

Shuffle the **Rumor cards** and place 4 faceup off the board near the Pavilion, next to the remaining cards in a facedown deck.

Shuffle the **Dojo cards** and deal 4 to each player. Place 3 dojo cards faceup off the board near the Dojo, next to the remaining cards in a facedown deck.

Rumor cards and Dojo cards are the only hidden player information in the game.

Place the white **round marker** on space 1 of the **Round Track**.

Playing the Game

In turn order, **each player places 1 shuriken on a location** and immediately follows that location's rules.

Once all players have placed 3 shuriken, the round is over. The game lasts 7 rounds.

The Dojo

Place a shuriken here and take dojo cards in any combination from the faceup cards or the deck.

If you have no dojo cards, take 4 cards.

If you have 1 dojo card, take 3 cards.

If you have 2 or more dojo cards, take 2 cards.

Then replace any faceup cards taken with new cards from the deck. If there are no more cards in the deck, shuffle the discards and start a new pile.

If you have over 7 dojo cards in hand, you must discard down to 7.

Always stack your shuriken on top of any previously placed shuriken. At the end of the round, the stack determines player order in the next round: the player with the topmost shuriken goes first, and so on down through the stack. If a player placed more than 1 shuriken, only his top one counts for the next round's player order.

The Clan Houses

You invade houses to earn **treasure**. Each treasure is protected by a guard: the **sentry** is the guard that is faceup; the others will be surprises.

Strength or Stealth

To start your attack, **place a shuriken on the strength or stealth side of a house**.



Strength: you must play a dojo card that is *higher* in value than the guard. Ties do not win.



Stealth: you must play a dojo card that is *lower* in value than the guard. Ties do not win.

A 3 dojo card may be played like a normal dojo card. It may also be played along with another dojo card as a **kicker**—giving +1 or -1 to the other card.

You may play multiple kickers on the same card.

Treasures

Treasures have a value of 2-5 **honor**.

Gold's value is variable, but it is considered the most valuable treasure.

Defeating Guards

Each time you defeat a guard, put one of the treasures in the house on your shuriken. Take plain treasures first, from least valuable on up, then red treasures, from least valuable on up.

Then decide whether to leave, or take on the next guard (to get another treasure).

To leave, take all treasures from your shuriken. Remaining treasures are left in the house.

To take on the next guard, call *Banzai*. Another player then turns up another guard card. If the next treasure token available is plain side up, he draws a **normal guard**. If the token is red side up, he draws an **elite guard**.

If an elite guard card depicts 2 guards, they must both be defeated separately.

If you cannot defeat this guard, you fail and take only 1 treasure from your shuriken, discarding any other treasures on it.

After being defeated, normal guard cards are discarded. Defeated **elite** guards are kept by the player who beat them and are scored at the end of the game.

If you fail or decide to leave, after resolving the treasure on your shuriken, add 1 treasure to the house, plain side up. Leave the faceup sentry on the house (he recovers). The house may be invaded again this round by any player.

Alarm Guards



When a guard with an **alarm** is turned up, immediately draw 1 treasure from the bag and place it plain side up in the house.

Then select the most valuable plain side up treasure in the house and flip it to the red side.

Ignore alarms on sentry guards.

Defeating All The Guards

If you defeat *all* guards in a house, take all of the treasure and replace the **clan honor token** with any token of a *different* clan.

The house is left empty of treasure until the end of the round; no one may place shuriken there.

The Sensei

Place a shuriken here and select a skill of any style (snake, tiger, crane) by discarding the dojo card shown on the skill tile. Take the skill and place it faceup in front of you.

? means that you may discard *any* dojo card.

Once you learn a skill of a certain style, you do not have to discard a dojo card to buy more skills of that style.

You may use a skill only once per round (turn the tile facedown). If you learn the same skill twice, you may use each skill tile once per round.

The Palace

Place a shuriken here to bribe one envoy.

Take one of the faceup envoy cards by discarding the required treasures and immediately scoring their value in honor. Take the envoy and place it faceup in front of you.

Single icons indicate that those specific treasures are required. All 4 treasure icons means 'of any type of treasure' and may therefore score varying honor. **Gold** may be substituted as any treasure you choose, scoring as that treasure.

The Pavilion

Place a shuriken here to spread one favorable rumor.

Choose one of the faceup rumor cards by discarding the required treasures and immediately scoring their value in honor. Take the rumor and place it *facedown* in front of you.

Single icons indicate that those specific treasures are required. All 4 treasure icons means 'of any type of treasure' and may therefore score varying honor. **Gold** may be substituted as any treasure you choose, scoring as that treasure.

Ending a Round

At the end of each round, do the following:

1. Move Player Order Markers

The Dojo shuriken stack determines the player order in the next round. The player with the topmost shuriken goes first, and so on down through the stack. Players who didn't place shuriken in the dojo do not change position relative to one another.

Afterward determining the player order, players take back their shuriken.

2. Reset Skills

All players turn their skills tiles faceup.

3. Reset the Sensei

Discard any leftover faceup skills at the Sensei. Draw from the large stack skill tiles equal to the number of players and place them faceup.

Any skills left over in the large stack after round 4 are discarded. Round 5 on, draw and place one *Hensojutsu* (Disguise) skill tile faceup from the small stack.

4. Reset Cleared Houses

If a house has no treasures (all guards there were defeated), draw and place 3 treasures plain side up on the house.

Then place a new guard on the house as the new sentry. If the sentry is an alarm guard, ignore the alarm (ie, do not add an additional treasure to the house for that alarm).

5. Refill Palace and Pavilion

If there are less than 4 envoys in the Palace, draw faceup envoys until there are 4. Do the same for the rumors in the Pavilion.

6. Scoring Phases

Advance the round marker to the next round.

After rounds 3, 5, and 7, perform a scoring phase as shown below.

After round 7, the end of game bonus scoring follows the scoring phase.

Scoring Phases

After the 3rd, 5th, and 7th rounds, there is a scoring phase.

Each envoy in a clan counts as 1 influence in that clan. Ties are won by the player with the oldest envoy in that clan.

First, in player order, players with the *Hensojutsu* (Disguise) skill declare which envoy of theirs that they are targeting. You may only choose to target envoys with the ☺ icon.

Players are rewarded in the **clan order** shown on the round track. Reward first place in total **envoy influence** for each clan in order, then second place for each clan in order.

The player with the most envoy influence in a clan has a choice—either score the total honor on the clan's houses (as shown on matching clan tokens on the houses) or get a free rumor card from the Pavilion.

After each first place player chooses, the second place player gets whatever the first player left.

No treasure is used or scored for a free rumor. Rumors are not scored until the end of the game.

Refill the Pavilion with rumor cards after the scoring phase.

End of Game Bonus Scoring

After the last round ends, following the last scoring phase, complete the **end of game bonus scoring**.

1. Rumor Bonus Scoring

Most rumor cards act as a 'multiplier' for something else you collect (as indicated in the top left hand corner of the card). So if you have rumor cards of a type, you score an amount of honor equal to the number of cards/tiles indicated that you have collected, as follows:

If you have 1 rumor card of the same type, the multiplier is x1.

If you have 2 rumor cards of the same type, the multiplier is x2.

If you have 3 rumors of the same type, the multiplier is x4.

If you collect more than 3 rumors of the same type, you start a new 'set'.

Dishonorable Opponents

Dishonorable Opponents cards have no multiplier.

If you are the only player with this type of rumor card, *each* card scores 6 honor. If 2 players have this type of card, each card scores 4 honor for its owner. If 3 or more players have this type of card, each card scores 2 honor for its owner.

2. Unused Treasure Bonus Scoring

You get 1 honor for each remaining treasure you have, no matter the type of treasure.

3. Defeated Elites Bonus Scoring

For each elite guard you defeated during the game, you receive 1 or 2 honor as indicated on the elite guard card.

Winning

The player with the most honor wins.

In the event of a tie, the player with the most envoys wins.

If there is still a tie, the player with the oldest envoy (in any clan) wins.

NINJATO

In turn order, each player places 1 shuriken on a location and follows that location's rules. Once all players have placed 3 shuriken, the round is over.

The Dojo

Take dojo cards in any combination from the faceup cards or the deck.

No cards: take 4.

1 card: take 3.

2 or more cards: take 2.

Replace any faceup cards taken. Hand limit is 7.

The Clan Houses

Place a shuriken on the strength or stealth side of a house.



Strength: you must play a dojo card that is a *higher* value than the guard.



Stealth: you must play a dojo card that is *lower* value than the guard.

Ties do not win. A 3 dojo card may be played as normal or as a **kicker** (+1 or -1 to another card played with it). You may play multiple kickers.

Each time you defeat a guard, put a treasure on your shuriken. (plain treasures first, least valuable on up, then red treasures, least valuable on up). Then leave or take on the next guard:

To leave, take all treasures from your shuriken. Remaining treasures are left in the house.

To take on the next guard, call *Banzai*. If the next treasure token available is plain side up, draw a normal guard. If red side up, draw an elite guard (2 guards must both be defeated separately).

If you cannot defeat this guard, you fail and take only 1 treasure from your shuriken, discarding any other treasures on it.

After being defeated, normal guard cards are discarded. Keep elite guards for scoring.

If you fail or decide to leave, add 1 treasure to the house, plain side up. Leave the faceup sentry on the house. The house may be invaded again.



When an alarm is turned up, draw 1 treasure from the bag and place it plain side up in the house. Then select the most valuable plain side up treasure in the house and flip it to red. Ignore alarms on sentry guards.

If you defeat *all* guards in a house, take all of the treasure and replace the clan honor token with any token of a *different* clan. The house is left empty of treasure until the end of the round; no one may place shuriken there.

The Sensei

Select a skill by discarding the dojo card shown. ? means that you may discard any dojo card. Once you learn a skill of a style, you do not have to discard a card to buy more skills of that style.

You may use a skill only once per round (turn the tile facedown). If you learn the same skill twice, you may use each skill tile once per round.

The Palace

Place a shuriken here to bribe one envoy.

Take one of the faceup envoys by discarding the required treasures and scoring their value in honor. Place the envoy faceup in front of you.

The Pavilion

Place a shuriken here to spread one rumor.

Choose one of the faceup rumors by discarding the required treasures and scoring their value in honor. Place the rumor facedown in front of you.

For envoys and rumors, gold may be substituted as any treasure of choice, scoring as that treasure.

Ending a Round

At the end of each round:

1. **Move Player Order Markers** The Dojo shuriken stack determines player order in the next round.
2. **Reset Skills** Turn all skills tiles faceup.
3. **Reset the Sensei** Discard any faceup skills. Place faceup tiles from the large stack equal to the number of players.

After round 4, discard any skills left in the large stack. Round 5 on, draw and place 1 *Hensojutsu* (Disguise) skill tile faceup from the small stack.

4. **Reset Cleared Houses** Houses with no treasures receive 3 new treasures plain side up. Place a new guard on the house as sentry.

5. **Refill Palace and Pavilion** If there are less than 4 envoys in the Palace, draw faceup envoys until there are 4. Do the same for the rumors in the Pavilion.

6. **Scoring Phases** Advance the round marker.

Scoring and Winning

After rounds 3, 5, and 7, there is a scoring phase.

After round 7, end of game bonus scoring follows the scoring phase.

At the end, the player with the most honor wins.

Skill Tiles



-2 to a dojo card.



+1 or a -1 to a dojo card.



+2 to a dojo card.



Changes the value of a played dojo card to 0.



Acts as if you played a 2 or a 4 dojo card.



Changes the value of a played dojo card to 6.



Swaps 1 treasure on your shuriken for any treasure in the house.



Flip any skill faceup except *Henojutsu*. The flipped skill may be re-used this round.



Switches your attack from stealth to strength, or vice versa. Can played after a guard card is revealed. The change holds for the rest of the guards.



Gain 1 additional influence from one of your bribed envoys, who must have the mask symbol. If you have more than one *Henojutsu* skill, you must choose different envoys.