Night of the Ninja

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BOX CONTENTS

- 33 Ninja cards
- 11 House cards
- 11 Player standees
- 35 Honor tokens (+ 5 extra)

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OVERVIEW

It's the Night of the Ninja! Two houses battle for Honor.
You must kill the members of the opposing House before they kill you.
The challenge? You don't know who's an enemy and who's an ally!

SETUP

Based on the number of players, set aside an equal number of Crane and Lotus **House** cards. Begin with the 1 and 2 rank cards for a four-player game, adding additional cards (in order) for larger games.

If there is an odd number of players, include the **Ronin**.

Shuffle the **Ninja** deck. Shuffle the 35 star-shaped Honor tokens and stack them number-side down within reach of all players. Each player should place a standee in front of their play space. You're ready to play!

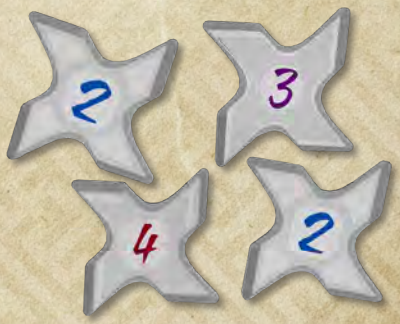


Example: Here are the cards you would deal for a 7-player game.

PLAY

Each round, players attempt to identify and kill rival ninjas.
At the end of each round, **all** members of the House with the highest ranked survivor get a random Honor token (worth 2, 3, or 4 points).
The first player to 10 points wins the game!

Each round includes the Start of Round, Ninja Draft, the Night, the House Reveal, and the End of Round.



START OF ROUND

First, shuffle the prepared House cards and deal one face down to each player. You may look at your own House card but may not reveal it to other players.



If your House card is a high rank (like 1 or 2), try to suvive! At ranks 3, 4, or 5 you might see yourself as more expendable. Focus on keeping higher ranked House members alive.

NINJA DRAFT

Once House cards are assigned...

- Deal three Ninja cards to each player.
- Each player chooses one Ninja card, then passes the remaining two to the player on their left.
- Each player chooses another Ninja card, then discards the last card to the center of the table.

Set aside any Ninja cards that were not dealt this turn, then move to the Night phase!



Choose a card, pass to the left, then repeat!

THE NIGHT

During the Night, players play their Ninja cards. The Night is broken down into five phases:

1. Spy
2. Mystic
3. Trickster
4. Blind Assassin
5. Shinobi

Table talk is encouraged in every phase of the Night!

Spy and Mystic cards are played early, gaining valuable information. Tricksters can shake up the game. Blind Assassin and Shinobi cards kill other players, but only if they can survive to the end of the Night!



During each phase of the Night, you may choose to play any Ninja cards you have corresponding to that phase.

- To play a Ninja card, **place it face-up on the table**. The number on each card determines when it is resolved. Resolve all cards of that phase in order from first (1) to last (6).
- If no player reveals a card, move on to the next phase.
- A player may choose not to play a Ninja card – they may want to bluff that it's something else – but if a Ninja card is skipped, it can't be played later in the round.



Example:
As the Night begins, any player asks, "who has Spies?" Two players simultaneously reveal their Spies: a 2 and a 5. The player with the 2 goes first, followed by the 5. Then the round moves on to the Mystic step.

DYING

Some Ninja cards will cause players to be killed. If you are killed, DO NOT reveal your House card. Knock down your player standee to indicate that you are dead. Note that you may continue to speak, advise your team members, and attempt to manipulate the game!



SPECIAL NINJA CARDS

Each Trickster card has a different name and a unique ability. Otherwise, the Trickster phase is like any other. You resolve the Tricksters in numerical order, starting with 1 (the Shapeshifter), or the highest ranked Trickster present in the step.

There are three cards that can be played out of sequence. The Mirror Monk and Martyr are played as "reacts" in response to a Blind Assassin or Shinobi. The Mastermind is revealed at the end of the round, if you survived.

Once the Night ends, it's time for the House Reveal.





HOUSE REVEAL

After the Night, if you're still alive, reveal your House card! The House with the highest ranked surviving player wins the round. 1 is the highest rank, followed by 2, then 3, and so on. Ties are broken by the next highest surving player of the House. When a House wins, **every member of the winning House draws one Honor token** – even if they were killed! Award Honor tokens face down.

If playing as the **Ronin**, you draw one Honor token if you survive the round.



Lotus House wins! No matter how many members of Crane House survive, the highest ranking card wins.



Crane House wins! Their highest ranked cards are tied, so you compare the next pair of cards. 2's are tied, so 3 beats 4.



Lotus House wins! But the Ronin also gets an Honor token for surviving



If the score is totally tied, no House wins. Award an Honor token to each surviving player.

WINNING THE GAME

While you play each round as a team, you're all competing to be the ultimate winner! At the end of any round, if you have collected enough Honor tokens to score 10 points, reveal them to claim victory! If multiple players reach 10 or more points on the same turn, the highest score wins. If the score is tied, those players share the victory.

A game of Night of the Ninja can end quickly, so be ready to shuffle and play again!