SHINOBI

忍び

WAT-AAH!



RULES OF THE GAME

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A Little Backstory...

The Empire of the Moon faces many threats. The Rift has reopened, providing passage for the creatures that have lurked in Shadow for millennia. But the danger also comes from within… The Emperor, son of the Moon, is getting old, and his formerly loyal lords are now trying to seize power. In order to do this, they make their appeal to the warriors known as ninjas, adepts of the way of Shinobi. The clans are finally prepared for war!



Goal of the game

As a lord with a thirst for power, you plan to place your honorable posterior on the imperial throne. In order to do this, you will appeal to the large clans of ninjas, who will enable you to impose your military strength upon your enemies.
To put it simply, your goal is to put a big WAT-AAH! in your enemies' faces!

We offer you two game modes:
• **Grasshopper Mode** lets you get started right away in the art of Shinobi with short games.
• **Grand Master Mode** will train you over the course of three rounds, leading up to a most surprising final confrontation!

Contents

• 94 ***Shinobi*** cards (large format) comprising 81 *Clan* cards (9 cards per clan), 4 *Ronin* cards, and 9 *Yokai* cards.



• 10 ***Temple of the Shadow*** cards.



• 10 ***Imperial Court*** cards.



• 5 ***Boss*** cards.



• 1 ***Shosho of the Emperor*** token.



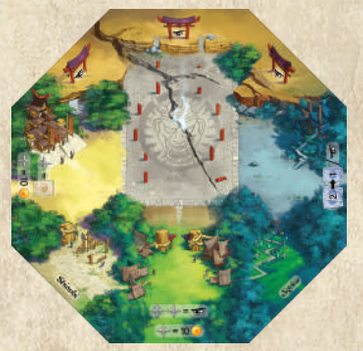
• 4 ***Ninja Master*** tokens



• 48 ***Ninja*** pawns (4 colors).



• 1 gameboard.



Description of a Shinobi Card

Here is a Clan of the Carp card with a strength value equal to **1**.



Strength of the card

Name of the Clan

Powers of the Clan

During the game, the cards of a clan are splayed vertically (**1**).
The *Ronin* and *Yokai* cards appear in the same fashion as the Clan cards, and can be splayed with them; however, the *Yokai* cards are distinguished by their bamboo frame (**2**).

1



2



Grasshopper Mode

Setup

In this mode, you will need the *Shinobi* cards and the *Ninja Master* tokens.

• Each player takes a *Ninja Master* token, and places it in front of himself.

• The *Shinobi* cards form the common deck. Shuffle this deck, then place it in the center of the table, face-down. Reserve a space directly beside it for the *Jigoku* (the discard). Whenever the *Shinobi* deck becomes empty during the game, shuffle the cards of the *Jigoku*. These cards then form a new Shinobi deck.

• Each player reveals the first card of the *Shinobi* deck. The player who revealed the card with the highest strength value will be the first player.



In the case of a tie, repeat this process. Place the revealed cards face-up in the *Jigoku*.

• Each player receives 8 cards from the *Shinobi* deck to form his starting hand, except for the first player, who only receives 7.

How to play

Play goes clockwise, starting with the first player. Your turn comprises **3 phases**:

1. Draw cards.
2. Place cards.
3. Discard a card.

1. Draw Cards (obligatory)

There are **2 ways to draw cards**, and you must choose before you draw:

• ***Recruit*** **:** You draw the first card from the *Shinobi* deck, and integrate it into your hand without showing it to the other players.

OR

• ***Be Corrupt*** (Gasp! That's immoral!) **:** You draw the first card from the *Shinobi* deck. After having shown it to the other players, place it face-down under your *Ninja Master* token. Then draw as many cards from the *Shinobi* deck as **the strength value of this card + 2**.

From now on, the cards under your *Ninja Master* token form your *Corruption* pile. The values of the cards in the *Corruption* pile will be negative points during the final scoring at the end of the game (see p. 6).



Example: *Bruce is not satisfied with his hand, and thinks that drawing only one card (**recruiting**) would not have sufficient impact on it. He therefore decides to **be corrupt**. He reveals the first card of the deck: It is a ninja from the Clan of the Crow, with a strength of 3. He places this card face-down under his Ninja Master token, then draws 5 cards from the Shinobi deck (card strength of 3 + 2).*

2. Place Cards (optional)

There are **2 ways to place cards**:

• ***Place a clan*** **: Once per turn, you can form 1 clan by placing 2, 3, or 4 cards of the same clan.**
The rules for this placement are as follows:
- A clan contains **a maximum of 4 cards**.
- You must place a new clan that is not already present in front of you.
- The clan's power is activated when you place the cards.
- Placing 2 cards of the same clan activates the power.
- Placing 3 or 4 cards of the same clan activates the power.
- The ***Ronin*** is considered a wildcard, and can stand in for a card in any clan.

OR

• ***Reinforce a clan*** **: Once per turn, you can place 1 or more cards on a clan already in the game.**
The rules for this placement are as follows:
- A clan contains **a maximum of 4 cards**.
- You can reinforce a clan by placing 1, 2, or 3 cards of the same clan (possibly including a Ronin). If you place 2 or 3 cards, the or power, respectively, is triggered, but it does not take into account the cards that were already in play before.
- You can instead reinforce a clan by placing 1 ***Yokai*** card on the clan. Its power is triggered immediately. A *Yokai* card can only be placed on a clan already in play.

Example: *It is Bruce's turn. With the cards in his hand, he can do one of the following:*
- place a new clan *composed of three ninjas from the Clan of the Carp (the power is triggered immediately).*
- reinforce his clan *composed of three ninjas from the Clan of the Dragon, either by playing a 4th ninja from this clan (the power would not be triggered, because he'd be placing only one card from the Clan of the Dragon), or by playing 1 Yokai card on this clan, thus triggering the power of this Yokai.*
*- Bruce is also welcome **to do nothing at all**.*

Attention ! A clan in play must contain at least one actual Clan card in order to be considered a clan. The *Ronin* and/or *Yokai* cards cannot constitute a clan by themselves. If they should find themselves without a *Clan* card, due to the effect of a power (Spider or Toad), they are destroyed, and placed in the *Jigoku*.

3. Discard a Card (obligatory)

If you still have cards in your hand, you discard one card from your hand, and place it in the *Jigoku*, face-up. Your turn is complete. Now the player to your left takes his turn.



End of the Game

The game ends whenever a player places his 4th clan (and applies the power). Each player determines the total strength of his troops **by adding the values of the cards placed in front of him**.
From this total, each player **subtracts the total value of the cards in his *Corruption* pile**.
The player with the highest final total is declared the victor. In the case of a tie for first place, the less corrupt player among those tied wins. If the tie persists, play again!

Example of final scoring:





9 + 12 = 21

21 - 3 = 18



Chuck's final score is 18 points.

Grand Master Mode

Now, you are an accomplished Ninja master. So to you we reveal Grand Master Mode! This mode of play comprises 3 successive rounds in which the gameplay is identical to that in Grasshopper Mode; however, you must place your Ninja pawns at the end of each round and discover the identity of the Final Boss in order to score maximal victory points ( ) in the final scoring.

Setup

In this mode, you need to use all of the game material

• Place the gameboard in the center of the table. Separately shuffle the ***Shinobi*** (1), ***Temple of the Shadow*** (2) et ***Imperial Court*** (3) cards, then place them as face-down decks at their dedicated locations beside the gameboard.

• Shuffle the five ***Boss*** cards. Discard one of them **face-down**. From the 4 remaining cards, place one face-down on the ***Final Showdown*** space; this one is the ***Final Boss*** (4). Place each of the three other cards face-down beside the gameboard, at their dedicated locations; these will be called ***Decoys*** (5).

• Each player takes 12 ***Ninja*** pawns and 1 ***Ninja Master*** token of the same color (6).

• Each player reveals the first card of the ***Shinobi*** deck. The player who revealed the card with the highest strength value will be the first player. In the case of a tie, repeat this process. Place the revealed cards face-up in the ***Jigoku***.

• Each player receives 8 cards from the ***Shinobi*** deck to form his starting hand, except for the first player, who only receives 7. He also takes the ***Shosho of the Emperor*** (7), which he places in front of himself.



How to play

The gameplay for a turn is identical to that in Grasshopper Mode; however, the number of points earned at the end of a round will affect the number of *Ninja* pawns you can place on the gameboard.

A round ends as soon as a player places his fourth clan (and applies the power). Each player determines the total strength of his troops by adding the values of the cards placed in front of him. From this total, each player subtracts the total value of the cards in his *Corruption* pile (see scoring example p. 6). The rank of each player's score determines the number of Ninja pawns he will receive from his reserve.

Attention ! Keep any cards still in your hand at the end of the round for the following round. After the *Ninja* pawn placing phase, the only cards you discard are the cards you placed during the round, and the cards of your *Corruption* pile; place them face-up in the *Jigoku*.

Ranking



• With **2 players:**
4 *Ninja* pawns for **first.**
2 *Ninja* pawns for **second.**

• With **3 players:**
4 *Ninja* pawns for **first.**
3 *Ninja* pawns for **second.**
1 *Ninja* pawn for **third.**

• With **4 players:**
4 *Ninja* pawns for **first.**
3 *Ninja* pawns for **second.**
2 *Ninja* pawns for **third.**
1 *Ninja* pawn for **fourth**

In the case of a tie for the same rank, all players tied for that place receive the full number of *Ninja* pawns for that rank. Additionally, the next players step up to fill in the vacant rank. If everyone is tied, they are all considered to be first place.

Example: *In a 3-player game, Bruce and Michelle are tied for 1st place with a total of 25 points each. They each receive 4 Ninja pawns from their personal reserves. Chuck receives 3 Ninja pawns, because he now finds himself in 2nd place, despite his pitiful score of 10 points, which would have earned him 3rd place if the other two players hadn't tied.*

• Once the ranking is resolved, the winner of the round receives the ***Shosho of the Emperor*** token. If several players were tied, the least corrupt among them receives the token. If the tie persists, the current holder of the token decides which of them receives this precious token.

• Then, each player takes a number of *Ninja* pawns from his reserve, as determined by his place in the ranking. Finally, the player who ranked last place gets a free activation of one of the two powers of ***Temple of the Shadow*** (see **The Locations on the Board** p.8).

Place the Ninja Pawns

Starting with the possessor of the *Shosho of the Emperor* token, then going clockwise, each player places one or more *Ninja* pawns (stacked) on the different locations on the gameboard: ***Imperial Court***, ***Missions***, or ***Final Showdown*** (see description of the locations opposite).

The rules for this placement are as follows:
- During your turn to place, you must place one or more *Ninja* pawns on a single location.
- If you still have pawns, you must wait for your next turn to place, in order to place the rest of the *Ninja* pawns on another location, or even the same one.
- You can only place Ninja pawns that you received at the end of the round (see Ranking p.7).

Once all the players have placed their *Ninja* pawns, the next round can start. The holder of the *Shosho of the Emperor* token is the first player for this new round

End of the Game

The end of the game occurs **at the end of the third round**. Once the ranking and placement of *Ninja* pawns is complete, the ***Final Boss*** card, placed at the start of the game on the ***Final Showdown*** space, is revealed.

Calculate your final score at the end of the game as follows:

- **10 victory points** for **each *Ninja* pawn** present on the **Imperial Court** space.
- **10 victory points** for **each *Ninja* pawn** present on the **Missions** space.
- **X victory points according to the number of *Ninja*** pawns present on the **Final Showdown** space. Each Boss has a specific scoring system (see description p. 9).

The player with the highest final total is declared the victor. In the case of a tie for first place, the less corrupt player among those tied wins. If the tie persists, several players are honored.

The Locations on the Board

Temple of the Shadow: **Only the last-place player** (voir Ranking p.7) can have access to this. You never place *Ninja* pawns on this location.



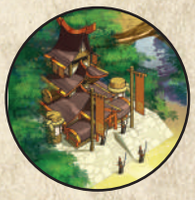
It offers you two choices:
- Draw 2 cards from the ***Temple of the Shadow*** deck, choose one, and put the other back under the deck. Put the chosen card face-up; you can use it during the next round, then discard it at the end of that round. Its power is permanent.

OR

- Secretly peek at one of the 3 ***Decoy*** cards (), then put it back, face-down.

Imperial Court: **Only one *Ninja* pawn can be placed per player per round on this location.**

When you place a *Ninja* pawn on this location, you immediately receive the first card from the ***Imperial Court*** deck, which you will place face-down in front of you. You will use this during the next round, and discard it after using it (or at the end of the next round, if you ended up not using it).
At the end of the game, each *Ninja* pawn placed on the *Imperial Court* space earns 10 for its owner.



Missions : Your ninjas have been sent on a reconnaissance mission, and report back with precious intelligence! As soon as your total number of *Ninja* pawns on this location reaches an even number, you can secretly peek at one of the 3 ***Decoy*** cards (), then put it back, face-down.

At the end of the game, each *Ninja* pawn placed on this location earns 10 for its owner.



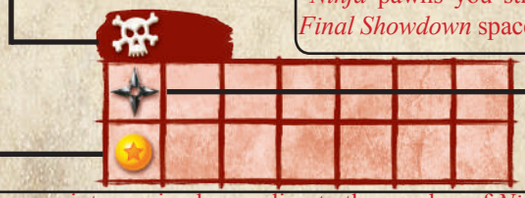
Final Showdown: A Over the course of the game, the players will place their *Ninja* pawns on this space (card), based on the intelligence they have gathered by peeking at the *Decoy* cards. In this way, they will discover the likely identity of the Final Boss.



The victory points earned at the end of the game vary depending on the characteristics of the *Boss* cards:

Damage: The *Ninja* pawns that each player on the *Final Showdown* space loses upon revelation of the *Final Boss* card.

Ninja pawns you still have on the *Final Showdown* space after **Damage**.



Victory points received according to the number of *Ninja* pawns you have still on the *Final Showdown* space after **Damage**.

• **Grugazor :** If Grugazor is the *Final Boss*, each player loses 2 *Ninja* pawns that he's placed on the *Final Showdown* space (card). Then, each *Ninja* pawn remaining earns 30 for its owner (120 maximum).



• **Dark Shogun :** If the Dark Shogun is the *Final Boss*, each player with one or more *Ninja* pawns on the *Final Showdown* space (card) earns 50 .



• **Zombies :** If the zombie horde is the *Final Boss*, each player loses 1 *Ninja* pawn that he's placed on the *Final Showdown* space (card). Anyone who now has no *Ninja* pawns on this space loses 30 .



• **Gaijins :** If the army of gaijins is the *Final Boss*, each player with 2 or fewer *Ninja* pawns on the *Final Showdown* space (card) lose 30 .Each *Ninja* pawn beyond 2 that a player has on this space earns him 30 (90 maximum).



• **Ma' Maho :** If Ma' Maho is the *Final Boss*, each player loses 10 for each *Ninja* pawn he's placed on the *Final Showdown* space (card) (50 maximum).

Additionally, any player who has no *Ninja* pawns on this space loses 50 .





Dictionary of the Perfect Little Ninja

Discard: Place one or more cards from your hand in the *Jigoku* (face-up).

Destroy: Send a card or a clan already in play into the *Jigoku* (face-up).

Jigoku: In the game, this is the name of the face-up discard pile for *Shinobi* cards. Historically, Jigoku is Hell or the underworld in Japanese mythology.

Corruption Pile: This refers to the cards placed under your *Ninja Master* token whenever you decide to use the ***Be Corrupt*** action. A corrupt card refers to a card in the *Corruption* pile.

Shinobi deck: This refers to the principal deck of the game. It comprises *Clan*, *Ronin*, and *Yokai* cards. Historically, the term "shinobi" is a synonym of "ninja".

Yokai: In the game, this refers to the *Shinobi* cards of which each copy is unique. Historically, Yokai are the spirits of the fantastic creatures of Japanese mythology.



Questions for the Grand Master

Can I have 2 clans of the same type in front of me?
No. A single player can form only one clan of each type.

Must I apply the effect of a power whenever it is triggered?
Yes. Note that even if the effect of the power cannot be applied, the clan or *Yokai* can still be placed.

Can I play a Yokai on any clan, for example, playing the Tengu on the Spider clan?
Yes. *Yokai* can be played on any clan.

Can I play several different Yokai in the same turn?
No. A *Yokai* always reinforces a clan, and is played alone on it.

Can I play several Yokai on the same clan, but over several different turns?
Yes. The only limit is that your clan can only have a maximum of 4 cards. You can play several *Yokai* on the same clan, just not on the same turn.

When I place 4 cards of the same clan, can I choose to apply the ▮ power twice, rather than applying the ▮▮ power ?
No.

Is there a limit to the number of cards in my hand?
No.

Can I place just one Clan card to do the Place a Clan action?
No. The *Place a Clan* action requires at least 2 cards.

A solitary ninja forms a clan?
Yes. A solitary *Clan* card counts toward the number of clans necessary to end the game, and is always considered as a clan.

Reinforcing a clan with 2 or 3 cards of the same clan triggers the power of the clan?
Yes. If you use 2 or 3 cards to reinforce a clan, you trigger the ▮ or ▮▮ power, respectively. Attention! Don't count the cards already in play when determining which power is triggered by the reinforcement. For example, 1 Clan card coming into play to reinforce 2 cards of the same clan does not trigger the ▮▮ power.

In Grand Master Mode, can I place Ninja pawns on the Temple of the Shadow?
No. *Ninja* pawns never go to the *Temple of the Shadow*. Only the players that are last place in the rankings benefit from its effects.

In Grand Master Mode, if all players are tied during a ranking at the end of a round, do they all have access to the powers of the Temple of the Shadow?
No. The players are all considered to be first place. They do not qualify for access to the *Temple of the Shadow*.

In Grand Master Mode, several players are tied for last place during the ranking. Do they all get access to the Temple of the Shadow?
Yes.

For convenience, is it OK if we stack Ninja pawns of the same color in each location?
Yes, it is highly recommended!

Am I allowed to throw my Ninja pawns at an opponent's face?
No. This can cause serious injury. Remember to maintain honor for your opponents… and even more so for yourself!

Credits

Game Design: Théo Rivière
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Acknowledgements from the designer
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Acknowledgements from the publisher
To all those who dress in black pajamas…

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Summary of a Game Turn

1. Draw Cards (obligatory):

Recruit or ***Be Corrupt***

(1 card) *(X cards)*

2. Place Cards (optional):

Place a clan or ***Reinforce a clan***

(2, 3 ou 4 Clan/Ronin cards) *(1, 2 ou 3 Clan/Ronin cards **or** 1 Yokai card)*

3. Discard a Card (obligatory).

Grand Master Mode
End of the Round

1. Ranking

• With **2 players:**

4 *Ninja* pawns for **first.**
2 *Ninja* pawns for **second.**

• With **3 players:**

4 *Ninja* pawns for **first.**
3 *Ninja* pawns for **second.**
1 *Ninja* pawn for **third.**

• With **4 players:**

4 *Ninja* pawns for **first.**
3 *Ninja* pawns for **second.**
2 *Ninja* pawns for **third.**
1 *Ninja* pawn for **fourth**

2. Transfer the *Shosho of the Emperor* to the winner of the round.

3. The last-place player in the ranking for the round activates the *Temple of the Shadow.*

4. Place the *Ninja* pawns.

End of the Game

Grasshopper Mode (1 round)
As soon as a player places his 4th clan (and applies its power).
Grand Master Mode (3 rounds)
- End of a round: As soon as a player places his 4th clan (and applies its power).
- End of the game: After ranking at the end of the 3rd round, reveal the *Final Boss* and score.

The Bosses

Dark Shogun — 0

	0	1	2	3	4	5+
★	0	+50	+50	+50	+50	+50

Gaijins — 0

	0	1	2	3	4	5+
★	-30	-30	-30	+30	+60	+90

Grugazor — 2

	0	1	2	3	4	5+
★	0	+30	+60	+90	+120	+120

Ma' Maho — 0

	0	1	2	3	4	5+
★	-50	-10	-20	-30	-40	-50

Zombies — 1

	0	1	2	3	4	5+
★	-30	0	0	0	0	0

Final Scoring - Grand Master Mode

• **10 victory points** ★ for **each *Ninja* pawn** present on the ***Imperial Court*** space.
• **10 victory points** ★ for **each *Ninja* pawn** present on the ***Missions*** space.
• **X victory points** ★ according to **the number of *Ninja* pawns** present on the ***Final Showdown*** space. Each Boss has a specific scoring system (see above).