

A  
C  
E

A



**DARTS**

Discard up to 2 treasures from opponents' collections then play a card.

A  
C  
E

A



**CALTROPS**

Discard the highest-value treasure from each opponent's collection then draw a card.

A  
C  
E

A



**BLOWGUN**

Discard the lowest-value treasure from each opponent's collection then play a card.

2

2



**EXPLOSIVES**



When you steal this, discard your hand.

2

2



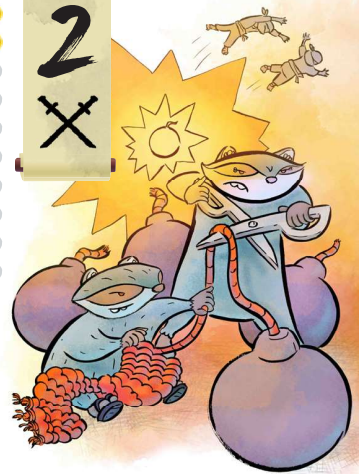
**EXPLOSIVES**



When you steal this, discard your hand.

2

2



**EXPLOSIVES**



When you steal this, discard your hand.

3

3



**SNARE**



When you steal this, discard all other treasures from your collection.

3

3



**SNARE**



When you steal this, discard all other treasures from your collection.

3

3



**SNARE**



When you steal this, discard all other treasures from your collection.

**4** ★

**BD STAFF**  
While **face-down**, this card is worth +2 for each of your **secrets**, including this card.

**4** ♯

**BD STAFF**  
While **face-down**, this card is worth +2 for each of your **secrets**, including this card.

**4** ✂

**BD STAFF**  
While **face-down**, this card is worth +2 for each of your **secrets**, including this card.

**5** ★

**BOW AND ARROWS**  
While **face-down**, this card is worth 10 instead of 5.

**5** ♯

**BOW AND ARROWS**  
While **face-down**, this card is worth 10 instead of 5.

**5** ✂

**BOW AND ARROWS**  
While **face-down**, this card is worth 10 instead of 5.

**6** ★

**KATANA**  
Discard any 1 **treasure** from play then play a card.

**6** ♯

**KATANA**  
Discard any 1 **treasure** from play then play a card.

**6** ✂

**KATANA**  
Discard any 1 **treasure** from play then play a card.

7  
★

**CHAIN AND SICKLE**

Discard any 1 **treasure** from play.  
Use its **action** as if you just played it.

7  
☂

**CHAIN AND SICKLE**

Discard any 1 **treasure** from play.  
Use its **action** as if you just played it.

7  
✕

**CHAIN AND SICKLE**

Discard any 1 **treasure** from play.  
Use its **action** as if you just played it.

8  
★

**CLIMBING HOOK**

Steal a **secret**  
then draw a card.

8  
☂

**CLIMBING HOOK**

Steal a **secret**  
then draw a card.

8  
✕

**CLIMBING HOOK**

Steal a **secret**  
then draw a card.

9  
★

**SMOKE BOMB**

Play 2 cards as **secrets**.

9  
☂

**SMOKE BOMB**

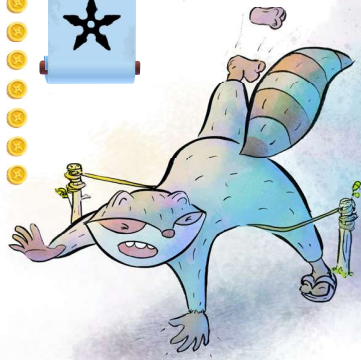
Play 2 cards as **secrets**.

9  
✕

**SMOKE BOMB**

Play 2 cards as **secrets**.

10  
★

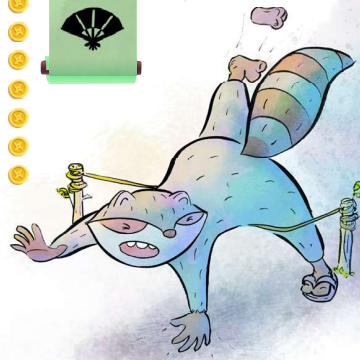


**TRIPWIRE**

This card must be played as a secret.

When you steal this, discard a card from your hand.

10  
☂

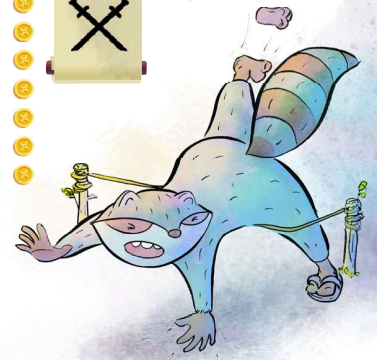


**TRIPWIRE**

This card must be played as a secret.

When you steal this, discard a card from your hand.

10  
✕



**TRIPWIRE**

This card must be played as a secret.

When you steal this, discard a card from your hand.

J  
★



**MASTER OF PLANNING**

Steal a secret, ignoring any traps.

J  
☂



**MASTER OF PLANNING**

Steal a secret, ignoring any traps.

J  
✕



**MASTER OF PLANNING**

Steal a secret, ignoring any traps.

Q  
★



**MASTER OF SECRETS**

Move any 1 treasure from play into your hand then play a secret.

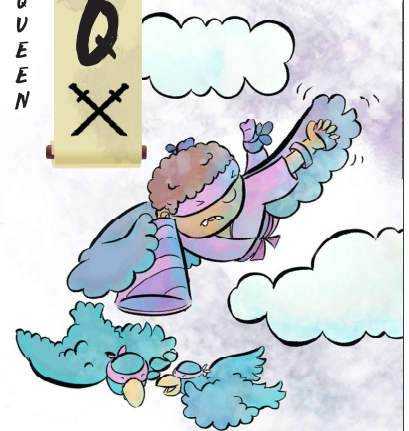
Q  
☂



**MASTER OF SECRETS**

Move any 1 treasure from play into your hand then play a secret.

Q  
✕



**MASTER OF SECRETS**

Move any 1 treasure from play into your hand then play a secret.

K  
I  
N  
G

**k**  
★



**MASTER OF CUNNING**



When you **steal** this, the player you stole it from draws 4 cards.

K  
I  
N  
G

**k**  
☂



**MASTER OF CUNNING**



When you **steal** this, the player you stole it from draws 4 cards.

K  
I  
N  
G

**k**  
✂



**MASTER OF CUNNING**



When you **steal** this, the player you stole it from draws 4 cards.

J  
O  
K  
E  
R



**MASTER OF SURPRISE**

Turn an opponent's **secret face-up**. If it's **trapped**, treat it as though that opponent just **stole** it from you. If it's not, draw a card.

J  
O  
K  
E  
R



**MASTER OF SURPRISE**

Turn an opponent's **secret face-up**. If it's **trapped**, treat it as though that opponent just **stole** it from you. If it's not, draw a card.

**Ninjitsu!**

**SETUP:**

Shuffle all the cards together to form the deck. Deal 4 cards to each player.

**EACH TURN, EITHER:**

- Draw 2 cards from the deck
- or Play a card from your hand
- or Steal a face-down secret from another player

**CARDS CAN BE PLAYED:**

- for their **Action**, into the discard pile
- or as a **Secret**, face-down into your collection
- or as a **Treasure**, face-up into your collection

**WINNING**

If your collection has 21 or more points (17+ when playing with 5 players) worth of **secrets** and **treasures** at the start of your turn, you win!

**Card List**

**NINJITSU!:**

- A - Blowgun
- A - Caltrops
- A - Darts
- 2 - Explosives (x3)
- 3 - Snare (x3)
- 4 - Bo Staff (x3)
- 5 - Bow and Arrows (x3)
- 6 - Katana (x3)
- 7 - Chain and Sickle (x3)
- 8 - Climbing Hook (x3)
- 9 - Smoke Bomb (x3)
- 10 - Tripwire (x3)
- J - Master of Planning (x3)
- Q - Master of Secrets (x3)
- K - Master of Cunning (x3)
- Joker - Master of Surprise (x2)



A  
C  
E

**A**  
★



**DEADFALL**



When you **steal** this, choose 3 cards from your hand and move them to the hand of the player you stole this from.

2


**2**  
★



**PEEPHOLE**

Look at any 3 **secrets**. You may **steal** a **secret**.

3



**NET**

Each opponent discards a card from their hand. Move 1 of the discarded cards into your hand.


4



**TESSEN**

Play a **treasure** then **steal a secret**.


5



**ANCIENT MAP**

**Steal a secret.**  
If it isn't **trapped**, **steal another secret.**


6



**MIRROR**

While this is **face-up** in front of you, each opponent draws a card whenever you draw cards.


7



**CAGE**

While this is **face-up** in front of you, you cannot play **treasures**.


8



**SQUEAKY FLOOR**

While this is **face-up** in front of you, you cannot **steal secrets**.

9



**SLEEPING POTION**

While this is **face-up** in front of you, each opponent draws a card at the start of their turn.

10



**SHURIKEN**

Discard a **secret** and a **treasure** from play.

JACK

J



**MASTER OF ESCAPE**

Turn any 2 **treasures face-down** then play a card.

Q  
U  
E  
E  
N

Q



**MASTER THIEF**

Move any 2 **treasures** from play into your hand.

K  
I  
N  
G

K



**MASTER OF TRICKS**

Draw a card for each **secret** in play then play a card.

J  
O  
K  
E  
R



**MASTER OF DISGUISE**

Swap any 2 **secrets** in play then **steal a secret**.

J  
O  
K  
E  
R



**MASTER OF DECEPTION**



When you **steal** this, the player you stole it from may play a card and then may steal a **secret**.