

Ninjitsu!



A TREASURE HUNTERS GAME

Ninjitsu!

A game of chaos and subterfuge for 2-5 players

by Peter C. Hayward and Kelly Jo

Ninjitsu: Noun. The Japanese art of stealth and sabotage.

Ninjitsu: Noun. The same, but with squirrels and birds.

Your Mission

You are the head of a noble Ninja House, competing to collect great treasures and hide valuable secrets.

Components

41 cards
Rulebook

Setup

Shuffle the cards together to form the deck. Do not include any expansions for your first few games.

Deal 4 cards to each player, then place the deck in the middle of the table.

The player wearing the darkest clothing takes the first turn and play continues clockwise.

Gameplay Basics

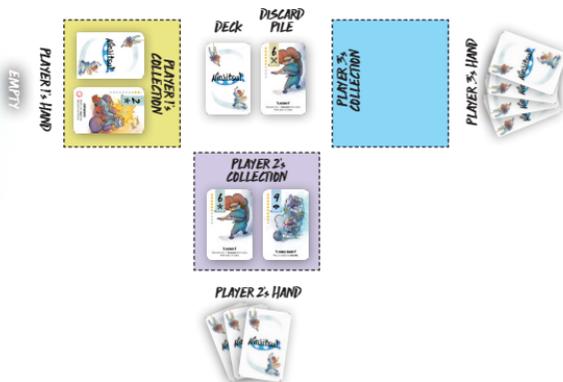
The first player with **21 or more points** (17 or more points in a 5-player game) at the start of their turn **is the winner!**

On their turn, players must do **one** of the following:

- **DRAW** 2 cards from the deck
- **PLAY** a card from their hand, either:
 - for its **Action**, into the discard pile
 - as a **Secret**, face-down into their collection
 - as a **Treasure**, face-up into their collection
- **STEAL** a secret from another player's collection

EXAMPLE

OF A GAME IN PROGRESS



Cards



- 1. The card's point value.** This adds to your point total while the card is in your collection.
- 2. Cards without a number** (King, Queen, Jack, Ace, Joker) have no point value.
- 3. The card's effect.** Cards with lightning bolts are **action** cards. Their effect only applies when they are played into the discard pile.
- 4. Cards with gear icons** have **ongoing effects**. Their text tells you when they apply. They must be played as **secrets** or **treasures**.
- 5. The card's suit and art.** These have no in-game significance.

Gameplay

Each turn, you must either **Draw**, **Play**, or **Steal**.

DRAW

THE TOP 2 CARDS FROM THE DECK

There is no hand limit. If the deck is empty, shuffle the discard pile to form a new deck.

PLAY

A CARD FROM YOUR HAND

Cards can be played in one of three different ways:



1. FOR THEIR ACTION



Cards with lightning bolts can be played straight into the discard pile for their **action**. When you use a card this way, **ignore its points**.

If you can't complete a card's entire action, do as much as you're able to.

For example, if your hand is empty, ignore any part of an action that lets you play a card.



2. AS A TREASURE

Cards which have a point value can be played **face-up** into your collection as **treasures**. When you play a card this way, **ignore its action**.



Cards with the treasure chest icon have an **ongoing effect** as long as they are **face-up** as treasures in your collection.

Cards with no point value (*Ace, King, Queen, Jack, Joker*) may not be played as treasures.



3. AS A SECRET

All cards, even those without a point value, can be played **face-down** into your collection as **secrets**. When you play a card this way, **ignore its action**.

Every **face-down** card in your collection is a **secret**, regardless of how it was turned **face-down**.

When a **secret** is turned **face-up**, it becomes a **treasure**. If it has no point value, discard it.

While **face-down**, **secrets are not treasures**. They can only be affected by cards which specifically target **secrets**.



Cards with the key icon have an altered point value while they are **face-down** as secrets in your collection. If they are turned **face-up**, this effect no longer applies.

You may look at or rearrange your **secrets** at any time, but not the **secrets** of other players.

STEAL

A SECRET FROM AN OPPONENT

Steal an opponent's **secret** by moving it into your play area and turning it **face-up**.

Only secrets may be stolen this way.

If a stolen card has no point value (*Ace, King, Queen, Jack, Joker*), **discard** it after resolving any **traps**. Otherwise, it remains in your play area as a **treasure**, even if it was **trapped**.



Cards with the bomb icon are **trapped**. When they are stolen by an opponent, that player must **immediately** resolve the card's effect.

Cards without a bomb icon have no effect when stolen. When a **trapped** card is affected in any other way (**discarded, moved, or swapped**) its effect does not trigger.

Traps trigger when **stolen** by any method, on any player's turn.

TIP

New players often underestimate the power of **stealing secrets** from an opponent. After stealing a secret, you get to keep it as a face-up **treasure**, contributing towards your points.

WINNING THE GAME

If you have 21 or more points (17 or more in a 5-player game) in your collection at the **start of your turn**, you win!

Points on both **treasures** and **secrets** count towards your total.

If you miscount and incorrectly declare that you've won, turn all of your **secrets** face-up and skip your turn.



Created by **Peter C. Hayward**.
Art and Graphic Design by **Kelly Jo**.
Developed by **Tom Lang**.
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Ninjitsu! can be played with other games in the **Treasure Hunters** series. Shuffle them into the **Ninjitsu!** deck and play by the rules of **Ninjitsu!**

Traps apply whenever a trapped card is **stolen**, whether it is a **secret** or a **treasure** at the time.

Non-**Ninjitsu!** cards played as **secrets** are worth their printed value. Their effects do not apply while they are **face-down**. Secrets in play cannot be affected by any non-**Ninjitsu!** cards (they're too secret!).



When the term **destroyed** appears on a card, it means **discarded from play**.

When a card is **protected**, it cannot be **stolen, discarded, moved, or swapped**. **Secrets** can never be **protected**.

Whenever a card refers to cards **in front of a player**, treat it to mean **in that player's collection**.

Permanents do not count as **treasures**. When a **secret** is turned **face-up**, it always becomes a **treasure** or gets discarded; it never becomes a **permanent**.

SAMPLE GAMEPLAY

Kelly plays a **Bo Staff** face-down into her collection as a **secret**. It has a printed value of **4**, and also gives her **+2** for every secret she has in play.

Peter draws 2 cards.

Roxy plays **Explosives** face-down into his collection as a **secret**. It has a printed value of **2**.

At the start of **Kelly's** second turn, she has **6** points in her collection, although no one knows this. Not enough to win! She decides to **steal a secret**. She steals **Roxy's secret** without knowing what it is. **Kelly** moves it into her collection and turns it face-up. It's **Explosives**, and it's trapped!

The trap means that **Kelly** must discard her hand. She keeps the **Explosives** she stole as a face-up treasure.

At the start of **Peter's** second turn, he has **0** points in his collection. He plays a **Katana** into the discard pile for its **action**. It allows him to discard an opponent's treasure from play and then play another card. He discards **Kelly's** face-up **Explosives**, and then plays another **Katana** as a **treasure**, giving him **6** points.

Glossary



Cards with lightning bolts can be played for their **action**, which triggers immediately.



Cards with a gear icon have an **ongoing effect**, and cannot be played to the discard pile for their **action**.

Whenever a card is **discarded**, move it face-up to the top of the discard pile.

When cards are discarded **from play**, the current player chooses which cards are discarded.

When cards are discarded **from your hand**, you choose which cards to discard.

Effects which say **"any"** card can target cards belonging to anyone, even yourself.

A player's **collection** consists of the **treasures** and **secrets** they have in front of them.

All cards in players' **collections** are **in play**.

Cards in the discard pile or players' hands are **not** in play.

HOW TO PLAY

QUICK REFERENCE GUIDE

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 or more when playing with 5 players)
worth of **secrets** and **treasures**
at the start of your turn, you win!

Visit ninjitsugame.com for a How
to Play video.



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