Ninjitsu!
A game of chaos and subterfuge for 2-5 players
by Peter C. Hayward and Kelly Jo

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

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

Each turn, players will either draw, play, or steal cards. The first player to have 21 or more points at the start of their turn is the winner!

Components:
- 42 cards
- Rulebook

Setup:
Shuffle the cards together to form the deck. (Expansions should not be included 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.

Example of a game in progress:

On their turn, players must do one of the following:
- **Draw** 2 cards from the deck.
- **Play** a card from their hand, either
  - into the **discard pile** for its **action**.
  - **face-down** into their collection as a **secret**,  
  - or **face-up** into their collection as a **treasure**,  
- **Steal** a secret from another player’s collection.
At the start of a player’s turn, if their collection has 21 or more points worth of **secrets** and **treasures**, they win!

**Cards**

1: The card’s **point value**. These add to your points while the card is in your collection.

5: Cards without a number (King, Queen, Jack, Ace, and Jokers) have **no point value**.

2 & 3: The card’s **suit**, **title** and **art**. These have no in-game effect.

4: The card’s **action**. Its effect does not apply when the card is in your collection.

6: This card has a **trap**! Cards with Icons have **ongoing abilities**, which tell you when they apply. They must be played as **secrets** or **treasures**.

Each turn, you must take 1 action: Either **Draw** 2 cards, **Play** a card from your hand, or **Steal** an opponent’s **secret**.

**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 no icon 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 with a point value can be played **face-up** into your collection as a treasure. All **face-up** cards in your collection are **treasures**. When you play a card this way, ignore its **action**.

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

3) As a **secret**.
All cards can be played **face-down** into your collection for their points and abilities. All **face-down** cards in your collection are **secrets**, regardless of how they got turned face-down.

**Cards without a point value** are can still be played as secrets.
When a **secret** is turned face-up, it becomes a **treasure**. If it has no point value, immediately discard it.

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

Cards with this icon have **ongoing abilities** which alter their point value while they are face-down as secrets in your collection. If they are turned face-up, this ability 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 (K, Q, J, A, or Joker), discard it after resolving any traps. Otherwise, it remains in your play area as a treasure, even if it was trapped.

**TRAPPED CARDS**

Cards with a bomb icon are **trapped**. When they are stolen by an opponent, that player must immediately resolve the text beside the bomb. Cards without a bomb icon have no effect when stolen. 

**Trapped** cards trigger when they are stolen by any method, not just as an action. When a trapped card is discarded, moved or swapped its trap does not trigger.

**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. Swipe early, swipe often!

**WINNING THE GAME**

If you have 21 or more points 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.

**GLOSSARY**

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.

Cards which say **any** card can target cards belonging to yourself or your opponents.

A player’s **collection** consists of the treasures and secrets they have in front of them. All cards in players’ collection **are in play**. Cards in the discard pile or players’ hands are **not** in play.
Treasure Hunters:

*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 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 abilities do not apply while they are face-down.

Secrets in play cannot be affected by any non-*Ninjitsu*! cards. (They’re too secret!)

**SAMPLE ROUND**

Kelly plays a Bo 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 as his action.

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 as her action. 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 no points in his collection. He plays a Katana into the discard pile as an action. It allows him to discard an opponent’s treasure from play. He discards Kelly’s face-up Explosives card, and then plays another Katana as a treasure, giving him 6 points.

**How to Play - Quick Reference Guide**

Shuffle all the cards together to form the deck. Deal 4 cards to each player. The player wearing the darkest clothing takes the first turn, and play continues clockwise.

Each turn, take 1 action. Either:

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

Cards can be played in one of 3 ways:

- Into the discard pile for its action.
- Face-up as a treasure, for points and ongoing abilities.
- Face-down as a secret, for points, traps, and secret abilities.

At the start of your turn, if you have 21 or more points worth of secrets and treasures you win!
This pack contains three expansions which are compatible with all games in the Treasure Hunter series. They are for advanced players, and should be introduced to your game one expansion at a time.

Once you're familiar with the expansions, all three can be played together in any combination.

Masters of Magic

To play with the Masters of Magic expansion, just shuffle it into the deck.

The Elements

At the start of the game, shuffle the Elements and deal 1 to each player. They may choose which side to use. Return the unused Element cards to the box.

For the entire game, players keep their Element card in front of them and have access to its ability. It cannot be discarded, flipped, or affected by other cards.

If playing multiple games in a row, you may choose to keep the same power between games.

When playing with people of different skill levels, Element cards may be given to some players and not others as a handicap.

Heavy Weather

 SETUP
Separate the Weather and Event cards. Shuffle the Weather cards. They form their own deck.

After players have been dealt their starting hands, shuffle the Event cards into the regular, non-Weather deck.

At the start of each game, put the top card of the Weather deck into play.

WEATHER CARDS
Weather cards have an ongoing effect, and cannot be discarded or affected by non-Event cards.

Promo Pack

The cards Solar Flare and Aurora Borealis should only be used when playing with Heavy Weather. Magic should only be used when playing with The Elements.

All other cards can be used by shuffling them into the deck.

The 1-value cards can be played into the discard pile for its ability at any time, even on another player’s turn.

Playing a 1-value card for its ability does not cost an action.

Heavy Weather

EVENT CARDS
Whenever an Event card reaches the top of the deck, put it into play. Event cards do not resolve until the end of the turn.

At the end of each turn, resolve Event cards in the order they entered play then discard them.

Event cards can never be moved into player’s hands. If you accidentally draw an Event card, move it into play and draw a replacement card.

Any Event cards drawn into a starting hand are discarded without being resolved. Then, continue drawing until you have the correct number of cards in hand.

Key

N - Ninjitsu
S - Sabotage
+Sabotage rule card

PP - Promo pack!
+ Promo Pack rule card

All other rule cards
The Elements - The Elements Event - Heavy Weather Weather - Heavy Weather MM - Masters of Magic

Sabotage!

To play with the Sabotage expansion, shuffle it into the deck.

Some treasures in Sabotage have an ongoing ability while they are face-up in your collection.

This effect no longer applies to you when the treasure is moved out of your collection or turned face-down.

This is not a trap. These cards are not considered to be trapped.
MASTER OF CUNNING
When you steal this, the player you stole it from draws 4 cards.

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

MASTER OF PLANNING
Steal a secret, ignoring any traps.

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.

DARTS
Steal a secret then draw a card. This card must be played as a secret.

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

SMOKE BOMB
Play 2 cards as secrets.

CLIMBING HOOK
Steal a secret then draw a card.
**CHAIN AND SICKLE**
Discard any 1 treasure from play. Use its action as if you just played it.

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

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

**BO STAFF**
While face-down, worth +2 for each of your secrets including Bo Staff.

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

**EXPLOSIVES**
When you steal this, discard your hand.

**ANTONIO**
You may play this card from your hand at any time to ignore a trap.

**CAPTAIN BLUEBEARD**
Swap any number of cards from your hand with secrets in play.
MASTER OF SECRETS
Move any 1 treasure from play into your hand then play a secret.

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

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

JACK
Steal a secret, ignoring any traps.

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

10
This card must be played as a secret.

9
When you steal this, discard a card from your hand.

8
Steal a secret then draw a card.

5
While face-down, worth +1 for each card in your hand.
CHAIN AND SICKLE
Discard any 1 treasure from play. Use its action as if you just played it.

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

BOW AND ARROWS
While face-down, worth 10 instead of 5.

BO STAFF
While face-down, worth +2 for each of your secrets including Bo Staff.

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

EXPLOSIVES
When you steal this, discard your hand.

ALBERTI
You may play this card from your hand at any time to prevent a treasure in play from being discarded.

JELLYBEAN NINJA
Guess a number then steal a secret. If you guessed that secret’s number, ignore its trap and take an extra action. Otherwise, draw a card.
**MASTER OF SECRETS**
Move any 1 treasure from play into your hand then play a secret.

**VAMPIRE NINJA**
While this is face-up in front of you, your secrets and treasures are worth -3 each.

**MASTER OF PLANNING**
Steal a secret, ignoring any traps.

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

**TRIPWIRE**
This card must be played as a secret. When you steal this, discard a card from your hand.

**SMOKE BOMB**
Play 2 cards as secrets.

**CLIMBING HOOK**
Steal a secret then draw a card.
CHAIN AND SICKLE
Discard any 1 treasure from play. Use its action as if you just played it.

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

BOW AND ARROWS
While face-down, worth 10 instead of 5.

BO STAFF
While face-down, worth +2 for each of your secrets including Bo Staff.

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

EXPLOSIVES
When you steal this, discard your hand.

ANDREA
You may play this card from your hand at any time to prevent a player from stealing a secret. That player loses the rest of their turn.

MASTER OF DECEPTION
When you steal this, the player you stole it from may play a card and then may steal a secret.
MAGISTER OF TRICKS

Draw a card for each secret in play then play a card from your hand.

MAGISTER THIEF

Move any 2 treasures from play into your hand.

MAGISTER OF ESCAPE

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

MAGISTER OF DISGUISE

Swap any 2 secrets then steal a secret.

SQUEAKY FLOOR

When you steal this, choose a card from your hand. Move all the other cards from your hand to the hand of the player you stole this from.

SHURIKEN

Discard a secret and a treasure from play.

SLEEPING POTION

While this is face-up in front of you, your opponents draw a card at the start of their turn.

DEADFALL

Draw a card for each secret in play then play a card from your hand.

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CAGE
While this is face-up in front of you, you cannot play secrets as an action.

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

ANCIENT MAP
Steal a secret. If it isn’t trapped, steal another secret.

TESSEN
Play a treasure then steal a secret.

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

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

ALESSIO
You may play this card from your hand at any time to look at any secret in play.

FALSE FLOOR
While this is face-up in front of you, you cannot look at your secrets.
MASTER OF WIND
Play a card for its action. Then, return it to your hand and play it as a treasure.

MASTER OF FIRE
Discard the 3 highest-value treasures from play.

MASTER OF WATER
Draw a card for each treasure your opponents have in play then play one of the drawn cards.

MASTER OF MAGIC
Move the deck in front of you and shuffle this card into it face-up. When it reaches the top of the deck again, discard it and immediately play any number of cards from your hand.

GRIMOIRE
Draw 3 cards then play the top card of the deck.

ALCHEMY
Move the deck in front of you and shuffle this card into it face-up. When it reaches the top of the deck again, discard it and immediately play any number of cards from your hand.

HEALING
Choose a card at random from each opponent’s hand. On their next turn, they must either play that card or skip their turn.

NIGHT VISION
Draw 3 cards then play the top card of the deck.
7
FREEZE TIME
Play a card then draw a card.
No one can win until your next turn.

6
SHAPE SHIFTING
Play a treasure then swap it with any other treasure in play.

5
MULTIPLY
Play a treasure.
Move all cards of that treasure's value from the discard pile to your hand.

4
TELEKINESIS
Play a card for its action.
Steal a treasure of that value from an opponent and move it into your collection.

3
INVISIBILITY
Move any card to your hand from play or an opponent's hand.

2
FLIGHT
Play 3 treasures then discard your hand.

? 
MASTER OF EARTH
This card is worth twice as much as the number of treasures your opponents have in play.

1
TELEPORT
You may play this card from your hand at any time to move any 1 treasure from play into your hand.
**Discard the top card of the deck.**

All cards of that value are discarded from play and from player's hands.

**Discard all Weather from play and play a new Weather card.**

Players with the most cards in hand discard cards from their hand until all players have the same number of cards in hand.

**Discard all Weather from play and play a new Weather card.**

**Discard all Weather from play and play a new Weather card.**

**Each player draws as many cards as there are cards in the Weather discard pile.**

**Play a new Weather card.**

All players with the most treasures in play discard their hand.

Everyone draws a card.

**Discard all Weather from play and play a new Weather card.**

**Discard all treasures of value 5 or less from play.**

Discard all Weather from play and play a new Weather card.

**Each player shuffles their hand into a shared face-down pile.**

Each player draws from that pile as many cards as they contributed.

**Discard all Weather from play and play a new Weather card.**

**Discard the top card of the deck.**

All cards of that value are discarded from play and from player's hands.

**Discard all Weather from play and play a new Weather card.**

**Each player shuffles their hand into a shared face-down pile.**

Each player draws from that pile as many cards as they contributed.

**Discard all Weather from play and play a new Weather card.**

**Play a new Weather card.**
Players draw a card at the start of their turn.

Players draw a card at the start of their turn.

As an action, players may draw 2 cards then shuffle their hand and play a card at random. If it's a card that cannot be played, discard it.

As an action, players may discard a card from their hand to draw 3 cards.

As an action, players may draw the top 2 cards of the discard pile.

As an action, players may draw 2 cards from their hand and play a card at random. If it's a card that cannot be played, discard it.

As an action, players may discard a card from their hand to draw 3 cards.

Whenever anyone plays a card as a treasure, they draw a card.

Whenever anyone plays a card as treasure, they must discard a card from their hand.

Whenever anyone plays a card as treasure, they must discard a card from their hand.

Players with 5 or more cards in hand cannot draw cards.

Whenever a player draws as their action, all players then choose a card from their hand and pass it to the left.

Whenever anyone plays a card as a treasure, they draw a card.

As an action, players may discard a card from their hand to draw 3 cards.
Your highest-value treasure cannot be discarded from play. It can still be stolen, moved, or swapped.

Whenever you draw cards, draw an extra card.

Your treasures in play are each worth +1.

At the end of each of your turns, you may trade a card from your hand with a random card from an opponent's hand.

At the end of each of your turns, you may discard a card from your hand to draw a card.
At the start of the game, draw 4 extra cards.

At the start of each of your turns, you may discard a card from your hand to look at an opponent’s hand.

If your hand is ever empty, immediately draw 3 cards.

Players take 2 actions per turn and need twice as many points to win.