Ninjaaa'Tack

A game by Gaël Brennenraedts, illustrated by Olivier Fagnère

For **4 – 8 players**,
ages **7 and up**,
duration: **15 minutes**.

Contents:
- 32 cards (8 families of 4 cards)
- 80 Clan tokens
- 1 Gong card

In Ninjaaa'Tack, communicate with your teammate to be the first ones to assemble your Ninja clan.

Goal of the Game

When your team manages to collect 4 identical cards of the same clan, your team earns a Clan token.

To do this, you and your teammate must collectively have all 4 identical cards.

When you think your team has assembled a clan, tap the gong and shout, "Ninjaaa!"

Setup

Pair up into teams of 2, and sit such that teammates are facing one another across the table.

1, Use as many families of cards as there are players. Return the other cards to the box.

For a 4-player game, use 16 cards (4 × 4); for a 6-player game, use 24 cards (6 × 4)

2, Place the the Gong card in the middle of the table.

3, Shuffle the cards, and deal 4 face down to each player.

4, Leave the Clan tokens in the box.

Gameplay

Each turn, each player will simultaneously choose a card and pass it face down to the player on their left.

When you have chosen your card, place it face down in front of you. Once everyone has done this, everyone counts to 3, then simultaneously passes their cards to the left.

Look at the card you just received and add it to your hand.

Now you can communicate for a few seconds.

All forms of communication are allowed (gestures, signs, etc.), and communication can happen at any time during the game.

Now each player chooses a card from their new hand of 4 cards and passes it, just like before.

When you think your team has collected 4 cards from the same clan, tap the gong and shout,

"Ninjaaaa!"

You and your teammate reveal your cards:

If your team has assembled a clan, you earn the corresponding clan token.

If your team has not assembled a clan, your team loses an already-acquired clan token of your team's choice.

Either way, reshuffle all the cards, and deal them out (same as you did in setup) to start a new round.

Attack

Although any and all communication is permitted during the game, you must be careful! If you think that another team has collected 4 ninjas from the same clan, you can tap the gong and shout, "**Attack!**" to claim the clan token before they can.

If another team has, in fact, assembled a clan, then you earn your team the token corresponding to the color of that clan.

If you were wrong, and no other team has assembled a clan, your team loses a token of your team's choice.
Therefore, it is very important to communicate without revealing too much information.

Note: If several enemy clans were assembled, your team earns the corresponding several tokens.

Transforming a Token

To win, your team needs 3 Clan tokens of different colors.
At the end of a round, if you have 2 tokens from the same clan, you **can attempt** to transform one into a clan of another color.

To do this, place the box in the middle of the table. Then take the token you wish to transform, get up from your chair, step 3 paces backward from the table, and throw it at the box.
If the token lands in the box, you can exchange it for any token belonging to an opposing team.

If the token lands outside the box — even if it bounced out of the box — then you lose the token.

Note:
Your team **can** only make one such throw per round.

Penalty

If you tap the gong in error, but have no tokens to lose, your team suffers a penalty.

In the following round, a single player on your team must have 4 identical ninjas in hand in order to tap the gong and shout, "Ninjaaaa!".

End of the Game

The game ends once a team has earned 3 Clan tokens of 3 different colors.

Variant for Odd Numbers of Players

When you have an odd number of players, each round, one player is a lone wolf.

Use as many card families as there are players.

Each round, the teams will change. Simply shift the designation of "lone wolf" one chair to the left, and adjust the teams accordingly.

Because the teams are dynamic, each player collects tokens individually. When your team wins a round, you and your teammate each earn a token. If you are mistaken in tapping the gong, you are the only player to lose a token.

The game ends when a player wins by earning 3 Clan tokens of different colors.

The lone wolf plays the same way as the teams, but only needs to assemble a clan of 3 cards. The lone wolf is welcome to attack, as well.

All other rules are unchanged.

Thanks:

Questions about the rules of this game? www.azaogames.com