



NINJAAA'TACK

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

Rules of the game

4 – 8 players - 15 min. - ages 7 and up

Contents

- 32 cards (8 families of 4 cards)
- 1 Gong card



Goal of the game

Be the first team to earn 3 points. A point is earned when a team manages to gather their 4 identical cards from a same family. 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, "Ninjaaaaa!"

Setup

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

- 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 x 4).

For a 6-player game, use 24 cards (6 x 4).

- Place the Gong card in the middle of the table.
- Shuffle the cards, and deal 4 face down to each player.



Gameplay

Each turn, each player will simultaneously choose a card. 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 :

"Ninjaaa !"

You and your teammate reveal your cards: If your team has assembled a clan, you earn a point. If your team has not assembled a clan, your team loses a point.

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

Note :

- Occasionally, your team might assemble 2 clans at the same time. In such situations, you earn 2 points.
- If several players try to tap the gong at the same time, only the fastest one counts.

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 earn the point before they can.

If another team has, in fact, assembled a clan, then your team earns a point.

If you were wrong, and no other team has assembled a clan, your team loses a point.

Therefore, it is very important to communicate without revealing too much information.

Note :

- If several enemy clans were assembled, your team earns several points.

Penalty

If you tap the gong in error, but have no points 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 points.



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 points individually. When your team wins a round, you and your teammate each earn a point.

If you are mistaken in tapping the gong, you are the only player to lose a point. The game ends when a player wins by earning 3 points.

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.



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