

NINJA SAMURAI

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NINJA SAMURAI is a card game for 1-2 players with an approximate duration of 10 minutes.

GAME CONTENT

- 9 cards, both sides illustrated.

OBJECT OF THE GAME

The object of the game is to win the eternal battle between ninjas and samurais. The player that makes the last movement is the winner.

SETUP

Players decide game level:

- **Basic.** No actions.
- **Medium.** Only actions in cards without a Katana picture.
- **High.** All actions in all cards.

Shuffle the nine cards and place them as a pile in the table. By turn each player draws a card and place it in the table. He must obey these rules:

- The card must be vertically or horizontally adjacent to at least other card (except first card placed)
- For laying out the cards, it has to be considered that the display may have a maximum length of 3 cards and a maximum width of 3 cards (a 3x3 square display)
- The player can place cards as ninja or samurai face up.

GAME

Players play on turn. The player that doesn't place the last card starts the game. On each turn the player must (in this order):

- Move a card
- Make an action (on medium and high levels)

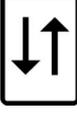
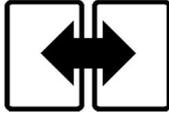
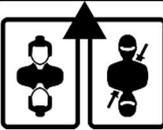
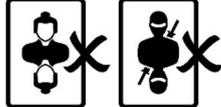
If the player can't move a card, the game ends. The player must move the card over another card only:

- If cards are vertically or horizontally adjacent
- If faces up are different (a samurai over a ninja, or a ninja over a samurai)

The card moved is placed in the other card position, and this card overlapped is discarded.

In medium and high levels, the player must make the action **shown in the discarded card**. If the player can't make this action, the game ends.

ACTIONS

 Discard any card in Game (don't execute its action)	 Swap two cards positions in a same row
 Oni. This action is only relevant in solo mode	 Swap two cards positions in a same column
 Swap any two cards positions	 Return a discarded card to table. The card must be placed at least adjacent to another card on the table Note: this action card can't return to game Note: The player can place this card as ninja or samurai face up
 On next turn the player don't make the action of the discarded card	 Flip a samurai or ninja card, as shown in the illustration
 On next turn the player can move a samurai or ninja card, as shown in the illustration	

END OF GAME

The game ends when one of the players can't move a card or make an action. This player has lost the game.

We suggest playing the best of 3 games.

SOLO MODE

In solo mode the player shuffles the nine cards so that ninjas and samurais faces be mixed. The player places cards randomly in a 3x3 display. The object of the game is discard all cards. Movement rules are the same that in two players' game, but level must be **High**. Game ends when the player can't move a card or make an action. If the player can't make an action, he lose the game. If he can't move a card, scores depending on how many cards are left in the table:

- 2 or more cards: *Sempai*. Apprentice.
- 1 card: *Renshi*. Teacher.
- 0 cards: *Kyoshi*. Master.
- 0 cards and **Oni** is the last card discarded: *Hanshi*. Great Master.

CREDITS

Designed by Santiago Eximeno santiagoeximeno@gmail.com

Illustrations (**Noun Project**): *Samurai* by Daryl Vandemont, *Ninja* by Hea Poh Lin, *Katana* by Ian Childers, *Card* by Dinsoft Labs and *Demon Mask* by Manop Leklai.

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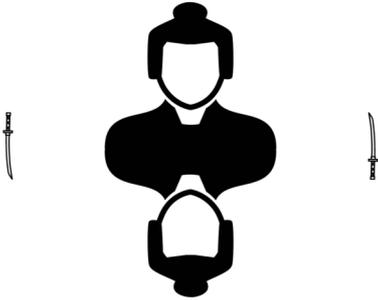
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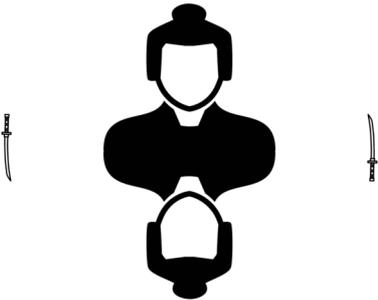
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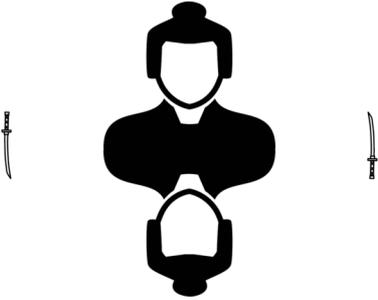
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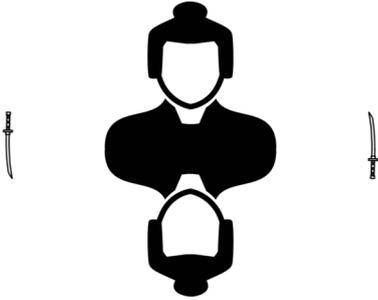
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