

Game Design:
Justin Gary

Graphic Design:
Matt Paquette Co.

Art:
Ben Charman

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Additional Design and Development:
Gary Arant, Jason Zila, Jared Saramago, Ryan Sutherland, Mataio Wilson

BOX CONTENTS

- 33 Ninja cards
- 11 House cards
- 11 Player standees (+1 extra)
- 35 Honor tokens (+ 5 extra)
- Token bag

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OVERVIEW

It's the Night of the Ninja! Two Houses battle for Honor. You must kill the members of the opposing House before they kill you. The challenge? You don't know who's an enemy and who's an ally!

SETUP

Based on the number of players, set aside an equal number of Crane and Lotus **House** cards. Begin with the 1 and 2 rank cards for a four-player game, adding additional cards (in order) for larger games.

If there is an odd number of players, include the **Ronin**.

Shuffle the **Ninja** deck. Shuffle the 35 star-shaped Honor tokens and add them to the token bag. Each player should place a standee in front of their play space. You're ready to play!

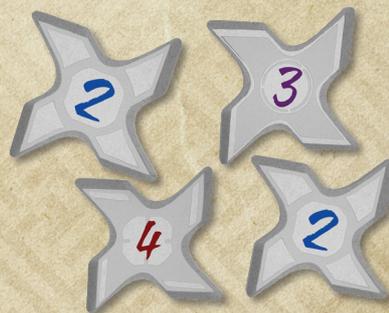
PLAY

Each round, players attempt to identify and kill rival ninjas. At the end of each round, **all** members of the House with the highest ranked survivor get a random Honor token (worth 2, 3, or 4 points). The first player to 10 points wins the game!

Each round includes the Start of Round, Ninja Draft, the Night, the House Reveal, and the End of Round.



Example: Here are the House cards you would deal for a 7-player game.





START OF ROUND

First, shuffle the prepared House cards and deal one face down to each player. You may look at your own House card but may NOT reveal it to other players until the House Reveal.



If your House card is a high rank (like 1 or 2), try to survive! At ranks 3, 4, or 5 you might see yourself as more expendable. Focus on keeping higher ranked House members alive.



NINJA DRAFT

Once House cards are assigned...

- Deal three Ninja cards face down to each player.
- Each player chooses one Ninja card, then passes the remaining two face down to the player on their left.
- Each player chooses another Ninja card, then discards the last card face down to the center of the table to form a discard pile.

Remove any Ninja cards that were not dealt this turn from the round, then move to the Night phase!



Choose a card, pass to the left, then repeat!



THE NIGHT

During the Night, players play their Ninja cards. The Night is broken down into five phases:

1. Spy
2. Mystic
3. Trickster
4. Blind Assassin
5. Shinobi

Table talk is encouraged in every phase of the Night!



Spy and Mystic cards are played early, gaining valuable information. Tricksters can shake up the game. Blind Assassin and Shinobi cards kill other players, but only if they can survive long enough to be played!

During each phase of the Night, you may choose to play any Ninja cards you have corresponding to that phase.

- To play a Ninja card, **place it face-up on the table**. The number on each card determines when it is resolved. Resolve all cards of that phase in order from first (1) to last (6). Leave played cards face up on the table during the round.
- If no player reveals a card, move on to the next phase.
- A player may choose not to play a Ninja card – they may want to bluff that it's something else – but if a Ninja card is not played during its phase, it can't be played later in the round.



Example:
As the Night begins, a player asks, "who has Spies?" Two players simultaneously reveal their Spies: a 2 and a 5. The player with the 2 goes first, followed by the 5. Then the round moves on to the Mystic step.

DYING

Some Ninja cards will cause players to be killed. If you are killed, **DO NOT** reveal your House card. Knock down your player standee to indicate that you are dead. Dead players may **NOT** play Ninja cards, but note that you may continue to speak, advise your team members, and attempt to manipulate the game!



SPECIAL NINJA CARDS

Each Trickster card has a different name and a unique ability. Otherwise, the Trickster phase is like any other. You resolve the Tricksters in numerical order, starting with 1 (the Shapeshifter), or the highest ranked Trickster present in the step.

There are three cards that can be played out of sequence. The Mirror Monk and Martyr are played as "reacts" when a Blind Assassin or Shinobi tries to kill you. The Mastermind is revealed at the end of the round, if you survived.

Once the Night ends, it's time for the House Reveal.





HOUSE REVEAL

After the Night, if you're still alive, reveal your House card! The House with the highest ranked surviving player wins the round. 1 is the highest rank, followed by 2, then 3, and so on. Ties are broken by the next highest surviving player of the House. When a House wins, **every member of the winning House draws one Honor token from the bag** – even if they were killed! Award Honor tokens face down (you may look at your own tokens at any time).

If playing as the **Ronin**, you draw one Honor token if you survive the round.



Lotus House wins! No matter how many members of Crane House survive, the highest ranking card wins.



Crane House wins! Their highest ranked cards are tied, so you compare the next pair of cards. 2's are tied, so 3 beats 4.



Lotus House wins! But the Ronin also gets an Honor token for surviving.



If the score is totally tied, no House wins. Award an Honor token to each surviving player.



WINNING THE GAME

While you play each round as a team, you're all competing to be the ultimate winner! At the end of any round, if you have collected enough Honor tokens to score 10 points, reveal them to claim victory! If multiple players reach 10 or more points on the same turn, the highest score wins. If the score is tied, those players share the victory.

If no player has won, reshuffle all cards into their respective decks and start a new round. **A game of Night of the Ninja can end quickly, so be ready to shuffle and play again!**



FAQS + STRATEGY GUIDE

STRIKE FAST BUT STRIKE TRUE

The sun is setting, and the Night of the Ninja is upon us. Bring honor to your House by finding your enemies and striking them down before they can find you. Stealth, misdirection, and guile are the tools of the Ninja. Use them to your advantage.

FAQS

AFTER I LOOK AT ANOTHER PLAYER'S HOUSE CARD WITH A SPY OR MYSTIC, CAN I ANNOUNCE IT TO THE OTHER PLAYERS?

Absolutely! Talking, bluffing, lying, and cajoling are all encouraged. Feel free to tell others what you've discovered, or to lie about it!

WHO PICKS WHICH NINJA CARD THE MYSTIC GETS TO LOOK AT?

If the target of the Mystic still has two Ninja cards in their hand, the player who played the Mystic randomly selects one of the two to look at (in addition to that player's House card).



CAN I EVER LOOK AT MY HOUSE CARD ONCE THE SHAPESHIFTER HAS CHANGED IT?

You may not freely look at your House card once the Shapeshifter has "switched" it with someone else's card. However, you may use another Ninja card (e.g., another Trickster or Shinobi) to look at or reveal it.

LESSON ONE: FIGHT FOR YOUR HOUSE

You can only win if your House wins. If you have a lower ranked House card than someone else, consider finding a way to draw the opposing team's swords to you. If your surviving member(s) are higher ranked than the opposing team's, everyone in your House will get an Honor token.

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CAN I PLAY A CARD SELECTED BY THE GRAVEDIGGER OUT OF ORDER?

It's your choice! For example, if you draw a Shinobi with the Gravedigger, you may play it right away, or save it for the Shinobi phase.

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IF THE RONIN PLAYS THE MASTERMIND, DOES HE STILL GET A TOKEN?

He does, for surviving the round. But playing the Mastermind ensures that no one else does!

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LESSON TWO: FIGHT FOR YOURSELF

While the path to victory lies in supporting your House, only one Ninja can emerge victorious in the morning. There may come a time when you have to betray the others in your House to ensure your own victory.

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IF THE THIEF STEALS AN HONOR TOKEN THAT PUTS HER OVER THE 10 POINT WINNING THRESHOLD, DOES SHE IMMEDIATELY WIN?

No. Winning is checked at the end of the round, after the Reveal phase. Someone else could get a token at the end of the round that puts them at a higher point total.

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WHAT HAPPENS IF I PLAY A NINJA CARD OUT OF ORDER?

Oops! You've brought shame to your House. Return the card to your hand, and now everyone knows what you have.

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IF I PLAY THE SPIRIT MERCHANT, DO I HAVE TO TAKE THE HONOR TOKEN I LOOKED AT, OR CAN I SWAP FOR ONE OF MY OPPONENT'S STILL HIDDEN TOKENS?

You may give the targeted opponent any one of your tokens and take any one of theirs, one you looked at or one you didn't.

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LESSON THREE: THE TRUTH IS AS POWERFUL A WEAPON AS A LIE

Bluffs and lies are the tools of the successful Ninja, but telling the truth can be a weapon as well. The Ninja who lies too much will find him or herself quickly without any allies.

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IF I WAS KILLED BY THE 2 SHINOBI BEFORE I COULD USE MY 3 SHINOBI, DO I STILL GET TO KILL SOMEONE WITH MY SHINOBI?

No. You have been killed and can't play Ninja cards.

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LESSON FOUR: INFORMATION IS POWER

Don't think that killing is the only path to victory. The Spy and Mystic are some of the most important cards in the game. By holding the most information and distributing it wisely, you can be the eyes that guide the swords of your House.

2-PLAYER VARIANT

While Night of the Ninja is designed as a multiplayer game, it is possible to play with just two players.

For the 2-player variant rules, visit brotherwisegames.com/ninja or use the QR code below.



There's little room for error in a 2P game!

Each player controls 3 members of their House, and must scheme to eliminate the other House first!

LESSON FIVE: USE CHAOS TO YOUR BENEFIT

The Trickster cards allow you to sow chaos amongst the other players. The Ronin in particular thrives on this chaos, creating a situation where their only goal is to survive.

THE ART OF NIGHT OF THE NINJA

In a game of paper-thin alliances and deadly cuts, we thought it was only fitting for *Night of the Ninja* to feature the work of one of the world's premiere papercraft artists: Ben Charman. *Night of the Ninja* shows off two styles of Ben's papercraft art: shadow boxes and layered paper art.

Each piece of *Night of the Ninja* is first laid out, cut by hand, and layered in a careful process that gives each image a unique blend of shadow, glow, and depth.

Shadow boxes for the Ninja cards vary in size, from a couple of inches to over 10 inches deep, depending on the number of layers and the desired look. White layers of paper are backlit, creating gradations of silhouette.

The layered paper art pieces for the House cards are also hand cut, and layered in a supporting frame to accent the three dimensional look of each piece. Once laid out, each piece is photographed for inclusion in the game. We couldn't be happier with the final look of the game, and we hope that you're impressed too. To follow Ben, visit bencharman.com or follow his Instagram account, [@bencharmanart](https://www.instagram.com/bencharmanart).

