

# SHINOBI

RULES  
SAGA  
OF

In the tactical game "Shinobi" players will take on the role of secret agents of the most powerful clans of feudal Japan. Each of the five clans is struggling for domination of the country, wishing to unite Japan under his banner. But even the most numerous and heavily armed force can be rendered useless if it receives fake orders, gets ambushed by the enemy while on march and if it loses its commander. You can influence any of the five clans but who the player serves will be a mystery till the end of the game. Players will need to be cunning and plan ahead to bring their clans to victory.

Before play, shuffle the cards with the red back and hand out each player a card. This card shows what clan the player will belong to – it is to be kept secret till the end of the game. If there are less than five players place the remaining cards into the game box – no one must see what clans aren't in play. Now thoroughly shuffle the cards with the blue back and place the deck in the centre of

the table. Decide which player goes first. Each player draws four cards from the deck in the beginning of play. The area before the player (his table) presents one of Japan's provinces – not his forces, only his province where forces of any clan can be deployed.

During his turn a player must fulfill 3 actions - give 3 orders to the clans' troops.



**The First order** – This is the troop deployment order. Choose a card from your hand and place it face up on any province except your own one. Cards of any clan can be played this way.

**The Second order** allows a player to play a card in his province OR move a troop from another province. *In the first option* a player plays a card from his hand to his province. *In the second option* a player

moves one card from one province to another one. You cannot move troops from your province but you can move troops to your province. If a province has more than one troop card from the same clan stack them so as to easily count the amount of troops. Each stack is a clan army.

**The Third order** is the attack order. A player must attack if he can. You can give the order to attack only to troops deployed in your province.



So this means you can only attack armies in other provinces. You can attack with any clan; the strength of the clan is the amount of cards in its stack.

You can attack a weaker army, one that has fewer cards in a stack.

You cannot attack a clan with an army of the same clan. You also cannot attack an army that had cards played to it during the previous phases of this same turn (cards added due to deployment, a ninja card played, troops moved from one province to another).



When attacking a player chooses which army deployed in his province will attack and chooses its target (an army of a different clan in someone else's province). The attacked army suffers casualties; one card from its stack is discarded.

All orders are played as they go, you cannot attack and then deploy troops. In the end of his turn a player draws cards from the deck till he has 4 cards in his hand (if a player deployed troops he draws 2, if he moved troops only 1).

Then the player sitting on the left takes his turn and so goes on clockwise.



**Ninja:** What's feudal Japan without ninjas! There are 3 ninja cards in the deck. They are easily discernible from other clan cards since they don't have a coat of arms or a kamon (often abbreviated «mon»). A player may play a ninja instead of his first order. He chooses any stack in an opponent's province and discards a card from there and his ninja card. You cannot play ninja cards on armies in your province. You cannot attack an army this turn if you played a ninja card on it.

Once there are no more cards in the deck players take a final turn. It means the next turn of the player who has drawn the last card from the deck will be the last. Once the game is over players reveal their secret cards (the ones given out at the start of the game). Clan cards are summed up and the player with the most cards of his clan in all the provinces wins the game. If a draw, the player with the most cards of his clan in his province wins.

**P.S.** Remember when playing with three or four people there will be clans that no one plays for. This can and must be used to your advantage. If a neutral clan manages to win the game, the next biggest clan is considered the winner.

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