



# GAME RULES (Draft 7.01E)

## [Detailed Edition, ENGLISH]

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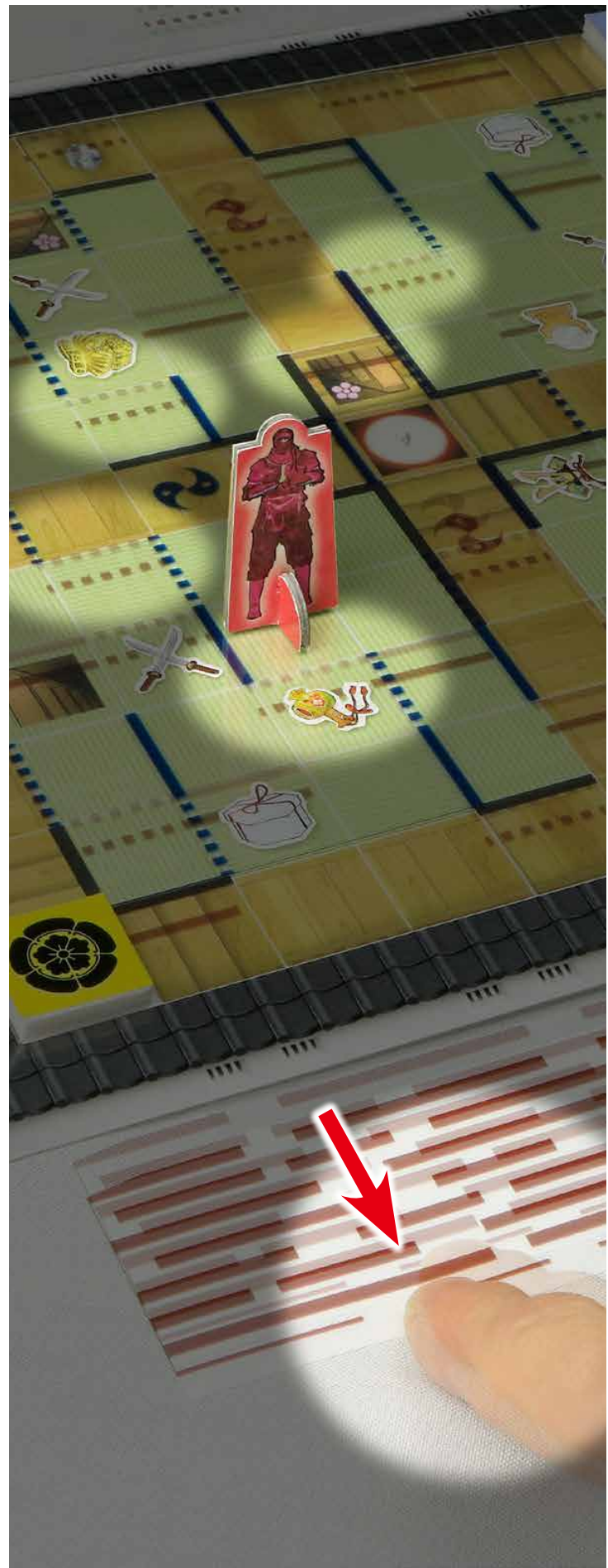
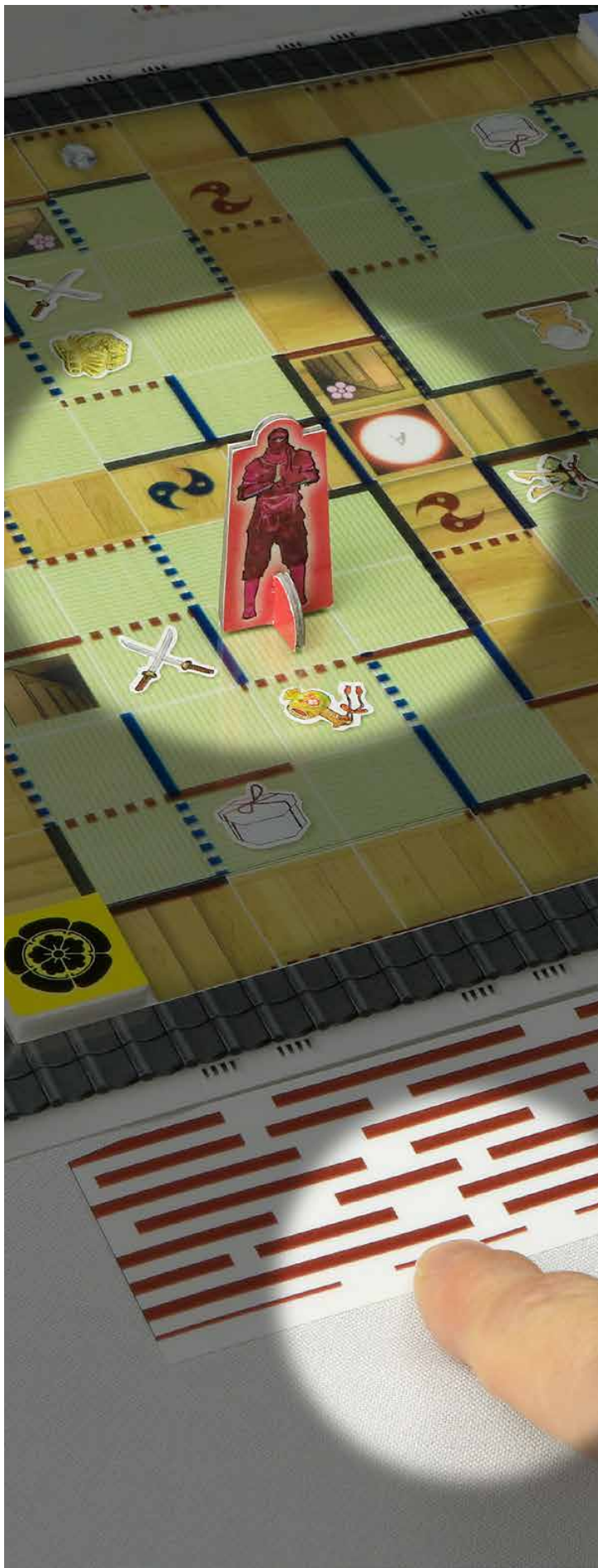
Players: 2-4    Playing Time: 15-90 min.    Ages: 10+

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マーティン・ネーデルガード・アンデルセン  
Martin Nedergaard Andersen

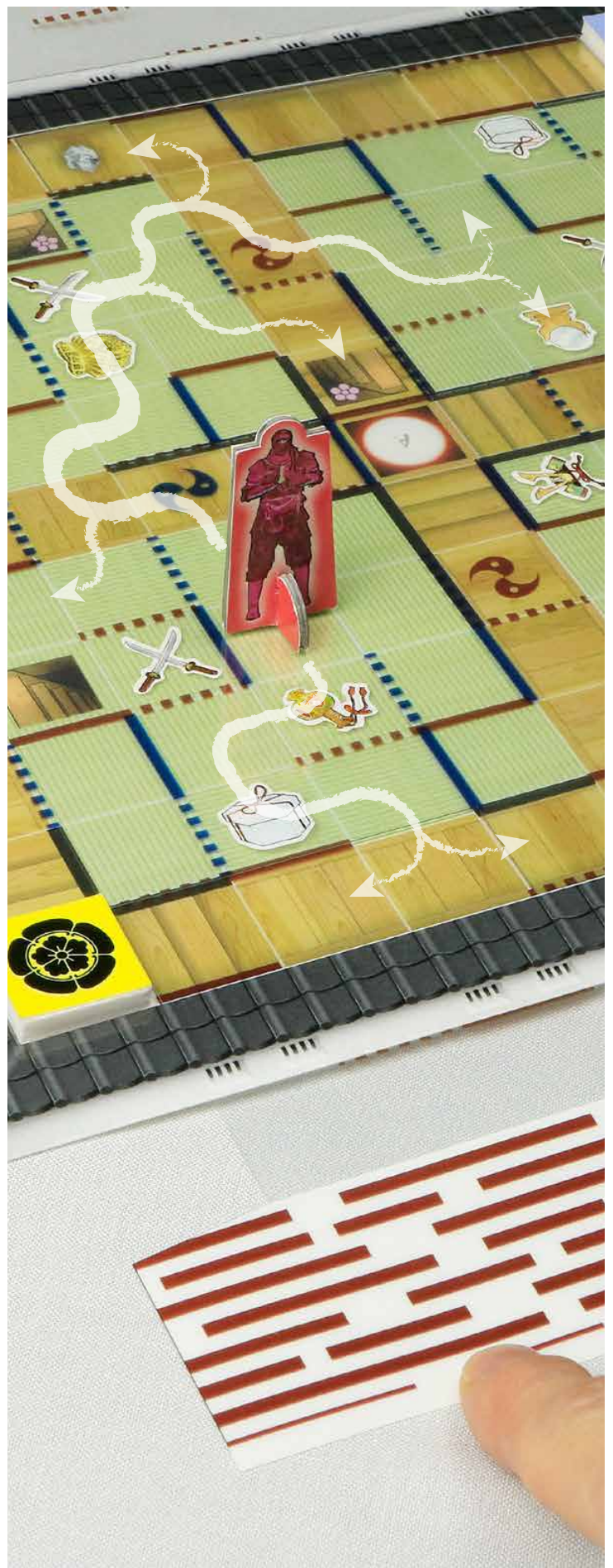
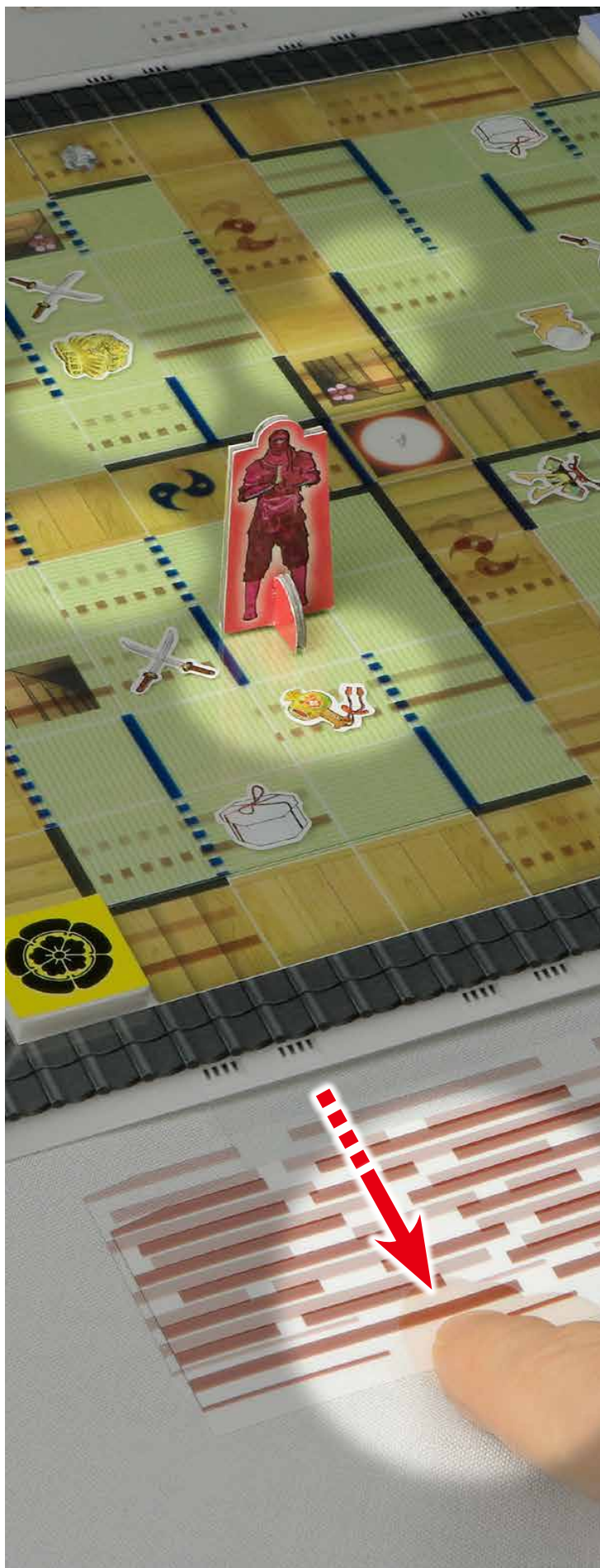
バナナムーン・スタジオ  
Banana Moon Studio Sapporo





**Slide the Sheets and Move the Walls!**





Create Paths for the Ninja!



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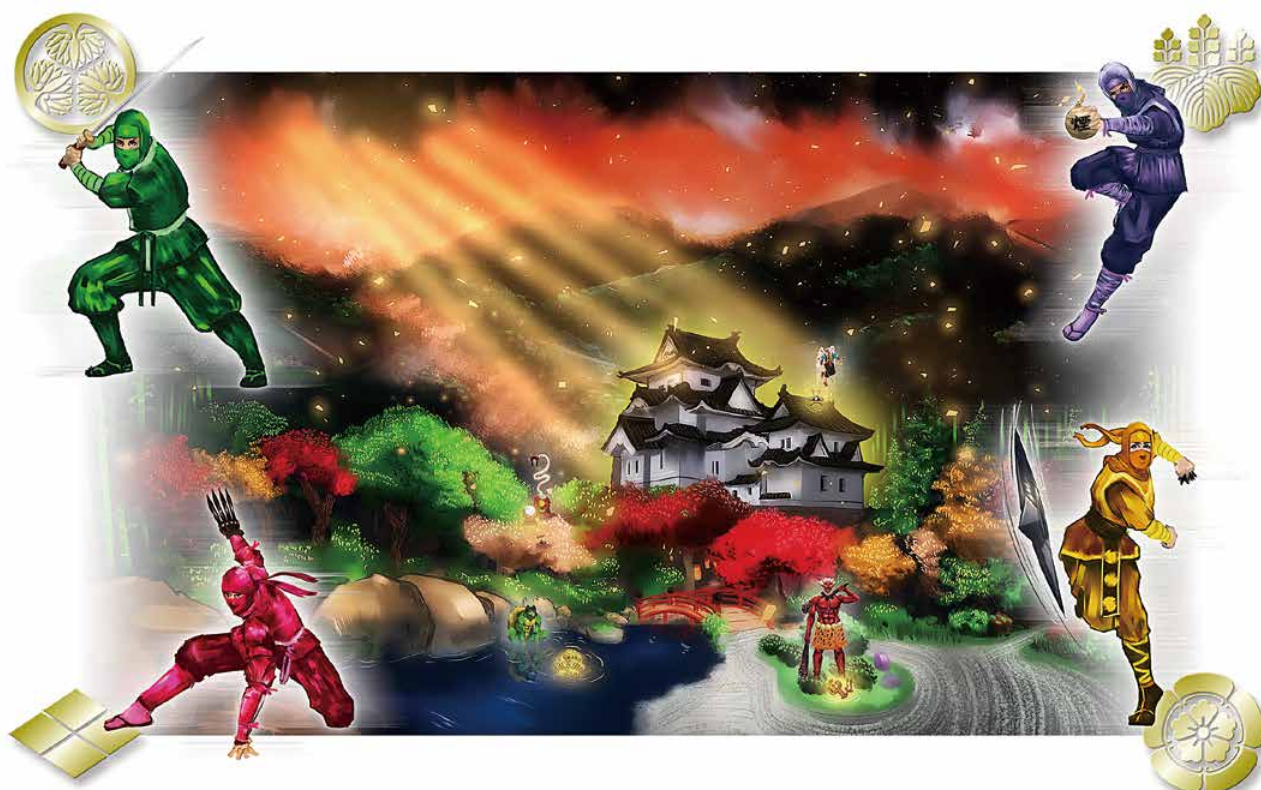


# Prologue

## GACHIJO, a Legendary Castle with Hidden Treasures

It was the Sengoku Period in the Middle Ages of Japan. GACHIJO, a castle that had been rumored since ancient times but whose location had remained a mystery, was finally discovered deep in the mountains. According to legend, the castle, which lost its master after an era of prosperity several hundred years ago, still contains hidden treasures with mysterious powers, and whoever possesses them will surely become the ruler of the country. Word spread quickly among the Tokugawa, Toyotomi, Oda, and Takeda feudal lords, who were eagerly awaiting their chance to reign. They immediately sent their own ninja to the castle, vying to be the first to collect the treasures.

However, the entire castle was a moving maze of ever-changing positions, and the Guardians of the Treasures, in the form of specters, lurked within. In essence, a castle full of traps.





## Treasures and Specters of the Castle

### Kagami

**Sacred Mirror:** The reflection of the mirror is imbued with the precious power of God. Warlords vie for it to reflect their own image.



### Koban

**Ancient Japanese Gold Coin:** indispensable for warlords who need huge amounts of gold for armaments and troops.



### Rokuro

**Long-neck Apparition:** a female specter with a stretchable neck. When she sees a thief with treasure, she stretches her neck to catch them, even through a wall.



### Tengu

**Long-nosed Goblin:** A specter with a long nose, red face, and wings for flying. It chases ninja who carry off treasures to the rooftops.

### Kozuchi

**Mallet of Luck:** Chant your wish shaking the mallet to make it come true. It is the treasure of the dreams of warlords who wish to rule the world.



### Crystal

Revered as a spirit stone, sometimes transformed into treasure, sometimes summoning specters.



### Kabuto

**Monarch's Helmet:** a symbol of supreme authority with its ornate golden decoration, coveted by warlords.



### Oni

**Ogre:** A monstrous specter with horns and fangs. It chases the ninja through the walls of the maze and recaptures the castle's treasures.

### Kappa

**Water Imp:** A specter with webbed hands and feet. It can capture ninja who escape into water.



## Use your wits and ninjutsu to conquer the castle and opponents!

### Ninja Tools and Weapons

### Take

**Bamboo Snorkel:** A tool used to breathe when diving underwater.



### Hashigo

**Rope Ladder:** A foldable ladder used for climbing up and down roofs.



### Nuno

**Camouflage Cloth:** Wearing it hides the ninja from opponents. It does not work against specters.

### Tsume

**Claw:** An armament worn on the back of the hand to stab the enemy at close range.



### Katana

**Ninja Sword:** Shorter and less curved than a samurai's sword. It is used to slash opponents from an oblique position.



### Nawa

**Grappling Hook:** A tool with a hook attached to the end of a rope used for climbing over walls.



### Kekkai

**Magical Barrier:** A tool that creates a boundary to keep out specters. It does not work on the opposing ninja.



### Kusuri

**Medicine:** a secret medicine that heals injuries sustained in attacks from the opposing ninja.



### Shuri

**Throwing-Knife:** A weapon that is thrown to strike an opponent at a distance.

### Kemuri

**Smoke Bomb:** Generates a smoke screen, allowing the ninja to escape while out of the opponents sight.



# Game Overview

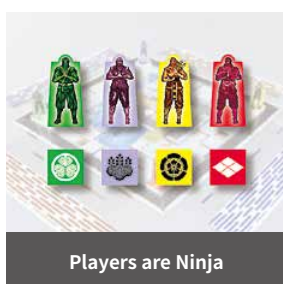
A treasure hunting game using wits and ninjutsu  
in a moving maze castle

| Players: 2-4 | Time: 15-90 min. | Ages: 10+ |

## ✦ Objective

The players are Ninja sent to the castle on a special mission by their warlord. Starting from their own Base, in the maze of the castle, collect Treasures, Crystals, and Shinobi/Summon Chips as indicated on the Mission Card. Return to Base to complete the mission.

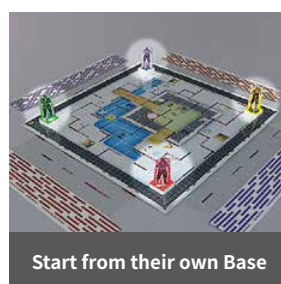
→ Page 19: Proceeding with the Game



Players are Ninja



On a special mission



Start from their own Base



Mission in the Maze

## ✦ Carrying Out the Mission

To collect Treasures, Crystals and Shinobi/Summon Chips, Ninja must

1: acquire items in squares in the castle

2: attack other Ninja

3: summon and manipulate the Guardians of the Treasures (GoT, specters).

→ Page 19: Proceeding with the Game



To collect Treasures, Crystals and Chips



1: Acquire items in squares



2: Attack other Ninja



3: Summon and manipulate the GoT, specters

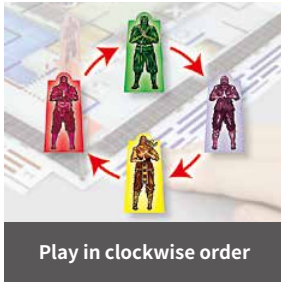
## ✦ Turn Play Basics

Each player repeats their turn to play in clockwise order.

On each turn players,

[A] maneuver their own Ninja, and [B] slide the Walls (transparent sheets) for 3 moves in total.

→ [Page 20: Basics of Turn Play](#)



Play in clockwise order



[A] Move own Ninja



[B] Slide the Walls



[A] + [B] = 3 moves in total

## ✦ Maneuvering Ninja

Ninja can move freely within a space surrounded by Walls. By stopping at a Treasure Square (4 types) and by passing through a Crystal Square, they acquire each item. Slide the Walls that block your way and create a path for the Ninja. Hidden Staircases allow Ninja to pass through secret passages.

→ [Page 21: Moving Ninja](#)  
→ [Page 26: Moving Walls](#)  
→ [Page 27: Acquiring Items](#)



Move freely within a space surrounded by Walls



Acquire Treasures and Crystals at their squares



Slide the Walls and create a path for the Ninja



Pass through secret passages via Hidden Staircases

## ✦ Using Tools: 1

To enter the Water or ascend to the Rooftop, each requires a specific Tool, Take and Hashigo.

To acquire (or exchange) Tools, you must pass through the Tool Square.

However, it is luck of the draw!

→ [Page 27: Acquiring Items](#)  
→ [Page 30: Using Tools](#)



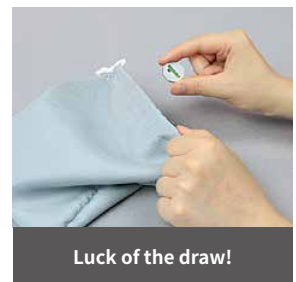
To enter the Water, you need a Take



To ascend to the Rooftop, you need a Hashigo



Pass through the Tool Square to acquire



Luck of the draw!



## ✦ Using Tools: 2

Other Tools usages include Nawa for climbing over Walls, Nuno for hiding (to prevent being attacked), Kekkai for protecting Ninja from the GoT (specters), and Kusuri for healing an Injury.

\*The use of a Tool is not counted as a move.

→ [Page 30: Using Tools](#)



## ✦ Using Weapons: 1

To attack other Ninja, you need Weapons such as Tsume, Katana, or Shuri. To acquire (or exchange) Weapons, you must pass through the Weapon Square. Again, it is luck of the draw! Including one type of defensive Weapon, Kemuri.

→ [Page 27: Acquiring Items](#)  
→ [Page 32: Using Weapons](#)



## ✦ Using Weapons: 2

If the attack is successful, that Ninja takes an item (Treasure, Crystal, or Tool) from the opponent, and also gets a Shinobi Chip. The defeated Ninja is injured and is sent back to their own Base.

\*Attacking (using Weapons) is not counted as a move.

→ [Page 32: Using Weapons](#)



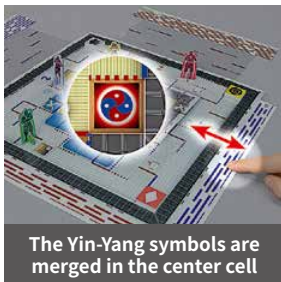
## ✦ Manipulating the Guardian of the Treasures (GoT, Specters)

By sliding the sheets, in the center cell, if the Yin-Yang symbols are merged, a GoT (Oni, Rokuro, Kappa, or Tengu) can be summoned.

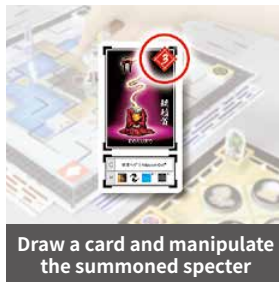
The GoT is given the number of moves indicated on the card, and tries to capture and imprison other Ninja, forcing them to return a Treasure.

If successful the player gets the Summon Chip.

→ [Page 36: Summoning the Got](#)



The Yin-Yang symbols are merged in the center cell



Draw a card and manipulate the summoned specter



Capture other Ninja, forcing to return a Treasure



If successful, get the Summon Chip

## ✦ Lucky or Unlucky? 1: Kaeru, Lucky Frog

Do not despair if another Ninja or a GoT (specter) takes your Treasure or item. You can draw a Kaeru (lucky frog).

Be patient, it will be converted into points at the end of the game!

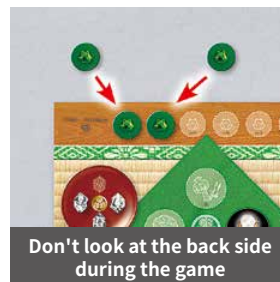
→ [Page 32: Using Weapons](#)  
→ [Page 36: Summoning the Got](#)  
→ [Page 35: Possessing Kaeru Chips](#)



If another Ninja or a specter takes your Treasure or item



Draw a Kaeru, lucky frog



Don't look at the back side during the game



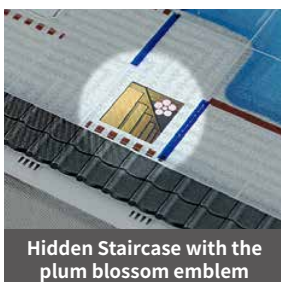
Turns into points at the end of the game!

## ✦ Lucky or Unlucky? 2: Gacha, The Unexpected

Stopping at the Hidden Staircase with the plum blossom emblem, is a bit of a gamble. Flip a Gacha Card and follow the instructions.

The unexpected happens: you may get or lose items, your location may change instantly, etc.

→ [Page 25: Hidden Staircases with Gacha](#)



Hidden Staircase with the plum blossom emblem



Flip a Gacha Card and follow the instructions



For better or worse, the unexpected happens

## Game Climax

Place the tokens and chips you have acquired on your Acquisitions Board.  
When you reach the required number,  
fly the Base Flag to mark, and declare “Return!”  
Now, will you be able to return to your own Base safely?

→ Page 40: Game Climax



Place the items on your Acquisitions Board



When you reach the required number



Fly the Base Flag and declare “Return!”



The thorny road to return to the Base awaits!

## Game Closing

On the return to Base, if by the Gacha, other Ninja or GoT,  
you fall below the mission requirements, it's a fail.  
Lower the Flag and continue playing.  
Upon successfully returning to Base, the game is concluded!

→ Page 40: Game Climax



On the way, if you fall below the mission requirements



Lower the Flag and continue playing



Upon successfully returning to Base, the game is concluded!

## Scoring

All players count their scores.  
The player with the highest score wins!



**Treasure**  
20 points/token



**Shinobi | Summon**  
10 points/chip



**Crystal**  
5 points/piece



**Tool**  
2 points/token



**Weapon**  
2 points/token



**Kaeru**  
0–15 points/chip



**Returning Ninja**  
+30 points



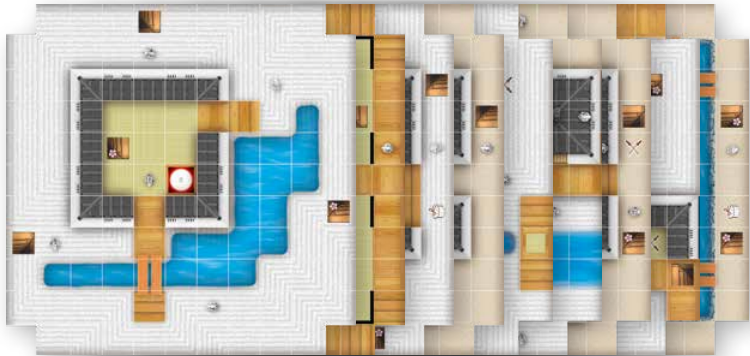
# Game Components

## Main Board Items

Base Board: 1

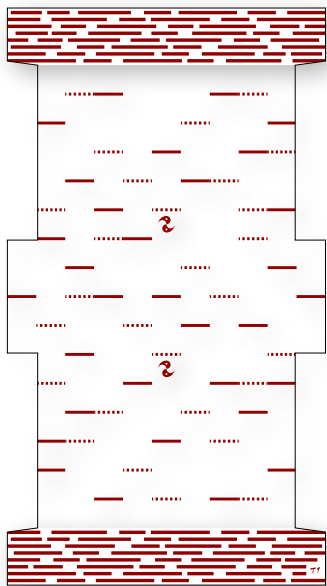


Stage Sheets    Standard Edition: 2-5 (2-5 types x 1)  
Deluxe Edition: 6-9 (6-9 types x 1)  
\*Number of types depends on crowdfunding results

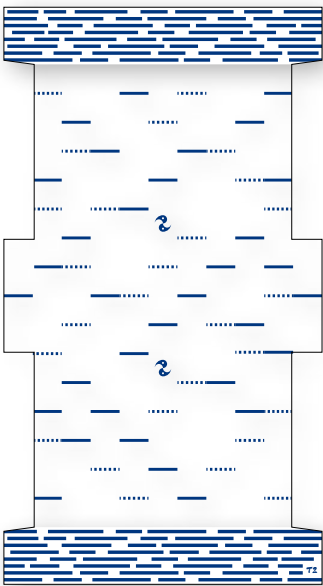


Stage Sheet A-I

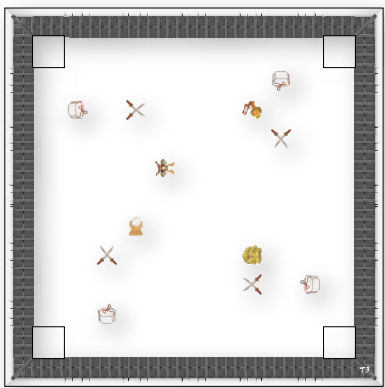
Transparent Sheets: 3 (3 types x 1)



T1: Red Walls



T2: Blue Walls



T3: Treasures, Tools, and Weapons

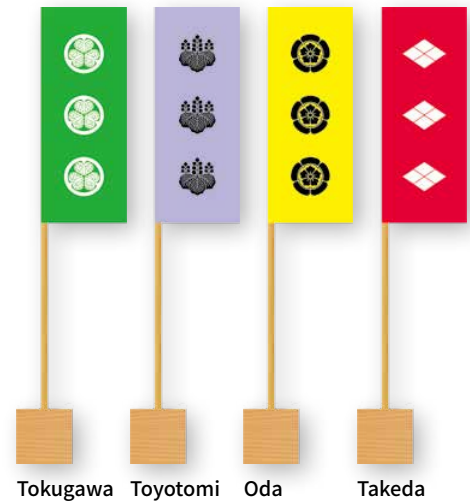
## Individual Player Items

### Ninja Pieces: 4 (4 types x 1)



\*Deluxe Edition includes clear plastic foot pieces.

### Base Flags: 4 (4 types x 1)



### Markers: 20 (5 types x 4 set)



### Acquisitions Boards: 4 (4 types x 1)



### Quick Reference Cards: 4 (1 type x 4)





## Common Items

**Mission Cards: 4** (4 types x 1)



**Gacha Cards: 20-28** (20-28 types x 1)

\*Number of types depends on crowdfunding results



**Summon Cards: 8** (8 types x 1)



**GoT (The Guardians of the Treasures) Pieces: 4** (4 types x 1)



\*Deluxe Edition includes clear plastic foot pieces.

**Treasure Den Board: 1**



\*Deluxe Edition includes an assembled three-dimensional parts.

**Treasure Tokens: 12** (4 types x 3)



**Crystal Pieces: 18**



**Tool Tokens: 18** (6 types x 3)



**Weapon Tokens: 12** (4 types x 3)



**Shinobi/Summon Chips: 16** (1 type x 16)



**Kaeru Chips: 20** (5 types x 2-5)



**Tool Bag and Weapon Bag: 1 each**



Prologue

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# Preparation

## 1. Deciding on the Stage and Mission

- ❖ Players mutually agree on **one type of Stage Sheet** [[→Page 46-](#)] and **one type of Mission Card** [[→Page 51](#)] to use.

\*There are four types of Mission Cards for each level of difficulty, and the composition of the number of items to be acquired differs. For 2-player games, choose from Difficulty Level 1 and 2, and for 3 or 4-player games, choose from the full range of difficulty levels.



Stage Sheet



Mission Card

## 2. Determining the First Player and Each Base

- ❖ The first player is determined by any method (rock-paper-scissors, dice, etc.). **The first player's Base** is Tokugawa's (green).
- ❖ The other players take their **Bases** in the Toyotomi (purple), Oda (yellow), and Takeda (red), closest to their seating positions.



Base Board

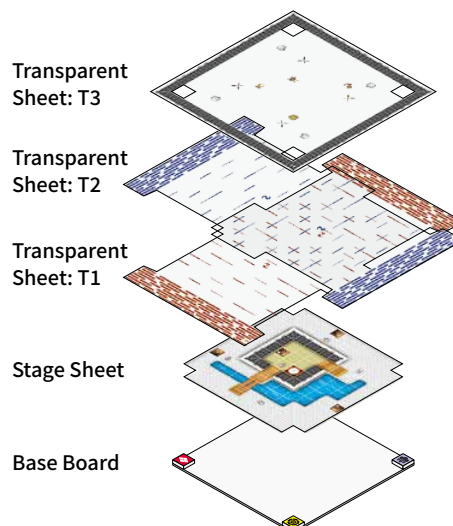
## 3. Setting the Main Board

- ❖ The player last in the order of play (player to the right of Tokugawa) decides and sets the **orientation** of the **Stage Sheet** and **Transparent Sheets** that make up the **Main Board**, as well as the **initial positions** of the red and blue Walls.

\*The orientation and position of each sheet changes the placement of items and areas and the state of the maze.

- ❖ The order of layering on the **Main Board** must be, from the bottom, **Base Board**, **Stage Sheet**, **Transparent Sheet: T1** (Red Walls), **T2** (Blue Walls), and **T3** (Treasures, Tools, and Weapons).

\*Note that if the layering order is not correct, the position of the Ninja Pieces may move during play.





## 4. Setting Items

### Common Items

Should be placed where they do not interfere with play.

#### ① Tool Tokens

Place in the gray cloth bag (Tool Bag).

\*When playing on Stage Sheet A, remove all Take and Hashigo.

**\*On 2-player games, remove one each of all types.**

#### ② Mission Cards

Should be placed where they can be easily seen by each player.

#### ③ Weapon Tokens

Place in the red cloth bag (Weapon Bag).

#### ④ Treasure Den Board

Used to place Treasure Tokens and GoT Pieces.

#### ⑤ Treasure Tokens

Place each type face up in the center of the Treasure Den Board.

#### ⑥ GoT Pieces

Place one at each of the four corners of the Treasure Den Board.

#### ⑦ Crystal Pieces

#### ⑧ Shinobi/Summon Chips

#### ⑨ Kaeru Chips

Shuffle well and place numbered side down.

#### ⑩ Summon Cards

Shuffle well and place face down.

**\*On 2-player games, remove the cards printed "3".**

#### ⑪ Gacha Cards

Shuffle well and place face down.



### Items for Each Player

Must be placed in front of each player.

#### ⑫ Base Flag

The Flag of each player's color (crest). Lay it down next to the Acquisitions Board.

#### ⑬ Markers

The four types of Markers (Take, Hashigo, Nuno, and Kekkai) of each player's color and the Injury Marker (white).

#### ⑭ Acquisitions Board

The board of each player's color (crest) used as a place to store belongings.

#### ⑮ Quick Reference Card

If necessary, for reference during play.

## 5. Drawing Starting Tools and Weapons

- ❖ Each player draws **one Tool Token** from the **Tool Bag** (without looking inside the bag) and places it **face up** on the **Acquisitions Board**.
- ❖ Draws **one Weapon Token** from the **Weapon Bag** (without looking in the bag or showing it to any other player) and place it **face down** on the **Acquisitions Board**.

\*Each player may look at and check the Weapon Tokens on their own Acquisitions Board at any time (do not show them to other players).



Tools are placed face up, Weapons face down.

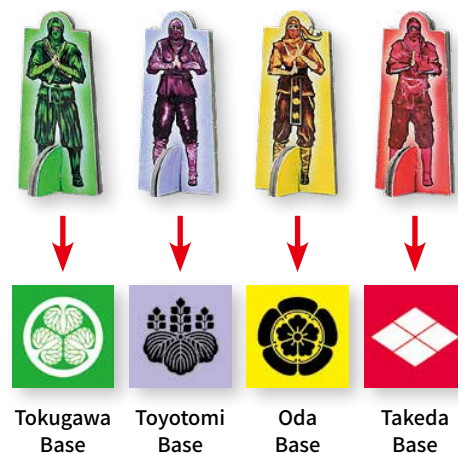
## 6. Placing the Pieces at the Starting Position

- ❖ Place each **Ninja Piece** (printed with the color and crest of each Base) on the corresponding **Base** on the **Main Board**.

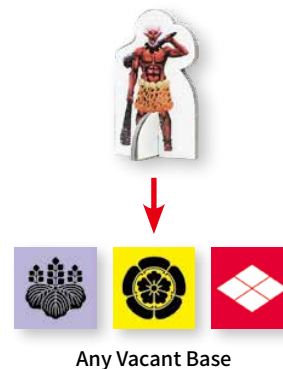
\*In a 2 or 3-player game, remove unused pieces.

### [2-Player Game Only]

- ❖ Place the **Oni of GoT** (the Guardian of the Treasures) **Piece** on a vacant **Base**.



### 2-Player Game Only



Any Vacant Base

# Proceeding with the Game

## Goal

- ❖ The **Mission Card** chosen by mutual agreement [[→Page 51](#)] becomes the **common goal for all players**.

\*There are four types of mission cards for different levels of difficulty. Mission requirements consist of the number of Treasures, Crystals, and Shinobi/Summon Chips to be acquired and possessed.

- ❖ The process to achieve the goal is as follows
  1. Start from your own **Base**.
  2. Acquire **Treasures, Crystals, and Shinobi/Summon Chips** in the castle.
    - **At the Squares** (Treasures and Crystals) [[→P27-28](#)]
    - **By attacking other Ninja** (Treasures, Crystals, Shinobi Chips) [[→ page 32-](#)]
    - **By summoning and manipulating GoT** (Summon Chips) [[→ page 36-](#)]
  3. When the number of items acquired reaches the mission requirement, fly the **Base Flag**. [[→P40](#)]
  4. Return to your own **Base**.

\*Only in the game with Mission Card: Difficulty Level 4, no return to the Base is required.



Mission Card: Difficulty Level 1

## Game Start and Progression

- ❖ The player on the **Tokugawa Base (green)** plays the first turn. [[→Page 20](#)]
- ❖ Thereafter, each player repeats their turn to play, in **clockwise** order.
- ❖ The game ends when one of the players **completes the mission** indicated on the **Mission Card**. All players count their scores and the player with the **highest score** wins! [[→Page 41](#)]

\*Tokens, Chips, and Pieces on each player's Acquisitions Board are scored. Bonus points will be awarded to the player who returns to their own Base.





# Basics of Turn Play

## One Turn of Play = Three Moves

- ❖ Each player must make **three “Counted Moves”** in each turn.

\*A injured Ninja is restricted to two moves. [[→Page 33](#)]

- ❖ “Free Actions” are not counted as moves and may be made any number of times during the turn **without any restrictions** on timing or number of actions.

## Counted Moves

**A: Maneuver your own Ninja Piece**

**B: Slide the Sheets of Walls**

- ❖ Of the three moves, **A** and **B** must **each** be performed **at least once**. The **order** of the moves is **arbitrary**.

\*If the Ninja cannot move even one cell in the turn, or is trapped in an inescapable space, move to any vacant Base and the turn concludes.

**3 moves in total**

**A**

Maneuver your own Ninja  
[[→Page 21-](#)]



**B**

Slide the Sheets of Walls  
[[→Page 26](#)]

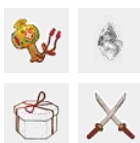


\*The injured Ninja is limited to a total of two moves, one each for A and B.

## Free Actions

Acquiring/  
exchanging  
Items

[[→Page 27-](#)]



Use  
of  
Tools

[[→Page 30-](#)]



Use  
of  
Weapons

[[→Page 32-](#)]



Action  
directed by  
Gacha Card

[[→Page 25](#)]



Playing GoT  
(The Guardian of  
the Treasures)

[[→Page 36-](#)]



\*Only “Playing GoT” has restrictions on timing and number of times (as an additional move after the completion of the three Ninja moves). [[→Page 36-](#)]

# Moving Ninja

Maneuver your Ninja to get items such as Treasures, Crystals, Tools, and Weapons, or to get into position to attack other Ninja.

## Three Areas and Special Squares

- ❖ There are three areas on the **Main Board**: the **Ground/Floor**, the **Water**, and the **Rooftop** area, each of which has different operating conditions (restrictions) for **Ninja**. [[→ Page 22-](#)]
- ❖ Cells with items or pictorial symbols are **Special Squares** and are subject to different conditions and actions than regular cells. [[→Page 24-25](#)]

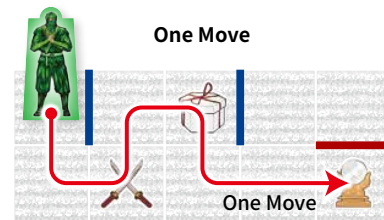


## Movement Common to Each Area

### A move is “until the Ninja stops.”

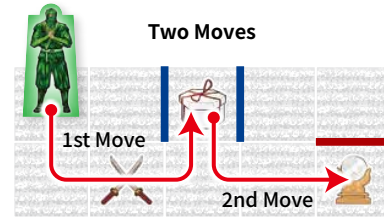
- ❖ When maneuvering **Ninja**, as long as they are within the **range of movement**, they can maneuver through as many cells as they wish, and each move up to the cell where they stop is counted as **one move**.

\*The range of movement depends on the area and the availability of Tools.



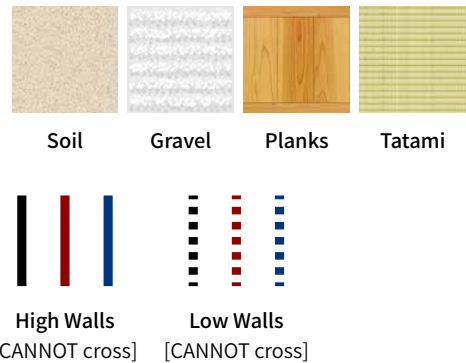
### Paths that are and are not counted as a move

- ❖ A move is counted as one move if the path can be followed in a single stroke without making a U-turn (turning around in the opposite direction) within the same cell.
- \*It does not have to be the shortest route to the destination cell.
- ❖ If a U-turn is made in the same cell, the player must stop once at that cell (the move to that cell is one move).



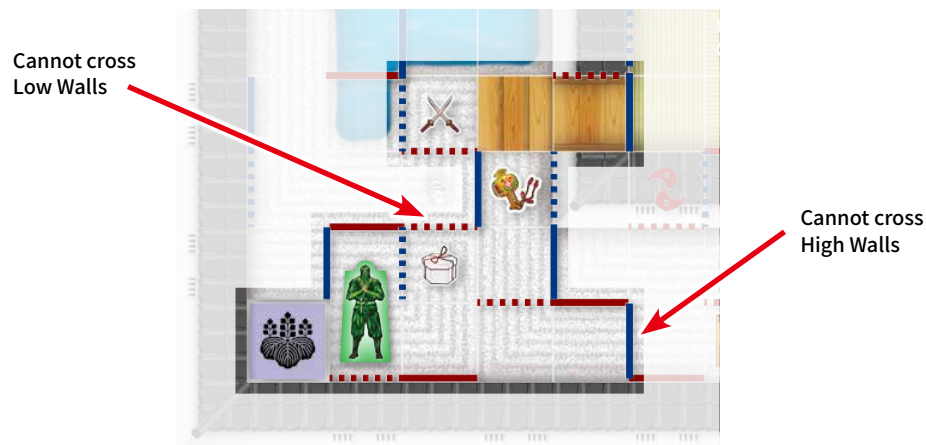
## Movement on the Ground/Floor

- ❖ **Ground/Floor** is defined as the **area** of the ground (soil, gravel, etc.) and the **floor** (planks, tatami, etc.).
- \*Bases are included within the Ground/Floor area.
- ❖ In the **Ground/Floor** area, the player can move any number of cells within a space surrounded by **High Walls** (thick solid lines) or **Low Walls** (dashed lines) without using any **Tools**. The move is counted as one move up to the cell where the player stops.
- ❖ Using the **Nawa**, the player can cross **High Walls** and **Low Walls**. [[→Page 31](#)]



### Range of Movement from the Position of the Green Ninja (Ground/Floor area)

\*Without using Tools





## Movement in the Water

❖ **Water** is defined as the **area of water** (pond, well, bath, etc.).

❖ To enter the **Water**, **Ninja** must use a **Take Token**. While in the **Water**, keep the **Take Marker** on the **Ninja Piece**. [\[→Page 30\]](#)

❖ **Injured Ninja** cannot enter the **Water**.

❖ Entering and exiting the **Ground/Floor** or **Rooftop** area and the **Water** can only be done from cells where there are no **High Walls** (thick solid lines) or **Low Walls** (dashed lines) on the boundaries.

\*It is possible to cross Walls using Nawa.

\*When maneuvering in and out of Ground/Floor or Rooftop and Water areas, it is not necessary to stop at the boundary cells, but Ninja can move as a continuous movement within a single move.

❖ Within the **Water**, **Ninja** can pass through the **Low Walls** and move any number of cells within the space up to the **High Walls**.



Water



Take  
(Token)



Take  
(Marker)



High Walls  
[CANNOT cross]

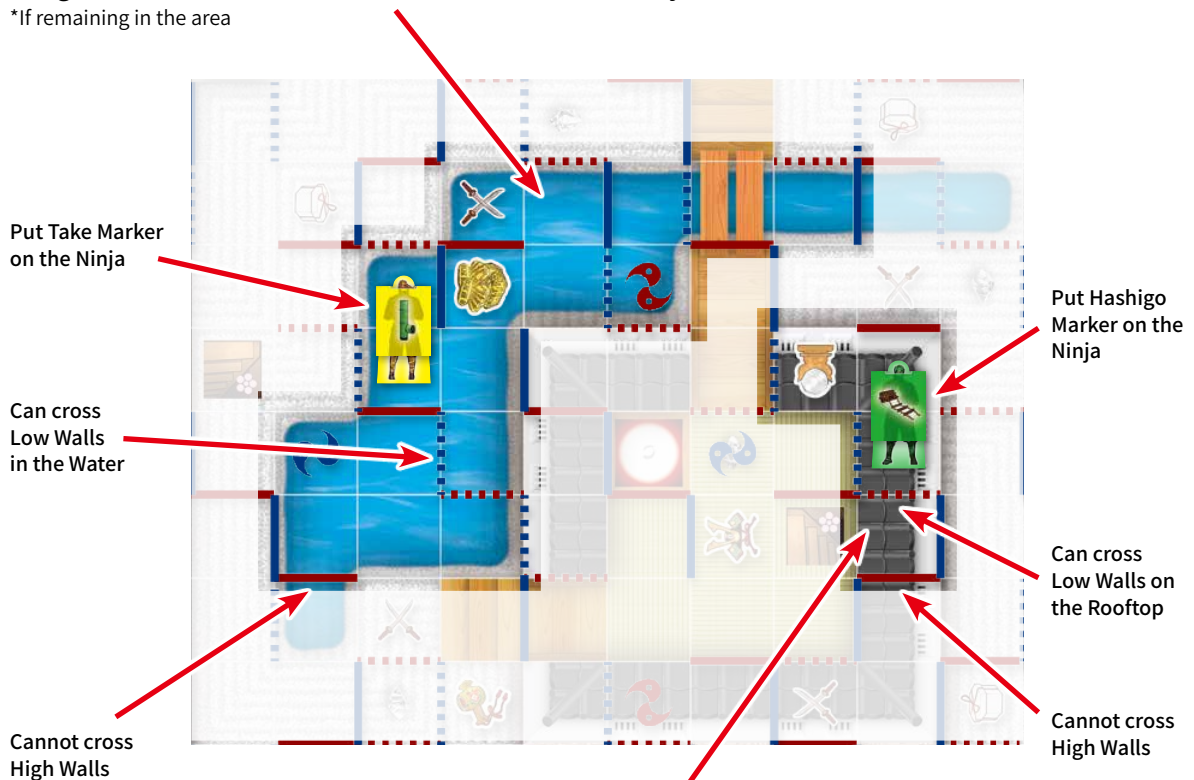


Low Walls  
[CANNOT cross: entering/exiting]  
[CAN cross: within the Water]

## Range of Movement in the Water and on the Rooftop

### Range of Movement from the Position of the Yellow Ninja (Water)

\*If remaining in the area



### Range of Movement from the Position of the Green Ninja (Rooftop)

\*If remaining in the area

## Movement on the Rooftop

\*See also the "Range of Movement" diagram on page 23.

- ❖ **Rooftop** is defined as the **roof (tile) area**.
- ❖ To ascend to the **Rooftop**, **Ninja** must use a **Hashigo Token**. While on the **Rooftop**, keep the **Hashigo Marker** on the **Ninja Piece**. [\[→Page 30\]](#)
- ❖ **Injured Ninja** cannot ascend to the **Rooftop**.
- ❖ Entering and exiting the **Ground/Floor** area or **Water** and the **Rooftop** area can only be done from cells where there are no **High Walls** (thick solid lines) or **Low Walls** (dashed lines) on the boundaries.
  - \*It is possible to cross Walls using Nawa.
  - \*When maneuvering in and out of Ground/Floor or Water and Rooftop areas, it is not necessary to stop at the boundary cells, but Ninja can move as a continuous movement within a single move.
- ❖ On the **Rooftop**, **Ninja** can pass through the **Low Walls** and move any number of cells within the space up to the **High Walls**.



Rooftop



Hashigo  
(Token)



Hashigo  
(Marker)



High Walls  
[CANNOT cross]



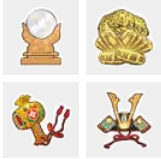








Low Walls  
[CANNOT cross: entering/exiting]  
[CAN cross: on the Rooftop]

## Cells

- ❖ There are cells that **Ninja** “can pass through,” “can stop,” “must stop,” and “cannot stop”.
- ❖ Cells with items or pictorial symbols are subject to **different conditions** and actions than regular cells.

Type	Description	Conditions for Ninja	Pass	Stop
Regular Cells	Cells with no pictorial symbols are regular cells, and have no special functions	CAN pass through or stop	○	○
Cells where a Piece is stationed	[Basic] Pieces are obstacles	CANNOT pass through or stop	×	×
	[Exception] Only cells where the Ninja using Nuno is stationed	CAN pass through, CANNOT stop	○	×
Amphibious Squares	Cells with bridges can be used as either Ground/Floor area or Water	[Another Ninja in the same area] CANNOT pass through or stop	×	×
		[Another Ninja in different area] CAN pass through or stop	○	○

# Moving Ninja

Type		Description	Conditions for Ninja	Pass	Stop
Treasure Squares		Ninja can acquire the type of Treasure depicted in the cell. [→Page 27]	[To acquire] MUST stop	×	○
			[Not to acquire] CAN pass through or stop	○	○
Crystal Squares		Ninja must acquire a Crystal simply by passing through. [→Page 28]	CAN pass through or stop	○	○
Tool Squares		Ninja must acquire/exchange a Tool simply by passing through. [→Page 28-29]	CAN pass through or stop	○	○
Weapon Squares		Ninja must acquire/exchange a Weapon simply by passing through. [→Page 28-29]	CAN pass through or stop	○	○
Summoning Point		The cell in the center of the Main Board where the GoT are summoned. [→Page 36-]	CAN pass through, CANNOT stop	○	×
Yin-Yang Squares		The cells where only the Kappa and Tengu can teleport to. [→Page 39]	CAN pass through or stop	○	○
Bases		The cells at the four corners of the Main Board, within the Ground/Floor area.	MUST stop	×	○
Hidden Staircases		 All Hidden Staircases are connected by secret passageways that allow Ninja to move from one to another.	[Using secret passages] MUST stop at the exit Staircase cell	<b>Must stop at the exit</b>	
			[Not using the passages] CAN pass through or stop	○	○

## Hidden Staircases with Gacha



❖ The **Hidden Staircases** with the plum blossom emblem are cells where supernatural power resides and the unexpected happens. When stopping at these cells, immediately draw a **Gacha Card** [→Page 52-53] and follow the instructions on the card.

\*Not applicable when the Ninja is passing through, also when playing GoT.

\*Actions instructed by Gacha Cards are not counted as moves.

\*When the Ninja moves according to the card's instruction, the function of the square (such as acquiring items) is not applied.

\*Used cards are put aside, shuffled and reused when the deck is used up.



Gacha Card

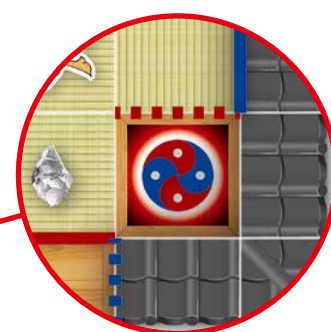
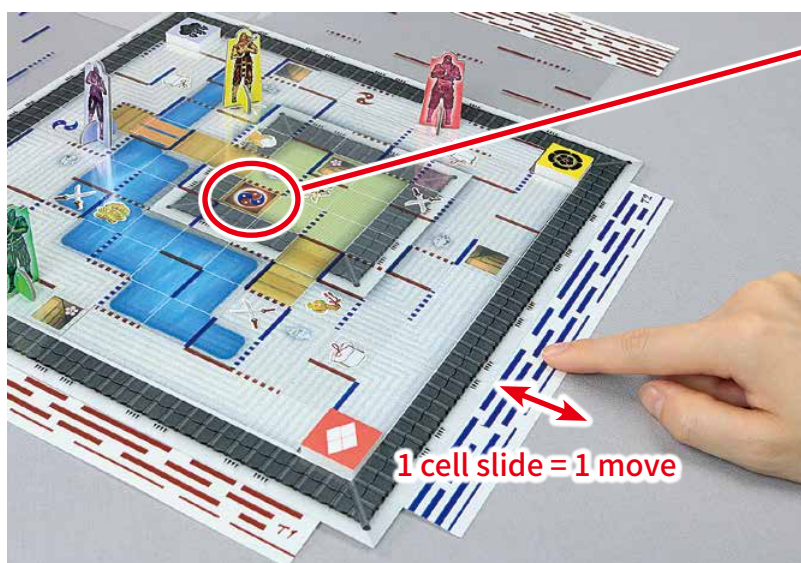


# Moving Walls

By sliding the Transparent Sheet, the obstacle Walls can be repositioned to create a path for the Ninja, or the red and blue Yin-Yang symbols can be merged to summon the GoT.

## Sliding One Cell = One Move

- ❖ Grasp the edge of the **Transparent Sheet T1** (Red Walls) or **T2** (Blue Walls) and slide.
  - ❖ Sliding **one cell** counts as **one move**.
    - \*[Have fun keeping within the spirit of the game!]  
Sliding the sheet once, canceling and restarting a move is not in the spirit of the game. Although not stipulated as a rule, players should decide what is acceptable before commencement of the game.
  - ❖ In a 3 or 4-player game, a **GoT** (the Guardians of the Treasures) can be summoned if the player concludes their turn at the sheet position where the red and blue **Yin-Yang** symbols merge in the **Summoning Point** (the cell in the center of the board) and offers 1 **Crystal**. [[→Page 36-](#)]
- \*In a 2-player game, the merging of Yin-Yang symbols does not affect play.



Merged Yin-Yang symbols at the Summoning Point

## Acquiring Items

By stopping or passing through cells depicting items, you can obtain Treasures and Crystals as directed by the mission, as well as Tools and Weapons to help you accomplish your mission.

### Acquiring and Possessing Treasures

Treasures are acquired by stopping at the squares

- ❖ When a **Ninja** stops at a **Treasure Square** (**Kagami**, **Koban**, **Kozuchi**, or **Kabuto**), they can obtain one of the **Treasure Tokens** depicted in that cell from the **Treasure Den**.

\*Players cannot acquire a Treasure Token if there is no Treasure left in the Treasure Den.

- ❖ Acquired **Treasure Tokens** are placed face up on their **Acquisitions Board**.

- ❖ Players may only possess one **Treasure Token** of each type.

\*If a player stops at a Treasure Square of the same type as a Treasure already in their possession, another of that Treasure cannot be acquired.



**Kagami**  
Sacred Mirror



**Koban**  
Ancient Japanese Gold Coins

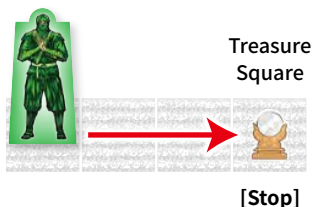


**Kozuchi**  
Mallet of Luck



**Kabuto**  
Monarch's Helmet

To Acquire the Treasure: **MUST** Stop



Treasure Den Board



Acquisitions Board



- Place face up
- May possess one per type only

## Acquiring/Exchanging Crystals, Tools, and Weapons

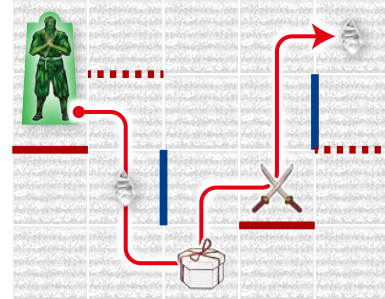
### Acquiring or Exchanging by Passing through the Squares

- ❖ Passing through a **Crystal Square**, a **Tool Square**, or a **Weapon Square** will result in the acquisition or exchange of **one** item from **each** of the squares passed.

\*“Passing” is valid if the route can be followed in a single stroke, even if it is a detour; a U-turn (a turn in the opposite direction within the same cell) does not qualify as passing and is invalid.

- ❖ There is no limit to the number of squares to be passed (the number of items to be acquired/exchanged) in a single move, but even if a player passes through the same square multiple times in the same turn (for example, on the first move and the second move), acquisition/exchange is permitted only once.

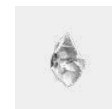
To Acquire/Exchange Crystals, Tools, and Weapons: Pass Through



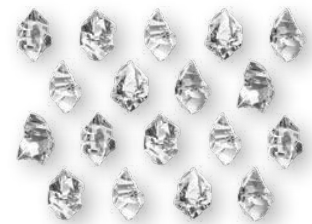
2 Crystals, 1 Tool, and 1 Weapon are acquired or exchanged.

### Acquisition/exchange and possession of Crystals

- ❖ Whenever a **Ninja** passes a **Crystal Square**, they obtain a **Crystal Piece**. One piece must be taken from the Crystal Yard and placed on their **Acquisitions Board**.
- ❖ Players may only have a **total of four Crystal Pieces**; if a fifth is acquired, all five pieces must immediately be exchanged for one of the **Treasure Tokens** in the **Treasure Den**.
- \*It cannot be exchanged for a Treasure of the same type as one already in their possession.
- ❖ If there is not a single piece of **Treasure** in the **Treasure Den** that can be exchanged, a “burst” occurs and the player loses all 5 **Crystal Pieces**.



Crystal Square



Crystal Pieces

Crystal Yard



Acquisitions Board



- May possess up to 4 pieces

Obtain a 5th one,



Immediately exchange for 1 **Treasure**

\*When there is no Treasure to exchange



Lose all in a “burst”



## Acquisition/exchange and possession of Tools

- ❖ Whenever a **Ninja** passes a **Tool Square**, a **Tool Token** must be acquired or exchanged. To acquire, the player draws **one Tool Token** from the **Tool Bag** (without looking inside the bag) and places it **face up** on their **Acquisitions Board**. To exchange a **Tool**, return any **Tool Token** in possession to the **Tool Bag**, and draw a new token.

- ❖ Players may have multiple **Tool Tokens** of the same type, but may only have a **total of three**.

\*If a player already has 3 tokens, they must replace one each time they pass through a Tool Square.



Tool Square



Tool Tokens

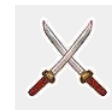
## Acquisition/exchange and possession of Weapons

- ❖ Whenever a **Ninja** passes a **Weapon Square**, a **Weapon Token** must be acquired or exchanged. To acquire, draw **one Weapon Token** from the **Weapon Bag** (without looking inside the bag or showing it to any other player) and place it **face down** on the **Acquisitions Board**. To exchange a **Weapon**, return any **Weapon Token** in possession to the **Weapon Bag**, and draw a new token.

\*Each player may look at and check the Weapon Tokens on their own Acquisitions Board at any time (do not show them to other players).

- ❖ Players may have multiple **Weapon Tokens** of the same type, but may only have a **total of three**.

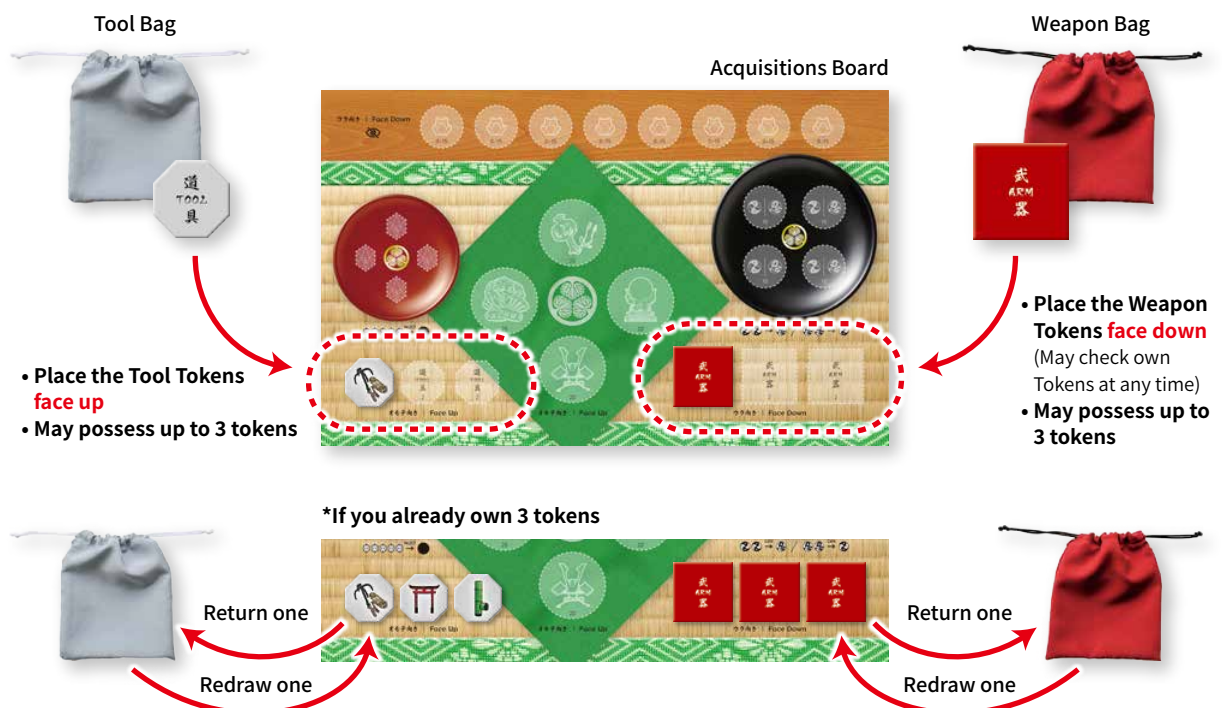
\*If a player already has 3 tokens, they must replace one each time they pass through a Weapon Square.



Weapon Square



Weapon Tokens



## Using Tools

The use of Tools is an essential ninjutsu for the mission; entering the Water or on the Rooftop, climb over Walls, preventing being attacked or captured, and healing injuries.

- ❖ **Ninja** may use any of the **Tools** on their **Acquisitions Board**, and they may use any number of **Tools** at any time during their turn. However, **Ninja** may only put one **Marker** on at a time (no stacking).

- ❖ The use of a **Tool** is not counted as a move.


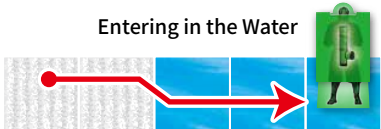

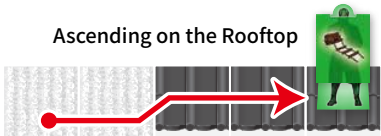
- ❖ **Tools** acquired in a turn may be used in that turn.





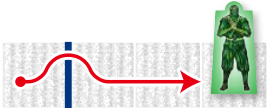

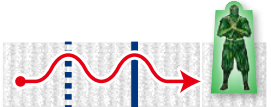
















Tools are used within the turn



Markers cannot be stacked

Type	Function	Usage Rules
<b>Take</b> Bamboo Snorkel 	<ul style="list-style-type: none"> <li>❖ To enter and remain in the Water</li> <li>❖ Unlimited number of turns to stay</li> </ul> <p>*When playing on Stage Sheet A, remove all Take Tokens. [<a href="#">→Page 46</a>]</p>	<ul style="list-style-type: none"> <li>❖ When entering the Water, return a Take Token to the Tool Bag and put the Take Marker on the Ninja.</li> <li>❖ Keep the Marker on while in the Water, and take it off when exiting the Water.</li> </ul>
	Put on the Take Marker	
<b>Hashigo</b> Rope Ladder 	<ul style="list-style-type: none"> <li>❖ To ascend to and remain on the Rooftop</li> <li>❖ Unlimited number of turns to stay</li> </ul> <p>*When playing on Stage Sheet A, remove all Hashigo Tokens. [<a href="#">→Page 46</a>]</p>	<ul style="list-style-type: none"> <li>❖ When ascending to the Rooftop, return a Hashigo Token to the Tool Bag and put the Hashigo Marker on the Ninja.</li> <li>❖ Keep the Marker on while on the Rooftop, and take it off when descending from the Rooftop.</li> </ul>
	Put on the Hashigo Marker	

## Using Tools

Type	Function	Usage Rules
<b>Nawa</b> Grappling Hook 	<ul style="list-style-type: none"> <li>❖ To climb over (pass through) one High or Low Wall</li> <li>*Multiple Nawa Tokens can be used for climbing over as many Walls as the number of the Tokens.</li> </ul>	<ul style="list-style-type: none"> <li>❖ When climbing over a Wall, return a Nawa Token to the Tool Bag.</li> </ul> <div> <div> 1 Token   </div> <div>  </div> </div> <p>Can be climbed over one Wall</p> <div> <div> 2 Tokens   </div> <div>  </div> </div> <p>Can be climbed over two Walls</p>
<b>Nuno</b> Camouflage Cloth 	<ul style="list-style-type: none"> <li>❖ To hide from other Ninja until their next turn, preventing from being attacked with Weapons</li> <li>*Other Ninja cannot attack a Ninja who is hiding. [<a href="#">→Page 32</a>]</li> </ul>	<ul style="list-style-type: none"> <li>❖ When hiding, return a Nuno Token to the Tool Bag and put the Nuno Marker on the Ninja.</li> <li>❖ Keep the Marker on until the next turn, and take it off when starting that turn.</li> <li>❖ Can only be used on the Ground/Floor, not in the Water or on the Rooftop.</li> <li>*Not valid with Kekkai</li> </ul> <div>    </div> <p>Put on the Nuno Marker</p> <p>Prevents attacks</p> <div>   </div> <p>Cannot be used in the Water and on the Rooftop</p>
<b>Kekkai</b> Magical Barrier 	<ul style="list-style-type: none"> <li>❖ To put up a barrier to protect from the GoT (the Guardians of the Treasures) until their next turn</li> <li>*The GoT cannot capture a Ninja who is in the barrier. [<a href="#">→Page 36-</a>]</li> </ul>	<ul style="list-style-type: none"> <li>❖ When putting up a barrier, return a Kekkai Token to the Tool Bag and put the Kekkai Marker on the Ninja.</li> <li>❖ Keep the Marker on until the next turn, and take it off when starting that turn.</li> <li>❖ Can only be used on the Ground/Floor, not in the Water or on the Rooftop.</li> <li>*Not valid with Nuno</li> </ul> <div>    </div> <p>Put on the Kekkai Marker</p> <p>Prevents capture</p> <div>   </div> <p>Cannot be used in the Water and on the Rooftop</p>
<b>Kusuri</b> Medicine 	<ul style="list-style-type: none"> <li>❖ To heal an Injury sustained in an attack by another Ninja [<a href="#">→Page 33</a>]</li> <li>*The use of Kusuri eliminates the “two-move restriction” while injured.</li> </ul>	<ul style="list-style-type: none"> <li>❖ At the commencement of an Injured player’s turn, return a Kusuri Token to the Tool Bag and take the Injury Marker off the Ninja.</li> <li>*The timing to use Kusuri is not when that player is attacked by another Ninja (during another Ninja’s turn), but during their next turn.</li> </ul> <div>    </div> <p>Recovery</p> <p>Eliminates the “two-move restriction”</p>

Prologue

Overview

Components

Preparation

Basics

Moving

Acquisitions

Usage

Manipulating

Climax

FAQ

Reference

The Team



# Using Weapons

**Sneak up on your opponents and attack them with Weapons to steal items and earn Shinobi Chips. The defeated Ninja are returned to their own Base injured and pick up a “Kaeru,” lucky frog.**

## Conditions of Use of Weapons

- ❖ **Weapons** including those used to attack other **Ninja (Tsume, Katana, Shuri)** and those used when attacked (**Kemuri**).

\*The conditions under which you can attack vary depending on the type of Weapons. [[→Page 34](#)]

- ❖ **Ninja** may use any of the **Weapons** on their **Acquisitions Board**, and they may use the **Weapons** at any time during their turn. However, **Ninja** may not use more than one type at a time.
- ❖ The use of a **Weapon** is not counted as a move.
- ❖ **Weapons** acquired in a turn may be used in that turn.
- ❖ **Weapons** can only be used against **Ninja** who are in the same area as the player. It is not possible to attack an opponent across an area boundary.

\*Example: attacks from the Ground/Floor to an opponent in the Ground/Floor are allowed; attacks from the Ground/Floor to an opponent in the Water are not allowed; attacks from the Ground/Floor to an opponent on the Ground/Floor beyond the Water or the Rooftop are not allowed.

- ❖ **Ninja** cannot attack a **Ninja** who is using a **Nuno** or who is **Injured**.

\*Nuno cannot be put on after being attacked by other Ninja.

- ❖ **Weapons** cannot be used through **Secret Passageways** (attacks from a Hidden Staircase to an opponent on another Hidden Staircase are not allowed).
- ❖ **Weapons** and **Nawa** may not be used simultaneously (A Ninja may not use Weapons and Nawa together to attack an opponent across a Wall).

### Used when attacking



Tsume  
Claw



Katana  
Sword



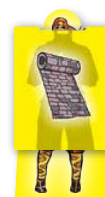
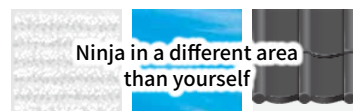
Shuri  
Throwing-Knife

### Used to escape when being attacked



Kemuri  
Smoke Bomb

### Attack not allowed



Ninja in hiding



Injured Ninja

## Attacking Other Ninja with Weapons

### Actions of the Attacking Ninja

1. Stop the **Ninja** at the “attackable cell”.  
\*The position of the “attackable cells” differs depending on the type of Weapons. [[→Page 34](#)]
2. Flip and **present** the **Weapon Token** to be used to the opponent. If the **opponent plays Kemuri**, the attack **fails**; **otherwise**, the attack **succeeds**.  
\*Depending on the positioning, it is possible to attack multiple Ninja at the same time.  
\*Weapon Tokens and Shinobi/Summon Chips cannot be taken.  
\*There are restrictions on the possession of Shinobi Chips. [[→Page 35](#)]
3. If the attack succeeds, the player takes **one** of the opponent’s **Treasures, Crystals, or Tools**. In addition, **one Shinobi Chip** is obtained from the **Chip Yard**. (If the attack fails, nothing is gained.)  
\*Weapon Tokens and Shinobi/Summon Chips cannot be taken.  
\*There are restrictions on the possession of Shinobi Chips. [[→Page 35](#)]
4. Used **Weapon** is returned to the **Weapon Bag**.  
(Regardless of success or failure)

### Actions of the Ninja Being Attacked

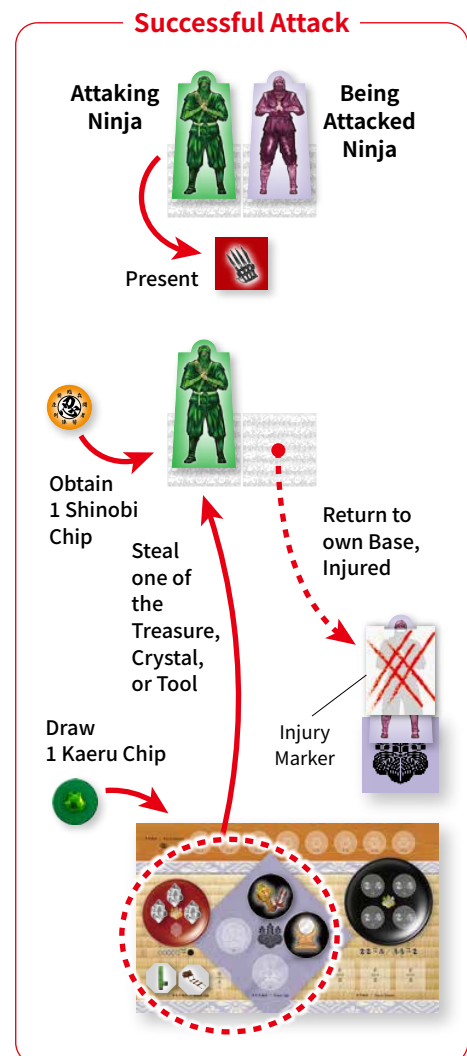
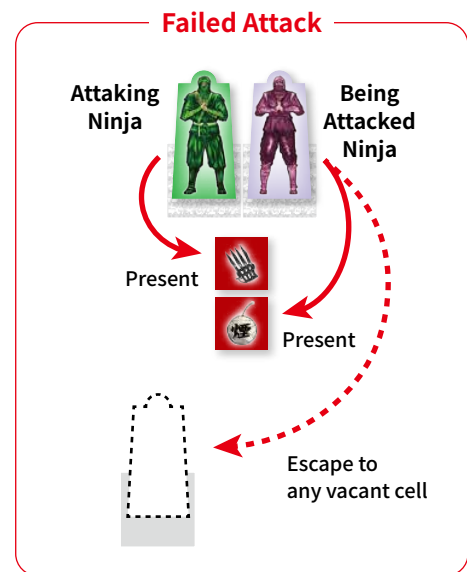
- ❖ The attacked **Ninja** can escape if in possession of **Kemuri**.

#### [When using Kemuri to escape]










1. When the opponent presents a **Weapon**, present the **Kemuri** and move your own **Ninja** to **any vacant cell**.  
\*To move to the Water or the Rooftop, a Tool (Take/Hashigo) is required respectively.  
\*The function of the destination square (such as acquiring items) is not applied.
2. The used **Kemuri** is returned to the **Weapon Bag**.

#### [When the Ninja cannot escape]




1. If the **Ninja** cannot (or does not) play **Kemuri**, loses **one Treasure, Crystal, or Tool**, and is sent back to their own **Base** with an **Injury**.  
\*If there is another Ninja stationed on that Ninja’s Base, the stationed Ninja is moved to a vacant Base and then the Ninja returns to their own Base.
2. Draw **one Kaeru Chip** from the **Chip Yard** (do not look at the numbered side until the game concludes) and place it on the **Acquisitions Board**. [[→Page 35](#)]  
\*Cannot acquire a Kaeru Chip if there is no Kaeru left in the Chip Yard.
3. The **Injured Ninja** is covered with an **Injury Marker**, and the **next turn** is restricted to “**two moves**”. (The Marker is removed at the end of that turn.)  
\*The player can avoid the two-move restriction by using **Kusuri**. [[→Page 31](#)]



## Weapons for Attacking

Type	Usage Rules	Attacking Ninja	Attackable Cells
<b>Tsume</b> Claw 	<b>To stab an opponent from close range</b> <ul style="list-style-type: none"> <li>❖ Can attack Ninja in adjacent cells vertically or horizontally where the boundary is open.</li> <li>*If the boundary is a High or Low Wall, the Ninja cannot attack.</li> </ul>		
<b>Katana</b> Sword 	<b>To slash an opponent from an oblique position</b> <ul style="list-style-type: none"> <li>❖ Can attack Ninja in diagonally adjacent cells whose boundary is open on one or more sides.</li> <li>*If both sides of the boundary are High Walls or Low Walls, the Ninja cannot attack.</li> </ul>		
<b>Shuri</b> Throwing-Knife 	<b>To throw at an opponent from a distance</b> <ul style="list-style-type: none"> <li>❖ Can attack Ninja in a cell that is more than one cell away from that Ninja in a straight line.</li> <li>*Cannot attack from adjacent cells.</li> <li>❖ Shuri can pass through all Low Walls (not through High Walls).</li> </ul>		

## Weapon for Escaping

Type	Usage Rules	Attacked Ninja	To any vacant cell
<b>Kemuri</b> Smoke Bomb 	<b>To generate a smoke screen, allowing the Ninja to escape</b> <ul style="list-style-type: none"> <li>❖ Used by a Ninja being attacked.</li> <li>❖ The Ninja can escape to any vacant cell.</li> <li>*To move to the Water or the Rooftop, a Tool (Take/Hashigo) is required respectively.</li> <li>*The function of the destination square (such as acquiring items) is not applied.</li> </ul>		



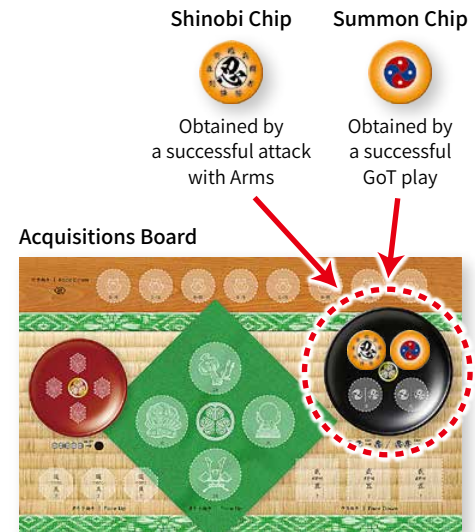
## Possessing Shinobi/Summon Chips

- ❖ **Shinobi/Summon Chips** are double-side printed, with “**Shinobi** (kanji character)” on one side and “**Summon** (Yin-Yang symbol)” on the opposite side.
- ❖ Chips obtained by a **successful attack with Weapons** [→Page 33] are placed with the “**Shinobi**” side facing up on the **Acquisitions Board**.
- ❖ Chips obtained from a **successful GoT** (the Guardians of the Treasures) **play** [→Page 37-38] are placed with the “**Summon**” side facing up on the **Acquisitions Board**.
- ❖ Any **Shinobi/Summon Chips** in your possession can be exchanged as follows; 2 **Shinobi Chips** for 1 **Summon Chip**, or 2 **Summon Chips** for 1 **Shinobi Chip**.

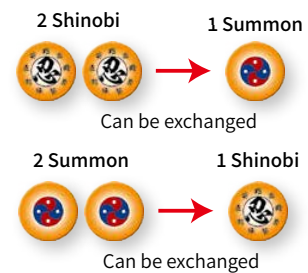
\*You can exchange at any time during your turn.

- ❖ A player may only have a **total of 4 Shinobi and Summon Chips**.

\*If 4 chips are already in your possession, each time a new chip is acquired, it must be exchanged for a Shinobi/Summon Chip or discard the chip so that the total number of chips does not exceed 4.



- Place obtained side **face up**.
- May possess up to 4 chips in total.



## Possessing Kaeru Chips

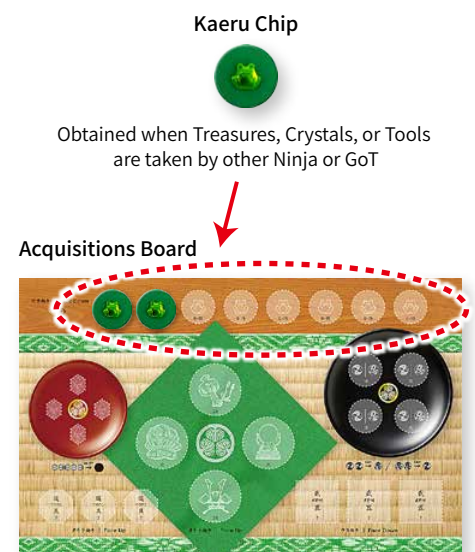
- ❖ The obtained **Kaeru Chips** are placed with the **frog picture side facing up** on the **Acquisitions Board**.

\*Do not look at the numbered side until the game concludes. (It will be converted into points at the end of the game.)

- ❖ A player may have **unlimited Kaeru Chips**.

\*When all cells on the Acquisitions Board are filled, the chips are stacked.

\*Players cannot acquire a Kaeru Chip if there are no chips left in the Chip Yard.



- Place the frog picture side **face up**.
- May possess unlimited chips.

Prologue
Overview
Components
Preparation
Basics
Moving
Acquisitions
Usage
Manipulating
Climax
FAQ
Reference
The Team

# Summoning and Manipulating the GoT

The specters Oni, Rokuro, Kappa, and Tengu are the Guardians of the Treasures (GoT). A GoT is summoned by a Ninja and manipulated to return the Treasures in possession of other Ninja to the Treasure Den. If successful, the Ninja will receive a Summon Chip.



Oni  
Ogre



Rokuro  
Long-neck Apparition



Kappa  
Water Imp



Tengu  
Long-nosed Goblin

[For 3 and 4 Players] Steps to Play GoT

Summoning a GoT by merging Yin-Yang symbols and offering one Crystal

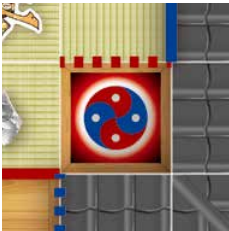
1. The active player chooses whether to summon a **GoT** or not if the red and blue **Yin-Yang** symbols are merged in the **Summoning Point** (the center cell on the Main Board) **when the Ninja has completed their three moves**.

\*Merging the Yin-Yang symbols on the first or second move is not a condition for summoning a GoT.  
 \*GoT cannot capture a Ninja not in possession of Treasure, using Kekkai, or is Injured. Also cannot capture the Ninja manipulating the GoT itself.

2. To summon the **GoT**, make an offering of **one Crystal** in their possession (return it to the Crystal Yard).  
 \*Players who do not have a single Crystal cannot summon GoT.  
 \*If that player does not summon GoT, their turn simply ends.

3. Draw **one Summon Card** and place the indicated **GoT Piece** (Oni, Rokuro, Kappa, or Tengu) on the **Summoning Point**.

Conditions for summoning GoT  
 (For 3 and 4 players)



Merging Yin-Yang symbols in the Summoning Point



One Crystal

## Manipulating the GoT to capture Ninja and force the return of Treasures

4. With the **GoT Piece**, make the number of moves (manipulating the Piece or sliding the Wall Sheet) as **indicated on the card** and attempt to move to cells where it can capture **Ninja** (Capture Cells).

If the **GoT** stops at a **Capture Cell**, it succeeds; if it does not, it fails.

\*The conditions of the moves vary depending on the character.

\*Capture cells are: for Oni, Kappa, and Tengu, only the cell where the target Ninja is located; for Rokuro, the surrounding cells where the target Ninja is located.

### [If successful]

- (1) The captured **Ninja** is sent to the **Treasure Den**, and one of the **Treasure Tokens** designated by the **GoT** player must be returned to the **Treasure Den**.

\*Captured Ninja are imprisoned in the Treasure Den until their next turn.

\*There is no limit to the number of Ninja that can be captured during a turn.

- (2) The captured **Ninja** draws one **Kaeru Chip** from the Chip Yard (do not look at the numbered side until the game concludes) and places it on the **Acquisitions Board**.

[→Page 35]

\*Cannot acquire a Kaeru Chip if there is no Kaeru left in the Chip Yard.

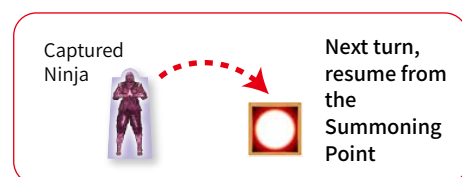
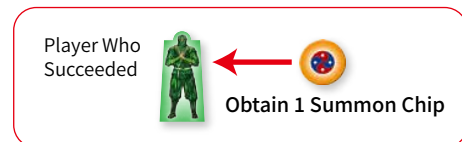
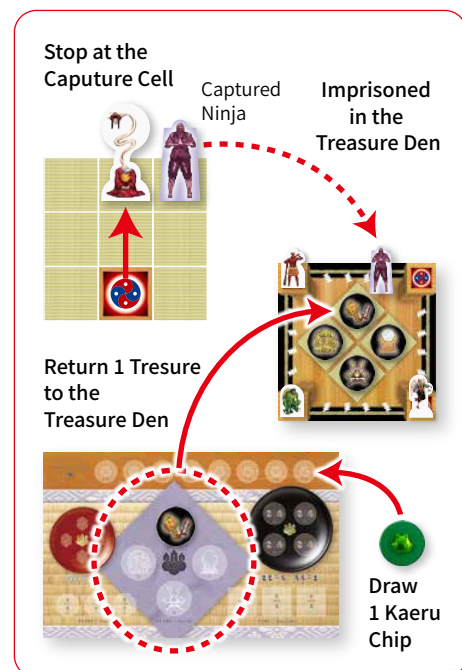
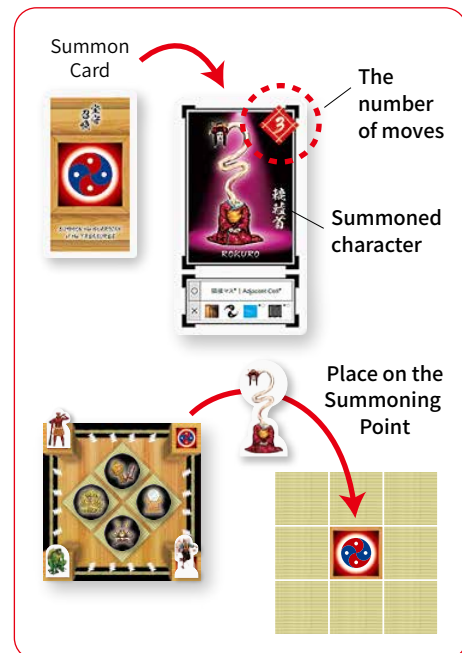
- (3) The **GoT** player obtains one **Summon Chip** from the Chip Yard for each **Treasure Token** returned.

(If the capture fails, nothing is gained.)

\*There are restrictions on the possession of Summon Chips. [→Page 35]

5. After use, the **GoT Piece** is returned to the **Treasure Den**, and the **Summon Card** is returned to the **deck** and reshuffled to be **reused**.

6. The captured **Ninja** is placed on the **Summoning Point** at the **beginning of their next turn** and begins to move.





## [For 2 Players] Steps to Play GoT

### Summoning a GoT by offering one Crystal

1. The active player chooses whether to summon a **GoT** or not when the **Ninja** has completed their three moves.

\*GoT cannot capture a Ninja not in possession of Treasure, using Kekkai, or is Injured. Also cannot capture the Ninja manipulating the GoT itself.

2. To summon the **GoT**, make an offering of **one Crystal** in their possession (return it to the Crystal Yard).

\*Players who do not have a single Crystal cannot summon GoT.

\*If that player does not summon GoT, their turn simply ends.

3. Draw a **Summon Card** and replace the indicated **GoT Piece** (Oni, Rokuro, Kappa, or Tengu) with the **GoT** on the **Main Board**. [\[Initial position → Page 18\]](#)

\*If the cell is in an area that the GoT cannot enter to replace it, the piece is moved to the Summoning Point (the cell in the center of the board).

### Manipulating the GoT to capture the opponent

4. With the **GoT Piece**, make the number of moves (manipulating the Piece or sliding the Wall Sheet) as indicated on the card and attempt to move to cells where it can capture **Ninja** (Capture Cells).

If the **GoT** stops at a **Capture Cell**, it succeeds; if it does not, it fails. (Even in failure, the GoT stops at the destination.)

\*The conditions of the moves vary depending on the character.

\*Capture cells are: for Oni, Kappa, and Tengu, only the cell where the target Ninja is located; for Rokuro, the surrounding cells where the target Ninja is located.

#### [If successful]

- (1) The captured **Ninja** is sent to the **Summoning Point** (the center cell on the Main Board), and one of the **Treasures** designated by the **GoT** player must be returned to the **Treasure Den**.

\*Captured Ninja begins their next turn at the Summoning Point.

- (2) The captured **Ninja** draws one **Kaeru Chip** from the Chip Yard (do not look at the numbered side until the game concludes) and place it on the **Acquisitions Board**.

\*Cannot acquire a Kaeru Chip if there is no Kaeru left in the Chip Yard.

- (3) The **GoT** player obtains one **Summon Chip**. (If the capture fails, nothing is gained.)

\*There are restrictions on the possession of Summon Chips. [\[→Page 35\]](#)

5. After use, the **GoT Piece** remains on the destination cell, and the **Summon Card** is returned to the deck and reshuffled to be reused.

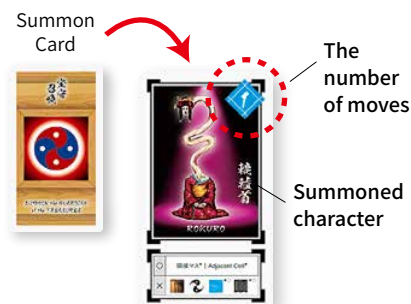
\*The GoT piece on the board becomes an obstacle during the Ninja's turn.

### Conditions for summoning GoT

(For 2 players)

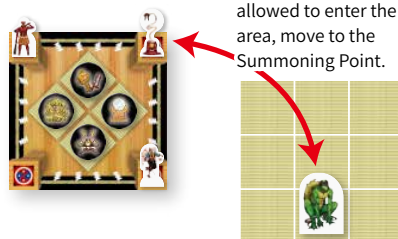


One Crystal

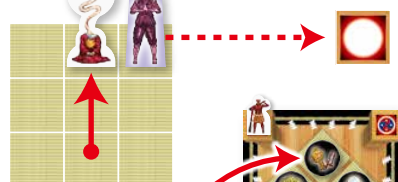


#### Replace the Piece

\*If the character is not allowed to enter the area, move to the Summoning Point.



#### Stop at the Capture Cell



#### Return 1 Treasure to the Treasure Den



#### Player Who Succeeded

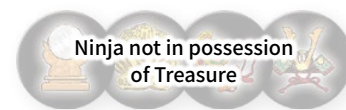


Obtain 1 Summon Chip

## Operating Conditions of the GoT

- ❖ The counting of moves is the same as with **Ninja**.  
However, the **GoT** may **continue the same action** for the number of moves indicated on the card.
- \*A player may finish the GoT play only by maneuvering the Piece or sliding the Wall Sheet.
- ❖ **GoT** cannot capture a **Ninja** not in possession of **Treasure**, using **Kekkai**, is **Injured**, or the **Ninja** manipulating the **GoT** itself.
- ❖ **GoT** may not use **Tools** or **Weapons**.

Capture not allowed



Ninja with Kekkai Injured Ninja

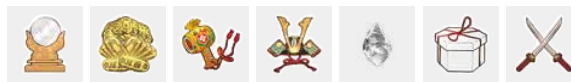
Special conditions for cells (exceptions to the Ninja operation)



Cells where a Ninja using Nuno is stationed  
[CANNOT pass through]










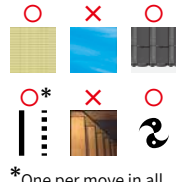
Cells where a Ninja using Kekkai is stationed  
[CAN pass through]



Treasure, Crystal, Tool, and Weapon Square  
[No items are acquired or exchanged]



Hidden Staircase with Gacha  
[No Gacha Cards are drawn]

Character	Capture Cell	Ability
<b>Oni</b> Ogre 	Cell where the target Ninja is located	<ul style="list-style-type: none"> <li>❖ Can move on the Ground/Floor only</li> <li>❖ Can go through one High Wall or one Low Wall per move</li> <li>❖ Can use Hidden Staircases (must stop at the exit)</li> </ul> <p>*A Ninja at the exit of the Hidden Staircase can be captured.</p>  <p>*One per move</p>
<b>Rokuro</b> Long-neck Apparition 	Surrounding cells where the target Ninja is located	<ul style="list-style-type: none"> <li>❖ Can move on the Ground/Floor only</li> <li>❖ From an adjacent cell, can extend the neck and capture a Ninja over a High or Low Wall, in the Water, and on the Rooftop</li> </ul>  <p>*Can capture Ninja on the adjacent cells</p>
<b>Kappa</b> Water Imp 	Cell where the target Ninja is located	<ul style="list-style-type: none"> <li>❖ Can move on the Ground/Floor and in the Water</li> <li>❖ Can pass through all Low Walls in the Water</li> <li>❖ Can teleport from any cell to any Yin-Yang Square (must stop at the square)</li> </ul> <p>*A Ninja at the Yin-Yang Square can be captured.</p>  <p>*All Low Walls only in the Water</p>
<b>Tengu</b> Long-nosed Goblin 	Cell where the target Ninja is located	<ul style="list-style-type: none"> <li>❖ Can move on the Ground/Floor and the Rooftop</li> <li>❖ Can pass through one High Wall or one Low Wall per move and all Low Walls on the Rooftop</li> <li>❖ Can teleport from any cell to any Yin-Yang Square (must stop at the square)</li> </ul> <p>*A Ninja at the Yin-Yang Square can be captured.</p>  <p>*One per move in all areas, all Low Walls only on the Rooftop</p>

## Game Climax

When the number of items in your possession meets the mission requirements, raise the Base Flag and declare “Return!” But the game is not over yet. Now, can you overcome the obstructions by other Ninja, GoT and Gacha Cards and return to your own Base safely?

### Declaration of Return and Game Conclusion

- ❖ The player who has fulfilled the quantity requirements for **Treasure Tokens**, **Crystal Pieces**, **Shinobi Chips**, and **Summon Chips** indicated on the **Mission Card** immediately raises their **Base Flag** (even in the middle of their turn) and declares that they are going to return to their own **Base** (**Declaration of Return**).

\*Only when playing with “Mission Card: Difficulty Level 4,” it is not necessary to return to Base, and the game will end when either player has met the quantity requirement.

#### [Return Failure]

- ❖ On the return to **Base**, if you fall below the mission requirements (lost Crystals by a Gacha Card, lost a Treasure by other Ninja or GoT, etc.), it is a **fail**. Lower the **Base Flag** and continue playing.

#### [Return Success]

- ❖ If a **Ninja** who has made a “Declaration of Return” returns to their **Base** without **Injury** while fulfilling the mission requirements, the mission is completed and the **game is concluded**.

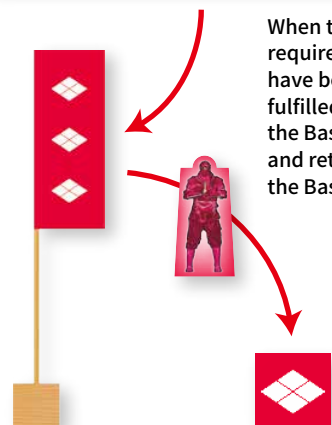
\*The “Declaration of Return” and the return in the same turn is valid.

\*If a Ninja returns to their own Base injured, they are not considered to have completed the mission, even if they meet the quantity requirements. In such a case, the game will continue and the mission will be completed when the injury is healed.

Mission Card



Acquisitions Board










When the requirements have been fulfilled, raise the Base Flag and return to the Base.



## Scoring

- ❖ Each player turns the numbered side of the **Kaeru Chips** on their **Acquisitions Board** face up and calculates each item with the following score. The player who returned to their own **Base** is awarded a bonus of 30 points.
- ❖ The player with the highest score wins!

Item		Score
Treasure		20 points/token
Shinobi/Summon		10 points/chip
Crystal		5 points/piece
Tool		2 points/token
Weapon		2 points/token
Kaeru		0–15 points/chip
Returning Ninja		+30 points

# FAQ

## Moving Ninja or Walls

**Q** Is it OK to move a sheet or frame back after starting to move it and start over?

**A** Good etiquette is key to enjoying the experience.

As in chess and shogi, the general rule of thumb is “no redo,” but the best answer may vary depending on the situation and the players. It is recommended that players mutually agree before commencing the game.



**Q** I have slid the Wall Sheet according to the instructions on the Gacha Card. Does this satisfy the Ninja’s “slide the Walls at least once” requirement?

**A** No. Apart from the Gacha Card action, the Wall Sheet must be slid at least once during the Ninja’s three moves.

The actions directed by Gacha Card is defined as “not counted as Ninja’s one move”. So, in addition to that movement, the player must slide the Wall Sheet at least once during the Ninja’s three moves.

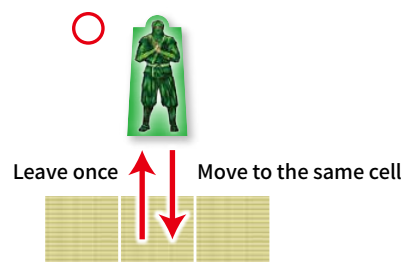


Actions directed by Gacha Card is not counted as “Ninja’s Moves”

**Q** When “moving to any vacant cell,” can I move back to that cell in the same move?

**A** It is OK. The Ninja has left the cell and it is considered vacant.

When “moving to any vacant cell” as instructed by Gacha Cards or by using Kemuri, that cell is considered to be a vacant cell as soon as the Ninja Piece is lifted. So, it is possible to move back to the cell where the Ninja was stationed.

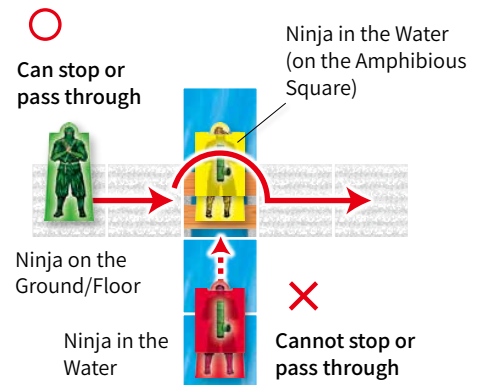


**Q When a Ninja with a Take Marker is stationed on an Amphibious Square, can the Ninja on Ground/Floor stop or pass through that square?**

**A Yes, it is possible in that case.**

The **Amphibious Square** can be used as either a cell in the **Water** or a cell on the **Ground/Floor** area. Which one is used by the **Ninja** is indicated by the presence or absence of a **Take Marker**. **Ninja** with the marker are in the **Water**, while those without the marker are on the **Ground/Floor**.

A **Ninja** in the same area as the **Ninja** on the **Amphibious Square** cannot stop or pass through that square, but a **Ninja** in another area can.



**Q When a Ninja has to move due to Gacha Card instructions or an attack or capture, is the Marker left on?**

**A Depending on the situation and the type of Marker (Tool), some Markers may be left on and some must be removed.**

In principle, **Markers** are “not stackable,” and the valid area, valid period, and timing for putting on/taking off the **Marker** must be specified in “Usage Rules” of each **Tool**. The followings are application examples.

[When moving under the direction of **Gacha Card**]

- Primarily, move with the **Marker** on.
- If the destination is in the **Water** or on the **Rooftop**, or if the **Gacha Card** says “Injured,” the **Marker** is changed to the respective **Marker**.

[When a **Ninja** is sent back to their own **Base Injured**]

- Remove the **Marker** being worn and replace it with the **Injury Marker**.

[When escaping using **Kemuri**]

- The basic rule for **Take** and **Hashigo** are “removed when exiting/put on when entering the area,” while **Kekkai** is “effective only on the **Ground/Floor** until their next turn”. For example, if you are attacked in the **Water** and escape to the **Ground/Floor**, remove the **Take**; if you are attacked while wearing **Kekkai**, leave it on if you move to the **Ground/Floor**, or change to **Hashigo** to the **Rooftop**.

[When being captured by **GoT** and move to **Treasure Den** (or **Summoning Point** for 2 players)]

- **Take** and **Hashigo** must be removed to leave the area.
- **Nuno** is not effective at the destination, so it is acceptable to remove it.

Change in Marker wearing status



**[Take]**

- Injured: Change to the Injury  
Escaped using **Kemuri**  
- To the **Ground/Floor**: Remove  
- To the **Water**: As is  
- To the **Rooftop**: Change to **Hashigo**  
Captured by **GoT**: Remove



**[Hashigo]**

- Injured: Change to the Injury  
Escaped using **Kemuri**  
- To the **Ground/Floor**: Remove  
- To the **Water**: Change to **Take**  
- To the **Rooftop**: As is  
Captured by **GoT**: Remove



**[Nuno]**

- By **Gacha Card**/using **Kemuri**  
- To the **Ground/Floor**: As is  
- To the **Water**: Change to **Take**  
- To the **Rooftop**: Change to **Hashigo**  
Captured by **GoT**: May remove



**[Kekkai]**

- By **Gacha Card**/using **Kemuri**  
- To the **Ground/Floor**: As is  
- To the **Water**: Change to **Take**  
- To the **Rooftop**: Change to **Hashigo**  
Injured: Change to the Injury



## Using Tools or Weapons

### Q Can I use Nuno and Kekkai concurrently?

#### A No, you cannot.

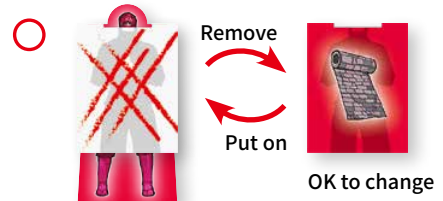
A **Ninja** may wear only one **Marker** at a time (no stacking Markers), so **Nuno** and **Kekkai** cannot be used at the same time. Also, **Nuno** and **Kekkai** cannot be used when in the **Water** or on the **Rooftop** (while wearing Take/Hashigo).



### Q Ninja cannot wear Nuno or Kekkai on their turn Injured?

#### A They can change the Markers at the end of the turn.

Although **Markers** may not be stacked, the **Injury Marker** is removed at the end of that turn, at the same time the **Ninja** can change it into **Nuno** or **Kekkai**.



### Q When attacking, there is a Wall on the boundary, is it permitted to use the Weapon and Nawa together?

#### A No, it is not.

You may not use **Weapon** and **Tool Tokens** together (Use of Weapons while wearing the Marker is allowed). As another example, when you are on the **Ground/Floor**, you cannot attack a **Ninja** in the **Water** or on the **Rooftop** using **Take** or **Hashigo** together with one of the **Weapons**.



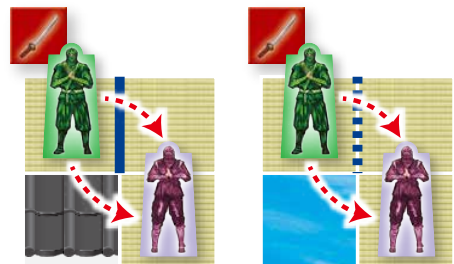
### Q When attacking with Katana, one side of the boundary has a Wall and the other side faces the Rooftop but no Wall. Can I attack in this case?

#### A No. Even if there is no Wall, you cannot attack an opponent across different areas.

**Katana** must be used when “at least one side of the boundary is open”. Obviously, the side with a **Wall** is “closed,” so the question becomes what about the side without a **Wall** that faces onto the **Rooftop**. The answer is that regardless of the presence or absence of **Walls**, the general condition for **Weapons** is that they cannot attack an opponent who has crossed (beyond) an area boundary, so in this case they cannot attack.

The same applies if the side without a **Wall** faces the **Water**.

✗ Cannot attack from the side with a High or Low Wall.



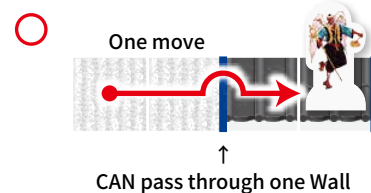
✗ Cannot attack across the different area.

## Moving GoT

**Q Does Tengu need to stop once to climb up from a walled boundary to Rooftop?**

**A If there is only one Wall to jump over, there is no need to stop.**

If there is no **Wall**, **Tengu** can go in and out between the **Ground/Floor** and the **Rooftop** without stopping. **Tengu** can also jump over one **Wall** per move. So, in this case, the **Tengu** can move continuously without having to stop. Incidentally, when **Tengu** teleports to a **Yin-Yang Square**, it needs to stop once at the destination.



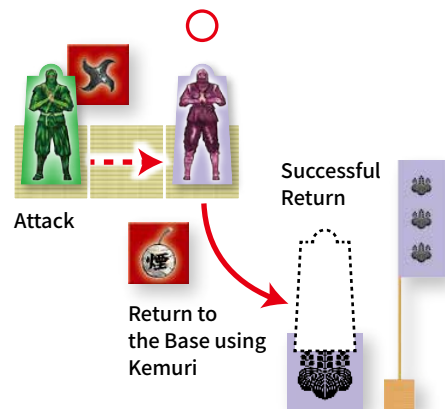
## Game Closing

**Q I was attacked by another Ninja and escaped to my Base using Kemuri. At that time, if I fulfill the requirements of the Mission Card, is it considered "Return" completion and the game is concluded?**

**A Yes, that is a smart strategy.**

Using **Kemuri**, you can move to any vacant cell, so you can return to your own **Base** if there are no other **Ninja** there. The condition for the game conclusion is to have the number of items indicated on the **Mission Card** and to return to your own **Base** uninjured, so you have fulfilled that requirement.

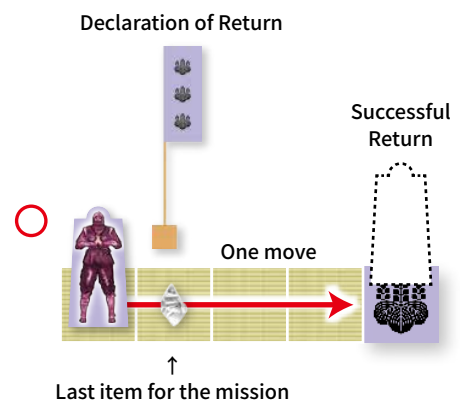
If you return to **Base** with an injury, play continues and the mission is completed once the **Ninja** is healed. In the meantime, another player may snatch the win.



**Q If I return to Base while acquiring the last item of a mission during one movement, does the game end?**

**A Yes, it does. A very Ninja-like covert action.**

The "Declaration of Return (raising the Base Flag)" and the "Return" can be done in the same turn or within one move. For example, if you get the last **Crystal** for the mission in the middle of a move (passing through the Crystal Square) and move back to your own **Base**, you have "successfully returned". The moment the **Flag** is raised, the **Ninja** has already returned to their own **Base**, which is a brilliant covert action before the opponents realizes it, just like a true **Ninja**.

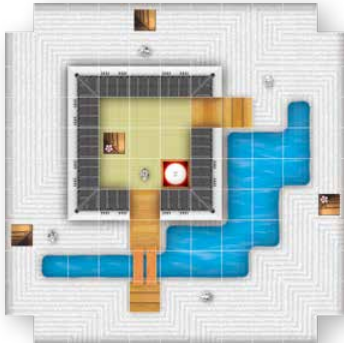






## Stage Sheet B

### Garden and Annex [Intermediate Stage]



A standard difficulty stage consisting of a building with a Japanese garden of gravel and a pond. Although the gravel is easy to traverse, access to the Treasures is not easy, and strategy is required.

[Estimated Playing Time]

Mission Card: Difficulty Level 1	15–25 min.
Mission Card: Difficulty Level 2	20–30 min.
Mission Card: Difficulty Level 3	35–45 min.
Mission Card: Difficulty Level 4	60–80 min.



Setting Example

## Stage Sheet C

### Embujo: Martial Arts Arena [Elementary Stage] \*Deluxe Edition



The motif is a facility where Embu martial arts are practiced and performed. The space inside the building is large, and Hidden Stairs are located near each Base, making it easy to move and obtain items.

[Estimated Playing Time]

Mission Card: Difficulty Level 1	15–25 min.
Mission Card: Difficulty Level 2	20–30 min.
Mission Card: Difficulty Level 3	30–40 min.
Mission Card: Difficulty Level 4	50–70 min.



Setting Example

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## Stage Sheet D

### Palace Chambers

[Intermediate Stage] \*Deluxe Edition



Luck is the key to this stage. The large roof and vast pond are not as difficult to conquer as they appear if you draw Take or Hashigo. Success in GoT play also depends on the luck of the card draw.

[Estimated Playing Time]

Mission Card: Difficulty Level 1	15–25 min.
Mission Card: Difficulty Level 2	20–30 min.
Mission Card: Difficulty Level 3	35–45 min.
Mission Card: Difficulty Level 4	60–80 min.



Setting Example

## Stage Sheet E

### Suikoden: Boat House

[Advanced Stage] \*Deluxe Edition



A secret supply inspection facility with a waterway leading into the building. The space for movement is large, but the key sections are narrow, making it difficult to reach the Treasures and vulnerable to attack by opponents.

[Estimated Playing Time]

Mission Card: Difficulty Level 1	20–30 min.
Mission Card: Difficulty Level 2	30–50 min.
Mission Card: Difficulty Level 3	50–70 min.
Mission Card: Difficulty Level 4	70–90 min.



Setting Example



## Stage Sheet F

### Private Libraries

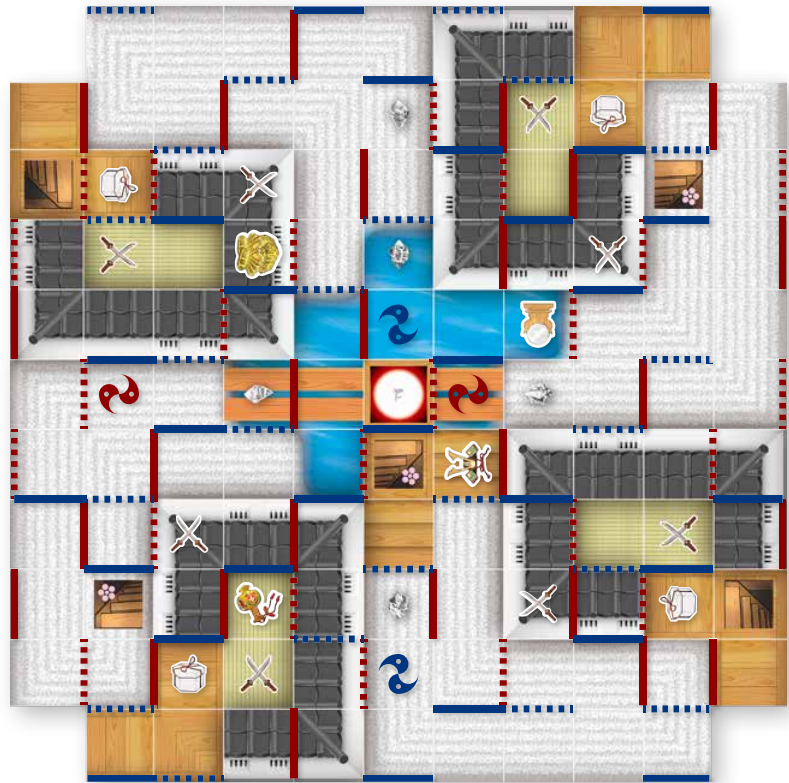
[Advanced Stage] \*Deluxe Edition



A small library connected to each Base. You need to get Weapons and Tools there, then go in another direction to get Crystals and Treasures or attack your opponents. The choice of tactics is tricky.

[Estimated Playing Time]

Mission Card: Difficulty Level 1	20–30 min.
Mission Card: Difficulty Level 2	30–50 min.
Mission Card: Difficulty Level 3	50–70 min.
Mission Card: Difficulty Level 4	70–90 min.



Setting Example

## Stage Sheet G

### Kagura Stage

[Elementary Stage] \*Stretch Goal Item



A garden with a stage for Kagura (Japanese sacred music and dance) and bleachers. It is not difficult to acquire multiple items in a single move. At the same time, there is a great risk of attack from other Ninja and capture by GoT.

[Estimated Playing Time]

Mission Card: Difficulty Level 1	15–25 min.
Mission Card: Difficulty Level 2	20–30 min.
Mission Card: Difficulty Level 3	30–40 min.
Mission Card: Difficulty Level 4	50–70 min.



Setting Example

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## Stage Sheet H

### Bathhouses

[Advanced Stage] \*Stretch Goal Item



An advanced stage with narrow pathways that force you to move in small increments. Access to Tools is easy, but Weapons are hard to get and in risky positions. It requires tactical skill and the courage to take risks.

[Estimated Playing Time]

Mission Card: Difficulty Level 1	20–30 min.
Mission Card: Difficulty Level 2	30–50 min.
Mission Card: Difficulty Level 3	50–70 min.
Mission Card: Difficulty Level 4	70–90 min.



Setting Example

## Stage Sheet I

### The Moat

[Super Advanced Stage] \*Stretch Goal Item



The surrounding moat and narrow pathways prevent smooth movement to and from the Base. Inconvenient Weapon Square location and the difficulty of making a successful GoT play. Highest level stage.

[Estimated Playing Time]

Mission Card: Difficulty Level 1	20–30 min.
Mission Card: Difficulty Level 2	30–50 min.
Mission Card: Difficulty Level 3	50–70 min.
Mission Card: Difficulty Level 4	70–90 min.



Setting Example

## Mission Cards

### Mission Card: Difficulty Level 1

[For 2-4 Players]

Treasure: 2 or more types, Crystal: 2 or more,  
Shinobi or Summon: 1 or more



### Mission Card: Difficulty Level 2

[For 2-4 Players]

Treasure: 2 or more types, Crystal: 3 or more,  
Shinobi or Summon: 2 or more



### Mission Card: Difficulty Level 3

[For 3-4 Players]

Treasure: 3 or more types, Crystal: 3 or more,  
Shinobi: 1 or more, Summon: 1 or more



### Mission Card: Difficulty Level 4

[For 3-4 Players]

Treasure: 4 types, Crystal: 4, Shinobi: 2, Summon: 2  
\*No need to return to Base





## Gacha Cards

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### 飛来 Levitation

全員から  
水晶1個ずつ飛来する  
※持っていないプレイヤー  
からは飛来しない



One **CRYSTAL** from all other players are levitated to you.  
\*Excluding players who do not have any Crystals.

### 飛来 Levitation

水晶置き場から  
水晶2個飛来する



Two **CRYSTALS** from the Crystal Yard are levitated to you.

### 飛来 Levitation

水晶置き場から  
水晶1個飛来する



One **CRYSTAL** from the Crystal Yard is levitated to you.

### 超能力 ESP

宝物殿から任意の  
宝物1個取得する  
※宝物殿に宝物が残っていない  
場合は取得できない



Obtain one **TREASURE** of your choice from the Treasure Den.  
\*Except when there is no treasure in the Treasure Den.

### 秘密の保管処 Secret Vault

道具袋から  
道具1個取得する  
※すでに3個持っている場合は  
1個を交換する



Draw one **TOOL** from the Tool Bag.  
\*If you already have 3, exchange one.

### 秘密の保管処 Secret Vault

武器袋から  
武器1個取得する  
※すでに3個持っている場合は  
1個を交換する



Draw one **WEAPON** from the Weapon Bag.  
\*If you already have 3, exchange one.

### 時空のねじれ Space-time Distortion

右隣のプレイヤーと  
道具全て入れ替わる  
※片方が持っていない場合でも



All the **TOOLS** in your possession are swapped with the player to your right.  
\*Even if one player does not have any.

### 時空のねじれ Space-time Distortion

全員左隣のプレイヤーに  
道具全て渡す  
※持っていない場合は  
何もしなくて良い



All players pass all the **TOOLS** in their possession to the player to their left.  
\*If a player doesn't have any, do nothing.

### 時空のねじれ Space-time Distortion

右隣のプレイヤーと  
武器全て入れ替わる  
※片方が持っていない場合でも



All the **WEAPONS** in your possession are swapped with the player to your right.  
\*Even if one player does not have any.

### 時空のねじれ Space-time Distortion

全員左隣のプレイヤーに  
武器全て渡す  
※持っていない場合は  
何もしなくて良い



All players pass all the **WEAPONS** in their possession to the player to their left.  
\*If a player doesn't have any, do nothing.

### 時空のねじれ Space-time Distortion

地上エリアにいる  
任意の忍者と  
現在地が入れ替わる



The current location is swapped with any **NINJA** on the Ground/Floor.

### 瞬間移動 Teleportation

任意の空いているマスに  
瞬間移動する  
※水場・屋根上へは道具が必要



Move instantly to any vacant cell.  
\*Water and Rooftop require the right tools.



## 瞬間移動

Teleportation

地上エリアにいる任意の  
忍者の隣\*へ瞬間移動する

\*縦・横・斜め隣



Move instantly to the  
cell adjacent\* to any **NINJA**  
on the Ground/Floor.

\*Vertically, horizontally or diagonally

## 瞬間移動

Teleportation

空いている  
任意の陣地に  
瞬間移動する



Move instantly to  
a vacant **BASE**.

## 時の拡張

Time Expansion

手番のプレイが  
1手追加される



One additional  
move is added  
to the player's turn.

## 城の気まぐれ

Castle Caprice

壁のシートを  
1回スライドさせる



Slide **red or blue Wall**  
Transparent Sheet:  
**one move**.

## 城の気まぐれ

Castle Caprice

壁のシートを  
2回スライドさせる



Slide **red and/or blue**  
**Wall** Transparent Sheet:  
**two moves in total**.

## 城の気まぐれ

Castle Caprice

即座に召喚カードを引く

※忍者の残り手数は無効、  
宝守のプレイを実行する



Draw a **Summon Card**.  
\*Ninja's remaining moves are  
invalid, immediately play  
the Guardian of the Treasures.

## 行方知れず

Lose

水晶1個失う

※水晶置き場に返す。  
持っていない場合は  
何もしなくて良い



Lose one **CRYSTAL**.  
\*Return it to the Crystal Yard.  
If you don't have any,  
do nothing.

## 行方知れず

Lose

道具1個失う

※道具袋に返す。  
持っていない場合は  
何もしなくて良い



Lose one **TOOL**.  
\*Return it to the Tool Bag.  
If you don't have any,  
do nothing.

## 行方知れず

Lose

武器1個失う

※武器袋に返す。  
持っていない場合は  
何もしなくて良い



Lose one **WEAPON**.  
\*Return it to the Weapon Bag.  
If you don't have any,  
do nothing.

## 悪夢

Nightmare

水晶全て失う

※水晶置き場に返す。  
持っていない場合は  
何もしなくて良い



Lose all **CRYSTALS**.  
\*Return them to the Crystal  
Yard. If you don't have  
any, do nothing.

## 悪夢

Nightmare

左隣のプレイヤーに

水晶全て渡す

※持っていない場合は何もしなくて良い



All the **CRYSTALS**  
in your possession  
fly away to  
the player to your left.  
\*If you don't have any, do nothing.

## 見えざる敵

Invisible Enemy

いきなり傷を負う

※手番終了とし(残手数は無効)、  
自陣に戻り「傷」の状態となる



Suddenly **Injured**.  
\*This concludes your turn.  
Return to your base and  
the "Injury" status is applied.

## Summon Cards

Oni: 1 Move



Oni: 3 Moves



Rokuro: 1 Move



Rokuro: 3 Moves



Kappa: 2 Moves



Kappa: 3 Moves



Tengu: 2 Moves



Tengu: 3 Moves



## The Team



Four Ninja and the Castle of Treasures

Game Design	<b>Martin Nedergaard Andersen</b> , Camp Games ApS, Denmark <b>Banana Moon Studio Sapporo</b> , Japan
Story and Scenario	<b>Banana Moon Studio Sapporo</b> , Japan
Illustrations	<b>Richard Zimba</b> , UK
Graphic Arts	<b>Banana Moon Studio Sapporo</b> , Japan
Translation	<b>Darcy Lewis</b> , Japan/Australia

### **Banana Moon Studio Sapporo** GACHIJO Creative Team

Creative and Art Director: Hiroshi Maeda

Production Manager: Kumiko Maeda

Graphic Designer: Haruna Ishijima

Calligrapher, Graphic Designer: Kinuka Yoshida

**Publisher** **Banana Moon Games** (Banana Moon Studio Sapporo), Japan

**Distributor** **Banana Moon Co., Ltd.**, Japan  
 #209 1-3 Nishi-15, Kita-1, Chuo-ku, Sapporo  
 060-0001 Japan  
<https://bananamoon-games.jp/en/>

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