

# CHAOS NINJAS

by Shane Gelven

In Chaos Ninjas you play the role of a Warlord who is hiring Ninjas.

2-4 Players | 15-30mins | Ages 8+

## Objective

You are trying to be the first player to have six unique Defender Ninja's in front of your play area.

## Components

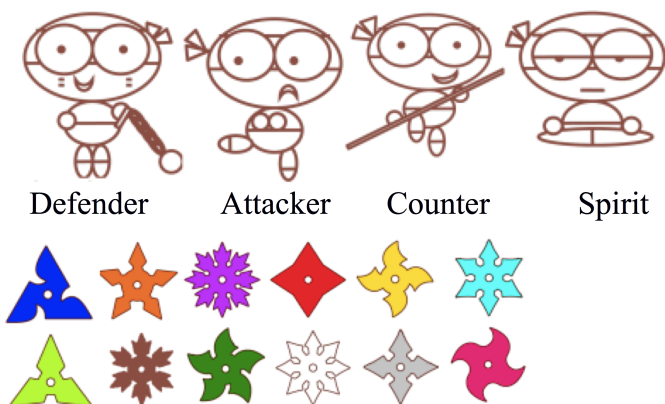
The game comes with a set of 58 cards.

24 Defender Ninjas in 12 different colors.

24 Attacker Ninjas in 12 different colors.

6 Counter Ninjas.

4 Spirit Ninjas.



## Setup

Shuffle the deck and deal 3 cards to each player. A player's hand is kept secret.

Place the deck in the center of the table. Draw 6 cards from the top of the deck and place them face up in a row in the center of the table, next to the deck.

Decide who goes first, and then you are ready to play. Play continues clockwise around the table.

## Playing Your Turn

On your turn, you must choose one (and only one) of the following four actions:

1. Recruit
2. Defend
3. Attack
4. Spirit

At the end of your turn if you have more than 6 cards in your hand, then choose cards to discard to the shared discard pile until you have only six cards in your hand.

After which, your turn ends and it is now the next player's turn to choose one of the 4 actions.

## Actions

**1) Recruit:** Select any card from the center row and place it into your hand, and then replace the card in the center row with the top card from the shared deck.

**2) Defend:** Play a Defender Ninja card in front of your play area and apply the effect as written on the card.

You can only place a duplicate card in your play area by placing it on top of a matching card, if you do so; it is immune from attacks for the rest of the game.

**3) Attack:** Play an Attacker Ninja card onto an opponent's Defender Ninja card. The Attacking Ninja card must have the same color as the Defender Ninja card's ninja star. (You can also play two Attack Ninja cards of any other color, instead of playing a single matching colored card).

The Defending player may play a Counter Ninja card from their hand to block the Attack Ninja. Then the attacking player may continue to play another Counter Ninja card from their hand to block the Counter Ninja played by the defending player. Both players may continue to play Counter Ninja cards from their hands until one player passes. The last player to play a card is the winner of the conflict. The **Counter Ninja** card is only used during attacks and does not count towards an action; each player may play as many **Counter Ninja** cards as they have

in their hands.

If the winner of the conflict is the attacker, then all played cards are moved to the discard pile and then the Attacker draws a new card from the top of the draw deck.

If the defender wins, then all played cards except the Defender Ninja card are moved to the discard pile.

The attacker does not get to draw a card if they did not win the conflict.

**4) Spirit:** Play one Spirit Ninja card from your hand to your play area. Search the discard pile for one card to add to your hand, and then place the Spirit Ninja card into the discard pile.

*If you Spirit an Attack Ninja card from the discard pile you may play the card straight away.*

## Winning the game

The first player to commence their turn with six unique cards in their play area is the winner.

## Maintaining the center row

Whenever there is an action that involves removing a card from the center row, a new card must be drawn from the draw deck to replace the card removed from the center row.

At the moment that the draw deck is empty, shuffle the discard pile to form a new draw deck.

If all cards in the center row are Attacker Ninja cards, then immediately move all cards from the center row to the discard pile and then re-fill the center row with 6 more cards from the top of the draw deck.

## Variants

1) **Increase game pace:** In the case of a 3 or 4 player game you it is recommended to change the game objective from 6 unique cards down to 5 or even 4.

## Card Clarifications

The following Defender Ninja cards are explained further to avoid any confusion.

**Pink Defender:** Recruiting this card does not count towards the total cards in hand when using this card's ability.

**Lime Defender:** This applies to Defender Ninjas which are doubled up in a players row. Also your

Lime Defender you just played counts towards your total cards.

**Blue Defender:** You draw from the top of the deck not the center row.

**Silver Defender:** You draw from the top of the deck not the center row.

**Orange Defender:** The Attacker card you play must come from your hand not the center row. You cannot play two unmatched colors for an attack with this ability.

## Credits

**Game Concept and Design:** Shane Gelven

**Game Developers:** Shane Gelven  
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**Play Testers:** Oliver Jenner-O'Shea  
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## Legal

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## Extra Info

**Chaos Ninjas** is a variation of another game called **Chi** also designed by Shane Gelven.

**Chi** was designed first before **Chaos Ninjas** however **Chaos Ninjas** was published first.

The Following is a list of their differences:

<b>Chi</b>	<b>Chaos Ninjas</b>
Hand limit of 5 cards.	Hand limit of 6 cards.
Cannot play the last card in your hand.	Can play down to a empty hand.
Must attack with a matching color.	Attacks with one card of a matching color or two cards of a non-matching color.
Their are no special abilities on any cards.	Each Defender Ninja card has text on it describing various special abilities.
Scoring is based on points.	No points involved, it is just a race to be the first to commence their turn with 6 cards in play.
2 Players only.	Best with 2 but plays with 4.
Always draws a card after attacking.	Only draws a card if they were successful in their attack.
Three card types: Yin, Yang and Chi.	Four card types: Attacker, Defender, Counter and Spirit.