

Ninjitsu!

A game of chaos and subterfuge for 2-5 players

by Peter C. Hayward and Kelly Jo

Ninjitsu: *Noun*. The Japanese art of stealth and sabotage.

Ninjitsu: *Noun*. The same, but with squirrels and birds.

You are the head of a noble Ninja House, competing to collect great treasures and hide valuable secrets.

Each turn, players will either draw, play, or steal cards. The first player to have 21 or more points at the start of their turn is the winner!

Components:

- 42 cards
- Rulebook

Setup:

Shuffle the cards together to form the deck. (Expansions should not be included for your first few games.)

Deal 4 cards to each player, then place the deck in the middle of the table.

The player wearing the darkest clothing takes the first turn and play continues clockwise.

Example of a game in progress:



On their turn, players must do **one** of the following:

- **Draw** 2 cards from the deck.
- **Play** a card from their hand, either
 - into the **discard pile** for its **action**.
 - **face-down** into their collection as a **secret**,
 - or **face-up** into their collection as a **treasure**,
- **Steal** a secret from another player's collection.

At the start of a player's turn, if their collection has 21 or more points worth of **secrets** and **treasures**, they win!



Cards

- 1: The card's **point value**. These add to your points while the card is in your collection.
- 5: Cards without a number (King, Queen, Jack, Ace, and Jokers) have **no point value**.
- 2 & 3: The card's **suit, title and art**. These have no in-game effect.
- 4: The card's **action**. Its effect does not apply when the card is in your **collection**.
- 6: This card has a **trap!** Cards with icons have **ongoing abilities**, which tell you when they apply. They must be played as **secrets** or **treasures**.



Each turn, you must take 1 action: Either **Draw** 2 cards, **Play** a card from your hand, or **Steal** an opponent's **secret**.

DRAW the top 2 cards from the deck.

There is no hand limit. If the deck is empty, shuffle the discard pile to form a new deck.

PLAY a card from your hand.

Cards can be played in one of three different ways:

1) For their **action**.

Cards with no icon can be played straight into the discard pile for their **action**. When you use a card this way, ignore its **points**.

If you can't complete a card's entire action, do as much as you're able to.
For example, if your hand is empty, ignore any part of an action that lets you play a card.

2) As a **treasure**.

Cards with a point value can be played **face-up** into your collection as a treasure. All **face-up** cards in your collection are **treasures**. When you play a card this way, ignore its **action**.

Cards with no point value (Ace, King, Queen, Jack, Joker) may not be played as **treasures**.

3) As a **secret**.

All cards can be played **face-down** into your collection for their points and abilities. All **face-down** cards in your collection are **secrets**, regardless of how they got turned face-down.

Cards without a point value are can still be played as secrets.

When a **secret** is turned face-up, it becomes a **treasure**. If it has no point value, immediately discard it.

While face-down, **secrets are not treasures**. They can only be affected by cards which specifically target **secrets**.



Cards with this icon have **ongoing abilities** which alter their point value while they are **face-down** as secrets in your collection. If they are turned **face-up**, this ability no longer applies.

You may look at or rearrange your **secrets** at any time, but not the **secrets** of other players.

STEAL a secret from an opponent.

Steal an opponent's **secret** by moving it into your play area and turning it **face-up**.

Only secrets may be stolen this way.

If a stolen card has no point value (K, Q, J, A, or Joker), **discard** it after resolving any **traps**.

Otherwise, it remains in your play area as a **treasure**, even if it was **trapped**.

TRAPPED CARDS



Cards with a bomb icon are **trapped**. When they are stolen by an opponent, that player must **immediately** resolve the text beside the bomb. Cards without a bomb icon have no effect when stolen.

Trapped cards trigger when they are stolen by any method, not just as an action.
When a **trapped** card is *discarded, moved or swapped* its **trap** does not trigger.

TIP: New players often underestimate the power of **stealing secrets** from an opponent. After stealing a secret, you get to keep it as a face-up **treasure**, contributing towards your points. Swipe early, swipe often!

WINNING THE GAME

If you have 21 or more points in your collection at the **start of your turn**, you win!

Points on both **treasures** and **secrets** count towards your total.

If you miscount and incorrectly declare that you've won, turn all of your **secrets** face-up and skip your turn.

GLOSSARY

Whenever a card is **discarded**, move it face-up to the top of the discard pile.

When cards are discarded **from play**, the current player chooses which cards are discarded.

When cards are discarded **from your hand**, you choose which cards to discard.

Cards which say **any** card can target cards belonging to yourself or your opponents.

A player's **collection** consists of the **treasures** and **secrets** they have in front of them.

All cards in players' **collection** are **in play**. Cards in the discard pile or players' hands are **not** in play.

Treasure Hunters:

Ninjitsu! can be played with other games in the **Treasure Hunters** series. Shuffle them into the **Ninjitsu!** deck and play by the rules of **Ninjitsu!**

Traps apply *whenever* a card is **stolen**, whether it is a secret or a treasure at the time.

Non-**Ninjitsu!** cards played as **secrets** are worth their printed value. Their abilities do not apply while they are **face-down**.

Secrets in play cannot be affected by any non-**Ninjitsu!** cards. (They're too secret!)

SAMPLE ROUND

Kelly plays a **Bo** face-down into her collection as a **secret**. It has a printed value of **4**, and also gives her **+2** for every secret she has in play.

Peter draws 2 cards as his action.

Roxy plays **Explosives** face-down into his collection as a **secret**. It has a printed value of **2**.

At the start of **Kelly's** second turn, she has **6** points in her collection, although no one knows this. Not enough to win! She decides to **steal** a **secret** as her action. She steals **Roxy's secret** without knowing what it is. **Kelly** moves it into her collection and turns it face-up. It's **Explosives**, and it's **trapped!**

The trap means that **Kelly** must discard her hand. She keeps the **Explosives** she stole as a face-up **treasure**.

At the start of **Peter's** second turn, he has **no** points in his collection. He plays a **Katana** into the discard pile as an **action**. It allows him to discard an opponent's **treasure** from play. He discards **Kelly's** face-up **Explosives card**, and then plays another **Katana** as a **treasure**, giving him **6** points.

SCUTTLE ERRATA:

When the term **destroyed** appears on a card, that means **discarded from play**.

When a card is **protected**, it cannot be **stolen, discarded, moved, or swapped**. Secrets can never be **protected**.

Whenever a card refers to cards **in front of a player**, treat it to mean **in that player's collection**.

Permanents do not count as **treasures**.

How to Play - Quick Reference Guide

Shuffle all the cards together to form the deck. Deal 4 cards to each player. The player wearing the darkest clothing takes the first turn, and play continues clockwise.

Each turn, take 1 action. Either:

- **Draw** 2 cards from the deck
- **Play** a card from your hand
- **Steal** a face-down secret from another player

Cards can be played in one of 3 ways:

- Into the discard pile for its **action**.
- Face-up as a **treasure**, for points and ongoing abilities.
- Face-down as a **secret**, for points, traps, and secret abilities.

At the start of your turn, if you have 21 or more points worth of **secrets** and **treasures** you win!

This pack contains three expansions which are compatible with all games in the **Treasure Hunter** series.

They are for advanced players, and should be introduced to your game one expansion at a time.

Once you're familiar with the expansions, all three can be played together in any combination.

Masters of Magic

To play with the **Masters of Magic** expansion, just shuffle it into the deck!

The Elements

At the start of the game, shuffle **The Elements** and deal 1 to each player.

They may choose which side to use. Return the unused **Element** cards to the box.

For the entire game, players keep their **Element** card in front of them and have access to its ability. It cannot be discarded, flipped, or affected by other cards.

If playing multiple games in a row, you may choose to keep the same power between games.

When playing with people of different skill levels, **Element** cards may be given to some players and not others as a handicap.

Heavy Weather

SETUP

Separate the **Weather** and **Event** cards. Shuffle the **Weather** cards. They form their own deck.

After players have been dealt their starting hands, shuffle the **Event** cards into the regular, non-**Weather** deck.

At the start of each game, put the top card of the **Weather** deck into play.

WEATHER CARDS

Weather cards have an ongoing effect, and cannot be discarded or affected by non-**Event** cards.

Discarded **Weather** cards go into their own separate discard pile. At the end of each game, discard all **Weather**.

Heavy Weather

EVENT CARDS

Whenever an **Event** card reaches the top of the deck, put it into play.

Event cards do not resolve until the end of the turn.

At the **end of each turn**, resolve **Event** cards in the order they entered play then discard them.

Event cards can never be moved into player's hands. If you accidentally draw an **Event** card, move it into play and draw a replacement card.

Any **Event** cards drawn into a starting hand are discarded without being resolved.

Then, continue drawing until you have the correct number of cards in hand.

Key

N! - Ninjitsu!

SI - Sabotage!
+ Sabotage! rule card

PP - Promo pack!
+ Promo Pack rule card

All other rule cards
The Elements - The Elements
Event - Heavy Weather
Weather - Heavy Weather
MM - Masters of Magic

Promo Pack

The cards **Solar Flare** and **Aurora Borealis** should only be used when playing with **Heavy Weather**.

Magic should only be used when playing with **The Elements**.

All other cards can be used by shuffling them into the deck.

The 1-value cards can be played into the discard pile for its ability at any time, even on another player's turn.

Playing a 1-value card for its ability does not cost an action.

Sabotage!

To play with the **Sabotage!** expansion, shuffle it into the deck!



Some **treasures** in **Sabotage!** have an ongoing ability while they are face-up in your collection.


This effect no longer applies to you when the **treasure** is moved out of your collection or turned face-down.

This is not a trap. These cards are not considered to be trapped.

N!
K
I
N
G



MASTER OF CUNNING

 When you **steal** this, the player you stole it from draws 4 cards.

N!
Q
U
E
E
N



MASTER OF SECRETS

Move any 1 **treasure** from play into your hand then play a **secret**.

N!
J
A
C
K



MASTER OF PLANNING

Steal a secret, ignoring any **traps**.

N!
J
O
K
E
R



MASTER OF SURPRISE

Turn an opponent's **secret** face-up. If it's trapped, treat it as though that opponent just **stole** it from you. If it's not, draw a card.

N!
A
C
E




DARTS

Discard up to 2 **treasures** from opponent's collections then play a card.

N!
10



TRIPWIRE

This card must be played as a **secret**.
 When you **steal** this, discard a card from your hand.

N!
9



SMOKE BOMB

Play 2 cards as **secrets**.

N!
8



CLIMBING HOOK

Steal a secret then draw a card.



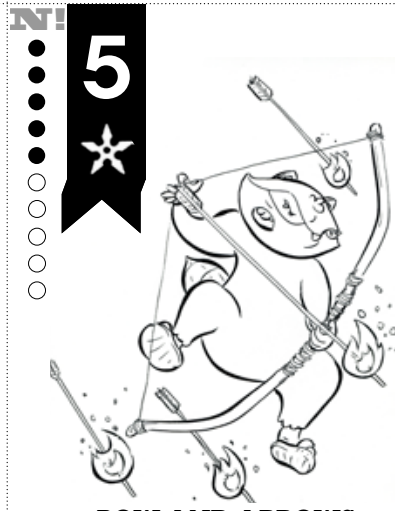
CHAIN AND SICKLE

Discard any 1 **treasure** from play. Use its **action** as if you just played it.



KATANA

Discard any 1 **treasure** from play then play a card.



BOW AND ARROWS

While **face-down**, worth 10 instead of 5.



BO STAFF

While **face-down**, worth +2 for each of your **secrets** including **Bo Staff**.



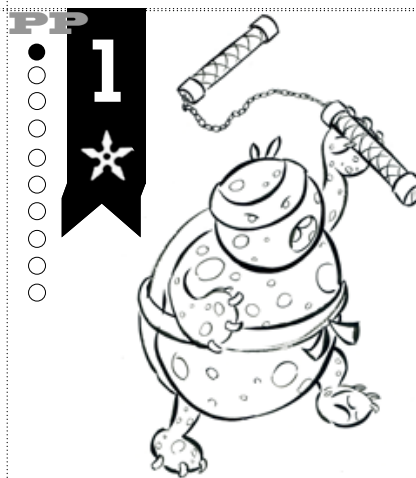
SNARE

When you **steal** this, discard all other **treasures** from your collection.



EXPLOSIVES

When you **steal** this, discard your hand.



ANTONIO

You may play this card from your hand at any time to ignore a **trap**.




CAPTAIN BLUEBEARD

Swap any number of cards from your hand with **secrets** in play.

N!
K
I
N
G



MASTER OF CUNNING

 When you **steal** this, the player you stole it from draws 4 cards.

N!
Q
U
E
E
N



MASTER OF SECRETS

Move any 1 **treasure** from play into your hand then play a **secret**.

N!
J
A
C
K




MASTER OF PLANNING

Steal a **secret**, ignoring any **traps**.

PP
5
●
●
●
●
●
●
●



MASTER OF MISDIRECTION

 While **face-down**, worth +1 for each card in your hand.

N!
A
C
E



CALTROPS


Discard the highest-value **treasure** from each opponent's collection then draw a card.

N!
10
●
●
●
●
●
●
●
●
●
●



TRIPWIRE

This card must be played as a **secret**.

 When you **steal** this, discard a card from your hand.

N!
9
●
●
●
●
●
●
●
●
●
●



SMOKE BOMB

Play 2 cards as **secrets**.

N!
8
●
●
●
●
●
●
●
●
●
●



CLIMBING HOOK

Steal a **secret** then draw a card.



CHAIN AND SICKLE

Discard any 1 **treasure** from play. Use its **action** as if you just played it.



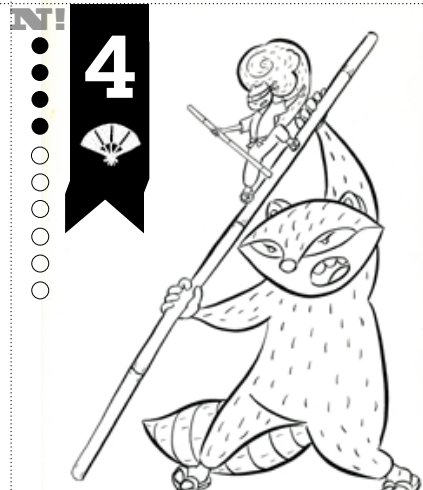
KATANA

Discard any 1 **treasure** from play then play a card.



BOW AND ARROWS

While **face-down**, worth 10 instead of 5.



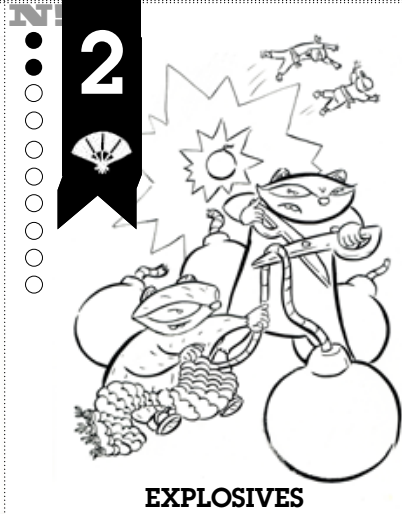
BO STAFF

While **face-down**, worth +2 for each of your **secrets** including **Bo Staff**.



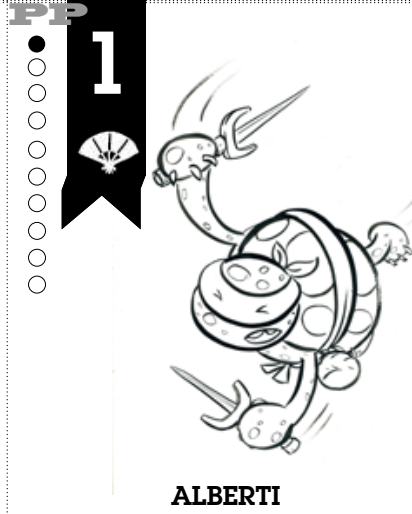
SNARE

When you **steal** this, discard all other **treasures** from your collection.



EXPLOSIVES

When you **steal** this, discard your hand.



ALBERTI

You may play this card from your hand at any time to prevent a **treasure** in play from being discarded.



JELLYBEAN NINJA

Guess a number then **steal** a **secret**. If you guessed that **secret's** number, ignore its **trap** and take an extra action. Otherwise, draw a card.

N!
K
I
N
G

K
X



MASTER OF CUNNING

When you **steal** this, the player you stole it from draws 4 cards.

N!
Q
U
E
E
N

Q
X



MASTER OF SECRETS

Move any 1 **treasure** from play into your hand then play a **secret**.

N!
J
A
C
K

J
X



MASTER OF PLANNING

Steal a **secret**, ignoring any **traps**.

PP
3
●
●
●
●
●
●
●
●
●
●

3
●



VAMPIRE NINJA

While this is **face-up** in front of you, your **secrets** and **treasures** are worth -3 each.

N!
A
C
E

A
X



BLOWGUN

Discard the lowest-value **treasure** from each opponent's collection then play a card.

N!
10
●
●
●
●
●
●
●
●
●
●

10
X



TRIPWIRE

This card must be played as a **secret**.

When you **steal** this, discard a card from your hand.

N!
9
●
●
●
●
●
●
●
●
●
●

9
X

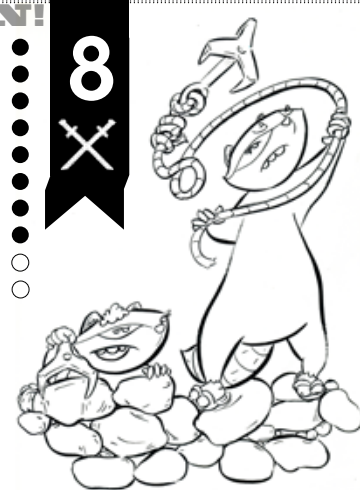


SMOKE BOMB

Play 2 cards as **secrets**.

N!
8
●
●
●
●
●
●
●
●
●
●

8
X



CLIMBING HOOK

Steal a **secret** then draw a card.



CHAIN AND SICKLE

Discard any 1 **treasure** from play. Use its **action** as if you just played it.



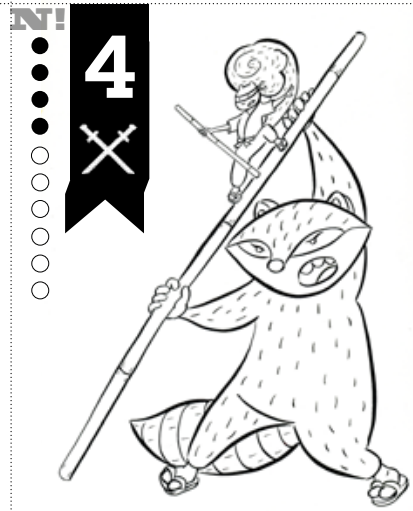
KATANA

Discard any 1 **treasure** from play then play a card.



BOW AND ARROWS

While **face-down**, worth **10** instead of 5.



BO STAFF

While **face-down**, worth **+2** for each of your **secrets** including **Bo Staff**.



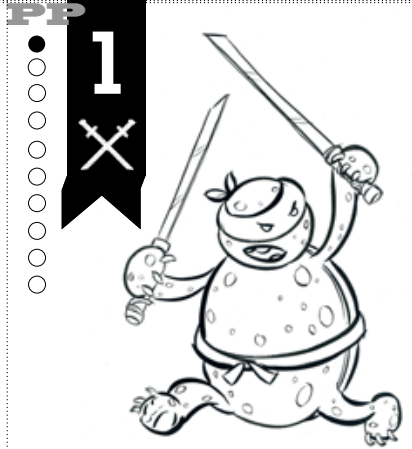
SNARE

When you **steal** this, discard all other **treasures** from your collection.



EXPLOSIVES

When you **steal** this, discard your hand.



ANDREA

You may play this card from your hand at any time to prevent a player from **stealing** a **secret**. That player loses the rest of their turn.



MASTER OF DECEPTION

When you **steal** this, the player you stole it from may play a card and then may steal a **secret**.

S!
K I N G
K



MASTER OF TRICKS

Draw a card for each **secret** in play then play a card from your hand.

S!
Q U E E N
Q



MASTER THIEF

Move any 2 **treasures** from play into your hand.

S!
J A C K
J



MASTER OF ESCAPE

Turn any 2 **treasures face-down** then play a card.

S!
J O K E R



MASTER OF DISGUISE

Swap any 2 **secrets** then **steal** a **secret**.

S!
A C E
A



DEADFALL

When you **steal** this, choose a card from your hand. Move all the other cards from your hand to the hand of the player you stole this from.

S!
10



SHURIKEN

Discard a **secret** and a **treasure** from play.

S!
9



SLEEPING POTION

While this is **face-up** in front of you, your opponents draw a card at the start of their turn.

S!
8



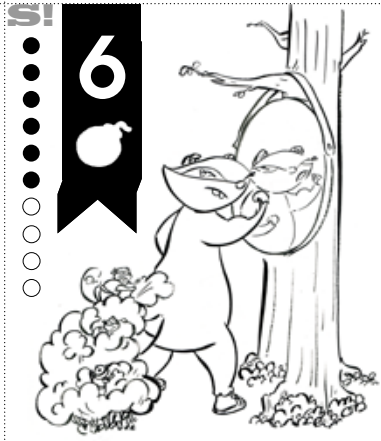
SQUEAKY FLOOR

While this is **face-up** in front of you, you cannot **steal secrets** as an action.



CAGE

While this is **face-up** in front of you, you cannot play **secrets** as an action.



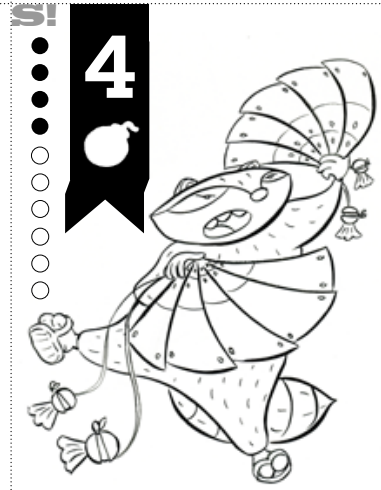
MIRROR

While this is **face-up** in front of you, **each opponent** draws a card whenever you draw cards.



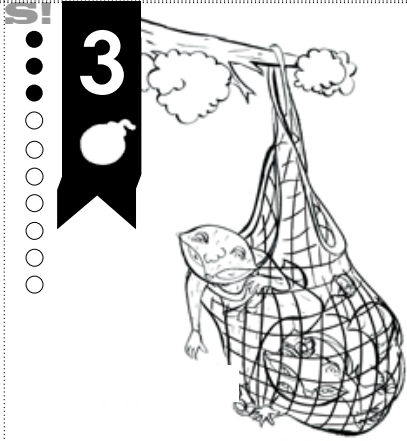
ANCIENT MAP

Steal a secret.
If it isn't **trapped**, **steal** another **secret**.



TESSEN

Play a **treasure** then **steal** a **secret**.



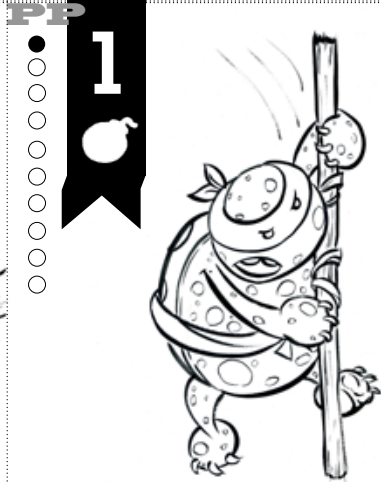
NET

Each opponent discards a card from their hand. Move 1 of the discarded cards into your hand.



PEEPHOLE

Look at any 3 **secrets**. You may **steal** a **secret**.



ALESSIO

You may play this card from your hand at any time to look at any **secret** in play.



FALSE FLOOR

While this is **face-up** in front of you, you cannot look at your **secrets**.

MI
K
I
N
G

K



MASTER OF WIND

Play a card for its **action**. Then, return it to your hand and play it as a **treasure**.

MI
Q
U
E
E
N

Q



MASTER OF FIRE

Discard the 3 highest-value **treasures** from play.

MI
J
A
C
K

J



MASTER OF WATER

Draw a card for each **treasure** your opponents have in play then play one of the drawn cards.

MI
J
O
K
E
R



MASTER OF MAGIC

Move the deck in front of you and shuffle this card into it **face-up**. When it reaches the top of the deck again, discard it and immediately play **any number** of cards from your hand.

MI
A
C
E

A



GRIMOIRE

Draw 3 cards then play the top card of the deck.

MI
10
●
●
●
●
●
●
●
●
●
●
○

10



ALCHEMY

Discard your hand. Then, each opponent discards their hand.

MI
9
●
●
●
●
●
●
●
●
●
●
○

9



HEALING

Discard your hand. Draw as many cards as you discarded.

MI
8
●
●
●
●
●
●
●
●
○
○

8



NIGHT VISION

Choose a card at random from each opponent's hand. On their next turn, they must either play that card or skip their turn.

MI

7



FREEZE TIME

Play a card then draw a card.
No one can win until your next turn.

MI

6



SHAPE SHIFTING

Play a **treasure** then swap it
with any other **treasure** in play.

MI

5



MULTIPLY

Play a **treasure**.
Move all cards of that treasure's value
from the discard pile to your hand.

MI

4



TELEKINESIS

Play a card for its **action**.
Steal a treasure of that value from an
opponent and move it into your collection.

MI

3



INVISIBILITY

Move any card to your hand from play
or an opponent's hand.

MI

2



FLIGHT

Play 3 **treasures**
then discard your hand.

MI

?



MASTER OF EARTH

This card is worth **twice** as much
as the number of **treasures**
your opponents have in play.

PP

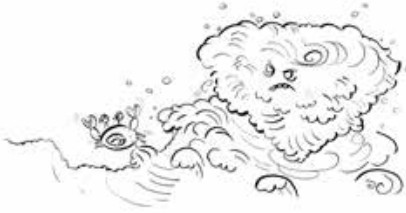
1



TELEPORT

You may play this card from your hand
at any time to move any 1 **treasure**
from play into your hand.

EVENT



HURRICANE

Each player discards a card from their hand.
Shuffle the discard pile into the deck.
Shuffle all **Weather** cards back into the **Weather** deck and play a new **Weather** card.

EVENT



HEAT WAVE

All players with the most **treasures** in play discard their hand.
Everyone draws a card.
Discard all **Weather** from play and play a new **Weather** card.

EVENT



BLIZZARD

Players with the most cards in hand discard cards from their hand until all players have the same number of cards in hand.
Discard all **Weather** from play and play a new **Weather** card.

EVENT



SUNSHOWER

Discard all **Weather** from play and play a new **Weather** card.
Each player draws as many cards as there are cards in the **Weather** discard pile.

EVENT



FLOOD

Discard all **treasures** of value 5 or less from play.
Discard all **Weather** from play and play a new **Weather** card.

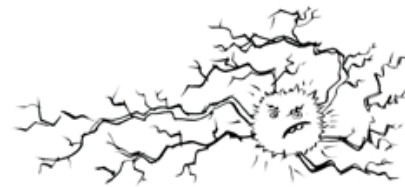
EVENT



ERUPTION

Each player shuffles their hand into a shared face-down pile.
Each player draws from that pile as many cards as they contributed.
Discard all **Weather** from play and play a new **Weather** card.

EVENT



LIGHTNING

Discard the top card of the deck.
All cards of that value are discarded from play and from player's hands.
Discard all **Weather** from play and play a new **Weather** card.

PP

EVENT



SOLAR FLARE

Play a new **Weather** card.

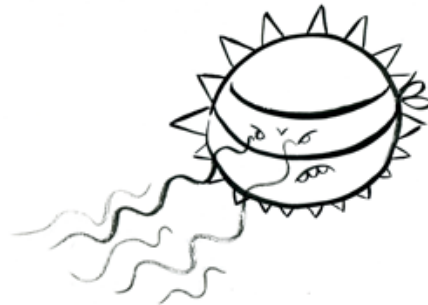
WEATHER



SNOW

As an action, players may draw the top 2 cards of the discard pile.

WEATHER



SUNSHINE

Players draw a card at the start of their turn.

WEATHER



RAINBOW

Whenever anyone plays a card as a **treasure**, they draw a card.

WEATHER

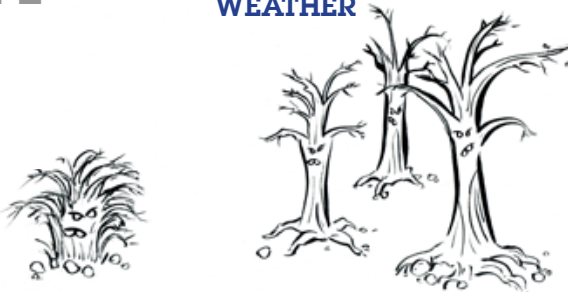


FOG

As an action, players may draw 2 cards then shuffle their hand and play a card at random. If it's a card that cannot be played, discard it.

PP

WEATHER



DROUGHT

Players with 5 or more cards in hand cannot draw cards.

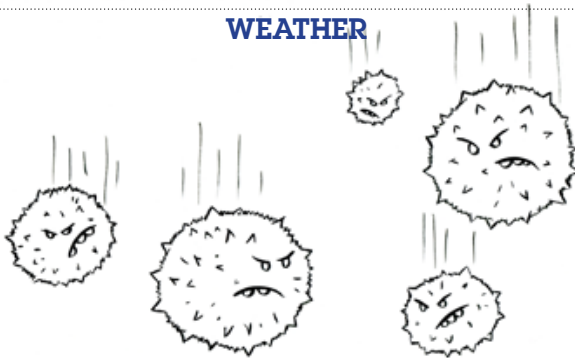
WEATHER



WIND

Whenever a player draws as their action, all players then choose a card from their hand and pass it to the left.

WEATHER



HAIL

Whenever anyone plays a card as **treasure**, they must discard a card from their hand.

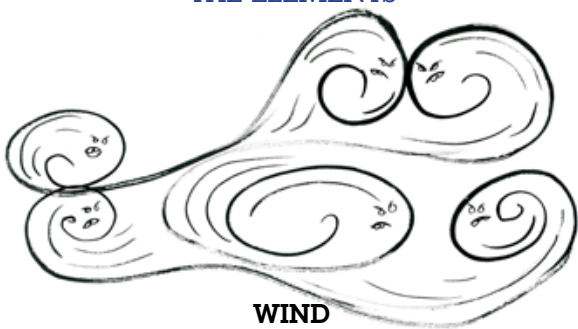
WEATHER



STORMS

As an action, players may discard a card from their hand to draw 3 cards.

THE ELEMENTS



WIND

Take an extra action after you play an Ace or Joker.

THE ELEMENTS



FIRE

Your highest-value **treasure** cannot be discarded from play. It can still be stolen, moved, or swapped.

THE ELEMENTS



WIND

As an action, you may swap a **treasure** from your hand with any **treasure** in play then draw a card.

THE ELEMENTS



FIRE

At the end of each of your turns, you may trade a card from your hand with a random card from an opponent's hand.

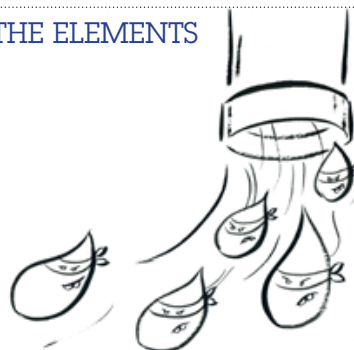
THE ELEMENTS



EARTH

Whenever you draw cards, draw an extra card.

THE ELEMENTS



WATER

Draw a card whenever any number of your cards in play are stolen, discarded, moved, or swapped.

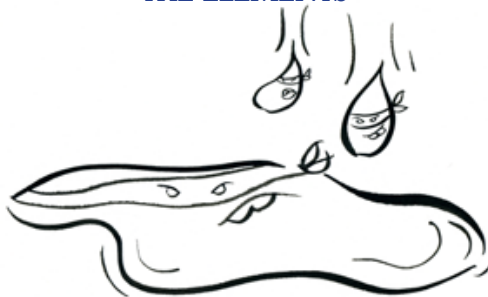
THE ELEMENTS



EARTH

Your **treasures** in play are each worth +1.

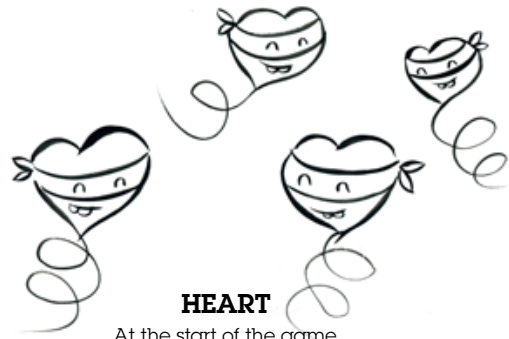
THE ELEMENTS



WATER

At the end of each of your turns, you may discard a card from your hand to draw a card.

THE ELEMENTS



HEART

At the start of the game, draw 4 extra cards.

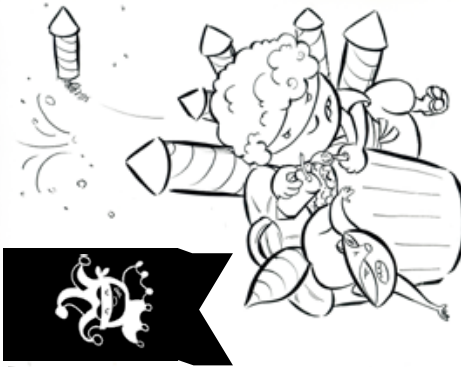
THE ELEMENTS



HEART

On your first turn, take an extra action.

At the start of each of your turns, you may discard a card from your hand to look at an opponent's hand.



MASTER OF SURPRISE

Turn an opponent's secret face-up. If it's trapped, treat it as though that opponent just stole it from you. If it's not, draw a card.

JOKER

PP

THE ELEMENTS



MAGIC

At the start of the game, only draw 1 card.

Draw a card at the end of each of your turns.

PP

WEATHER



AURORA BOREALIS

Players take 2 actions per turn and need twice as many points to win.

PP

THE ELEMENTS



MAGIC

If your hand is ever empty, immediately draw 3 cards.