

巻物取りく NINJA SCROLL TRICK

Game Rule



NINJA SCROLL TRICK is a trick-taking card game. The game consists of 3 rounds, each divided into a Preparation Phase and a Showdown Phase. Victory is determined by the total points written on the scrolls collected. For 2 players only, additional rules apply to the standard 3-5 player rules. (See reverse side)

Components



How to play

Before start the game

- 1) Separate the Ninja Cards, Trump Cards, and Scroll Tiles.
- 2) Each player takes the **Scroll Tiles** with number **+3** **+1** **-1**. Keep the taken tiles face down in front of you. Shuffle the remaining tiles face down and place them in a pile in the center of the table.
- 3) Determine the start player.
The start player is the person who most recently watched or read a work featuring ninjas. If no one fits this, the youngest player starts.
The start player receives the **Reference Card**. This card can be used as the starting player marker. (The game includes one Japanese and one English reference card. If you wish to keep the Japanese reference card nearby for reference, use the English card as your marker instead.)

Preparation Phase

- 1) **Deal the Hand Cards**
Shuffle all **Ninja Cards** face down thoroughly and deal 7 cards to each player. If any cards remain, stack them face down in the center of the table to form the **discard pile**.
- 2) **Select the Trump Card**
The start player selects one **Trump Card**.
* Refer to the [Battle Phase] for the trump card's effect. Players may check their dealt hand before selecting their trump card. Place the chosen card on top of the other trump cards in the center of the table, visible to all players.
- 3) **Reveal Hand Cards**
From the start player, each player selects one card from their hand and places it face-up in front of them. The next player to the left does the same. Repeat until all players have revealed 3 cards.

The revealed cards are visible to all but still count as **part of player's hand**. In this game, the term "hand card" refers to both revealed cards and cards held in the player's hand.

- 4) **Place Scrolls**
Place one scroll tile on top of each of the 3 revealed cards. Place the scroll tiles face down so their contents are hidden from other players.

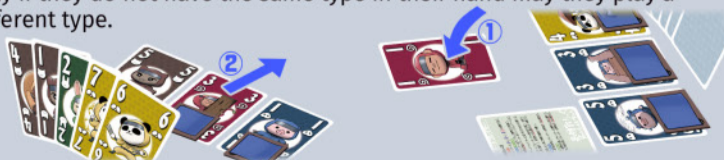
- 5) **Reveal Scrolls** **Round2** **Round3**
Each player checks their current score. The player with the highest score reveals **one tile face-up** from their face-down scroll tiles.

In Round 3, the highest-scoring player reveals **two tiles face-up**, and the next highest-scoring player reveals one tile face-up.

If multiple players are tied for the highest score, all tied players reveal their tiles.

Battle Phase (1)

- From the start player, each player plays one card from their hand card clockwise. ①
The start player may play any Ninja Card from their hand. However, the next player to their left must play the same type of card if they have it in their hand. ②
Only if they do not have the same type in their hand may they play a different type.



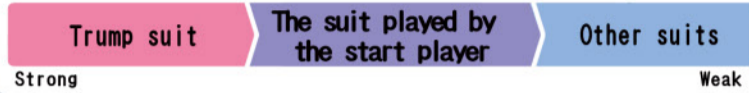
Open cards are also part of your hand. If the same type of card is among the open cards, you must play it from the open cards. When playing an open card, play any scrolls on top of it as well (play face-down scrolls face-down without opening them).

Battle Phase (2)

Once all players have played their cards, determine the strongest card among them. This is called the "strength comparison".

How to Determine the strength comparison

First, check the suit of the cards. If any player played a card of the **same suit as the trump suit**, that player wins the comparison. If multiple trump suits are played, the card with the **higher number** wins. If no trump suit cards are played, **the suit played by the start player** wins. Again, if multiple cards of the same suit are played, the higher-numbered card wins. If no other player played the same suit, the starting player wins.



The player who wins the strength comparison collects the cards played during the contest and places them in the **discard pile**. The player who wins the strength comparison only collects the scrolls placed on the cards played during this contest, which become their victory points.

The scrolls won are placed face-up in front of the player, and the point information is always visible to the other players. Repeated until all players have no cards left in their hands, then the contest phase ends.

Preparing for the Next Round **Round1** **Round2**

Leave the scroll tiles you've acquired as they are. Each player then draws 3 new scroll tiles at random from the central scroll tile pile on the table.

The player with the lowest score at this stage receives the Reference Card and becomes the starting player for the next round.

End of the Game

The game ends after the Battle Phase of Round 3.

Sum the points from all acquired scroll tiles. The player with the **highest total score wins**. In case of a tie, the player with more scroll tiles wins. If still tied, the player with more positive-point scroll tiles wins.

2 player variant

For two players, there are slight additions to the standard rules.

■Preparation Phase

Deal 7 Ninja Cards and Scroll Tiles marked **+3** **+1** **-1** to each player. Determine the start player and give the Reference Card to that player. The starting player chooses a Trump Card.

Next, create an imaginary player's hand named "Shadow" between the two players. From the remaining Ninja Cards, place 7 face-down in a horizontal row in the center of the table. Flip the leftmost 3 cards face-up. Shuffle the three scroll tiles **+3** **+1** **-1**. Place one tile on top of each of the 3 face-up Ninja Cards.

Only the leftmost scroll tile is placed face-up so its point value is visible.



■Battle Phase

As in the standard battle phase, players take turns clockwise to play one card from their hand for a comparison. When it's Shadow's turn, a card is automatically played from the three face-up Ninja cards according to the following rules:

- If there is a card of the same type as start player, that card is played first. If there are multiple, the card further to the left takes priority.
- If there is no card of the same type as the start player, the card farthest to the left is played.
- If Shadow wins, Shadow becomes the starting player for the next strength comparison, and the card farthest to the left is played first.

Before the next contest, open 3 Ninja Cards to the left of Shadow so they are visible, and place a new scroll card on top. If the leftmost scroll card is not visible, open it and reveal it. Shadow always has 3 scroll cards.

The player who wins the contest obtains the scroll as usual. If Shadow wins, place the scroll face-up at the top of the Ninja Card row so it is visible.

■End of Round & Game

The round ends when a player runs out of cards. As usual, the player with the highest score reveals their scroll card. If Shadow has the highest score at this point, the game ends immediately.

The game ends after the third round.

The player with the highest total value of scroll tiles wins.

