





TINY NINJAS

Designed by Ryan Leining
Artwork by Yela Gatchalian-David & Paola Tuazon



WOOOOOOAH
HOLD UP!

do you have internet access?
...YOU DO?!

Then learn to play by
watching the video at

TINYNINJAS.CA/LEARN



CONTENTS

- 58 - Ninja Cards
- 2 - Reference Cards
- 1 - Shuriken Die (*white*)
- 1 - Kunai Die (*red*)
- 2 - Connector Walls
- 2 - Health Dials
- 4 - Sensei Markers
- 1 - Transforming Gamebox
- 1 - Rulebook













TINY NINJAS

An exciting game of card management and dice-rolling.
In Tiny Ninjas, you are a sensei, training powerful ninjas
to compete in an epic head-to-head battle!

The first player to eliminate
all of their opponent's health points - **WINS!**



GENERAL RULES

-  Before starting, set both players' health dials to 10. Health can never exceed 10.
-  Shuffle the Ninja Cards and place them, face down, in one side of the box insert. This face down pile is the draw pile, referred to as the **Dojo**. The other side of the insert is used for the discard pile, referred to as the **Arena**.
-  Players train ninjas (by drawing cards) from the Dojo (draw pile) and then send them to battle in the Arena (discard pile).
-  If the Dojo is ever depleted, reshuffle the Arena to form a new Dojo.
-  Battles begin with both players drawing FIVE cards. Hands can never exceed five cards.
-  Cards cannot be played together or combined in any way. Cards are always played one at a time, face up, directly into the Arena.
-  Youngest player decides whether to start as the Attacker or Defender AFTER seeing their cards.
-  Keep cards concealed from your opponent!

ATTACK & DEFEND



The TOP LEFT area of each Ninja Card features the attack and defend information.

The minimum and maximum values provide a 'Quick View' of the ninjas' abilities when the cards are fanned out.

Attack Value (Min. - Max.)

Damage Type (Attack)

Shield Type (Defend)

Defend Value (Min. - Max.)



Ninjas can inflict one of **TWO** damage types: **Red** or **Blue**. They are both equally powerful, but Blue is slightly less common and therefore a bit harder to defend against.



RED DAMAGE



BLUE DAMAGE

Ninjas defend against damage using one of **THREE** shield types: **Red**, **Blue**, or **Yellow**. Defenders must have the appropriate shield type to defend some or all of the incoming damage. If the Defender does not have the correct shield type, they cannot defend and will suffer full damage from the attack.



RED SHIELD

Defends Red damage only



BLUE SHIELD

Defends Blue damage only



YELLOW SHIELD

Defends Red or Blue damage

GAME DICE

There are two unique game dice that are used to play Tiny Ninjas.

The Shuriken Die and Kunai Die.

The combination of colours and symbols on these dice allow them to be rolled in two different ways.



Shuriken

①

Roll for NUMBER
Result is 1, 2, 3, 4, 5, or 6

②

Roll for COLOUR
Result is orange, green,
or purple



1



2



3



4



5



6



Kunai

①

Roll for NUMBER
Result is 1, 2, or 3

②

Roll for COLOUR
Result is white or black



1



1



1



2



2



3

ROLL ICONS

The TOP RIGHT area of each Ninja Card features the attack and defend **Roll Icons**. One of FIVE icons will specify the type of die roll to perform. The numbers displayed **INSIDE** the icons represent the **VALUE** of the resulting roll.



No Roll Needed

Result is a fixed value



Roll Shuriken Die

Result is 1, 2, 3, 4, 5, or 6



Roll Shuriken Die

Result is Orange, Green, or Purple



Roll Kunai Die

Result is White or Black



Roll Kunai Die

Result is 1, 2, or 3



ATTACK ROLL

In this example, Archer attacks with the Kunai Die. Rolling white would deal 1 red damage. Rolling black would deal 2 red damage.

DEFEND ROLL

In this example, Archer defends with the Shuriken Die. Rolling orange would defend **nothing**. Rolling green would defend 1 red damage. Rolling purple would defend 2 red damage.

ADVANCED NINJA CARDS

Most ninjas have basic attacks that deal either Red or Blue damage.

However, there are also more "advanced ninjas" that perform unique **ATTACK ABILITIES**, which are explained on their cards.

These attack abilities don't always inflict damage; for example, they can lend support like **HEAL** or **REVIVE**. They are called "attack abilities" as they can only be used while a player is attacking.

The **BOTTOM LEFT** corner of the Ninja Cards will display two icons:

- 1) **Ninja Quantity Icon**: Displays amount of that ninja type in the deck.
- 2) **Advanced Ninja Icon**: Only appears on "advanced" Ninja Cards.



Ninja Quantity Icon

3



Advanced Ninja Icon

To create a simplified version of Tiny Ninjas, just remove the cards that have the Advanced Ninja Icon.

Once players become comfortable with the game (dice, roll icons, attack/defend types and battle mechanics) then use **ALL** of the cards to get the full

NINJA EXPERIENCE



BECOME A Sensei

Select one of **FOUR** sensei markers, each with their own unique ability.

This notch is used to hold the health dial

These notches are used to hold the sensei marker and track ability use. Start at 0 and progress up to 3.

Sensei abilities can be used **ONCE** per phase and a maximum of **THREE** times per game.

Use the notches on the connector walls to track how many times the sensei ability has been used. *Players are allowed to battle as the same Sensei.*



RED SENSEI

Add +1 damage to a red attack. Must be used **BEFORE** playing the attacking ninja.



GREEN SENSEI

Defend 1 damage. Can be used at any time while you are the Defender.



BLUE SENSEI

Add +1 damage to a blue attack. Must be used **BEFORE** playing the attacking ninja.



PINK SENSEI

Heal 1 health. Can be used at any time while you are the Attacker.

GAMEPLAY EXPLAINED

Gameplay consists of phases with players alternating roles as Attacker and Defender. In each phase, one player attacks while the other player defends. When a phase ends, players switch roles. This continues until one player reaches zero health and is defeated!



Battle starts with the Attacker playing ONE card and performing the ninja's specified ability / attack roll.

If the attack deals any damage, the Defender may choose to defend it by playing ONE card and performing the ninja's specified defend roll. Alternately, the Defender may choose NOT to defend the incoming damage, allowing them to save the cards in their hand.

Any damage that is not defended is subtracted from Defender's health.

NOTE: The Defender can only play a card to defend against incoming damage. If an Attacker plays a card that does not deal any damage, the Defender CANNOT play a card of their own.

While a player is attacking, they may take as many attack turns as they want. The Attacker *chooses* when to end the phase. Once that happens, a new phase begins and the roles reverse. Attacker becomes Defender. Defender becomes Attacker.

HERE'S THE KICKER!

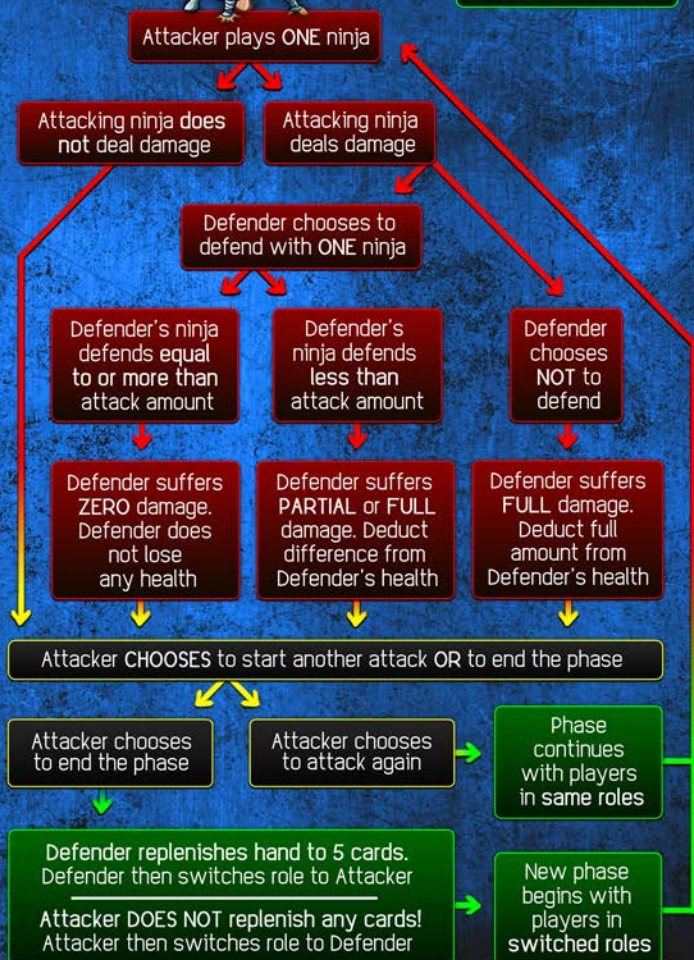
When a Defender becomes an Attacker, they may train ninjas from the Dojo, replenishing their hand to FIVE cards.

When an Attacker becomes a Defender, however, they can only defend with the remaining cards in their hand.

It is important, therefore, to balance which cards you use to attack and those you will keep for defense. Good luck, Sensei.



GAMEPLAY FLOWCHART



GAME MODES



Altered rules, unique twists!
Experience new ways to play Tiny Ninjas!

Read the descriptions or learn to play
by watching the videos online at
tinyninjas.ca/learn



BLITZ

Remove these cards: Alien (1), Angel (2).
Players start by drawing 15 cards each. They
may then discard up to 5 cards and replace them
from the Dojo. Phases end after a single attack, and
players **MUST** attack on their turn. Defenders may
choose to defend or not. The winner is the player
with the most health remaining when both players have
used all their cards, or whoever eliminates their opponent.

GAMETIME: APPROX. 5 MINUTES



SURVIVOR

Remove these cards: Medic (4). Players
start at 8 health and cannot exceed 8.
Each player keeps a Grim in their hand
for the entire battle. This Grim cannot
be used to defend and does not count
towards hand size. At the start of a
player's attack turn they can either
use Grim's ability or heal for one health.

GAMETIME: APPROX. 10 MINUTES

CHAMPION

Best of 5 mode with a progressive handicap.
Sensei abilities are disabled in this mode.
Players both start at "Level 1" with 6 health.
Health cannot exceed starting values. Levels
are tracked with the Sensei Markers. Each time
a player loses a battle, they advance a level for
the next game and gain two starting health.
(ie. Level 2 = 8 health; Level 3 = 10 health)
First player to win 3 battles is the champion!

GAMETIME: APPROX. 30 MINUTES



GAME MODES

SOLO

Square off against the computer (CPU). You will roll for the CPU and keep track of its health. Sensei abilities are disabled in this mode. Remove these cards: Gambler (2), Baby (2), Grim (2).

You always start as the Attacker. When attacking the CPU, first draw a ninja from the Dojo and play it directly into the Arena. This will be the CPU's defend card. Based on this card you can determine how to attack the CPU. The CPU always first plays a card to defend when you decide to attack for damage (*but not for heal or revive*).

The CPU attacks 3 times during its attack phase. Use a sensei marker to track the CPU's attack turns. You play for the CPU by drawing ninjas from the Dojo and sending them to the Arena, as well as performing any required roll. Once an attack has been made you have the opportunity to defend any incoming damage.

If CPU plays **Alien** while defending, all damage is defended but the attacking ninja stays in the Arena and is not abducted.

If CPU plays **Angel** while attacking, shuffle the Arena and randomly select one card. The CPU then attacks you instantly with this card.

If CPU plays **Princess** while attacking: choose HEAL if CPU has health of 6 or lower; choose ATTACK if health is 7 or higher.

GAMETIME: APPROX. 10 MINUTES

DIFFICULTY SETTINGS

EASY As in standard gameplay rules, correct shields are required.

NORM
(NORMAL)

CPU can defend with a wrong shield at 50% effectiveness, rounded up. For example, 3 or 4 blue defense can block up to 2 red damage. 1 or 2 blue defense blocks 1 red damage.

HARD Treat every shield CPU defends with as a yellow shield.

GET CREATIVE!

Design your own game mode and submit it!

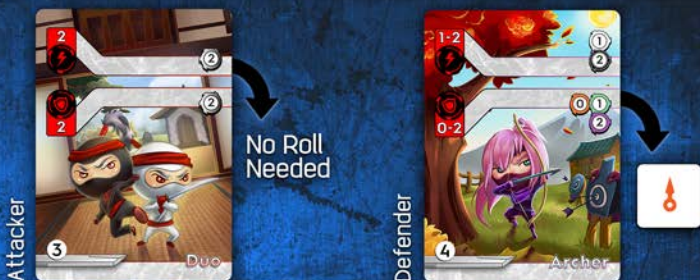
tinyninjas.ca/clan

Submissions will be posted and shared with the community. You will receive full credit, with your name and photo on the Tiny Ninjas website!



BATTLE EXAMPLES

EXAMPLE 1 : Attacker uses Duo, which does not require a roll; Duo automatically strikes for 2 red damage. Defender uses Archer and rolls the Shuriken Die. A roll of orange defends 0 red damage, so the Defender suffers full damage and loses 2 health.



EXAMPLE 2 : Attacker uses Master and rolls the Kunai Die. A roll of 1 strikes for 1 blue damage. The Master's special ability allows for a second attack, which, on a roll of 3, inflicts an additional 2 blue damage. Master's total attack is for 3 blue damage. Defender uses Panda and rolls the Shuriken Die. With a yellow shield, rolling a 4 blocks up to 4 damage of either red or blue type. Defender does not lose any health.



EXAMPLE 3 : Attacker uses Vampire and rolls the Shuriken Die. A roll of 5 strikes for 5 red damage. Defender uses Pirate and rolls the Kunai Die. A roll of black defends 3 red damage, and the Defender loses 2 health. In addition, the Attacker GAINS 2 health because of Vampire's special ability. The Vampire is nasty!



ACHIEVEMENTS

Can you
UNLOCK
them all??



- Win a battle without healing.
- Win a battle without losing any health.
- Win a battle with one health remaining.
- Heal 6 health from a Vampire attack.
- Attack for 10 damage with Legend.
- Win a battle without ever using a yellow shield.
- Fully deplete the Dojo twice in one battle.
- Win a battle with your cards revealed the whole time.
- Successfully defend with Gambler to avoid being defeated.
- Win a battle with a hand limit of 4 (your opponent stays at 5).
- Win a battle within three attack phases.
- Win a battle in your first attack phase.
- Win a battle by starting at 5 health (your opponent starts at 10).
- Win a battle with a health limit of 8 (your opponent stays at 10).
- Win 5 battles in a row against the same opponent.
- Win 10 battles in a row against the same opponent.
- In Blitz Mode, end the battle with tied health.
- In Survivor Mode, win without ever using your "Grim or Heal" ability.
- In Champion Mode, win undefeated (win 3 battles in a row).
- In Solo Mode, win on NORMAL by starting at 8 health.
- In Solo Mode, win on NORMAL by starting at 6 health.
- In Solo Mode, win on NORMAL 3 times in a row.
- In Solo Mode, win on HARD by starting at 8 health.
- In Solo Mode, win on HARD by starting at 6 health.
- In Solo Mode, win on HARD 3 times in a row.

Create your own achievements and submit them.
Share your ideas with the community and receive full credit!

tinyninjas.ca/clan

From concept to paper to reality. The process of creating a game has been an unimaginable learning experience. A big thank you to **Yela Gatchalian-David** and **Paola Tuazon** for all of the incredible artwork. I would also like to personally thank a special group of people who provided instrumental feedback and those that supported me throughout this journey. You have all helped shape Tiny Ninjas into the game that it is. Thank you!

-Ryan

Feedback and Support

Layla Leininger
Alma Bernasconi
Troy Dickson
Nath White
Catherine Farmer
Dr. Gordon Hamilton
Glen Dresser
Katherine Fletcher
Jonathan Stoddart

Wavy Mitchell
Kelly Mitchell
Jonathan Leggo
Jesse Galloway
Jasen Lalic
Rodger Fuller
Roberta Taylor
Michael Rice
Rob Van Den Bos

Jonathan Strome
Anjanette Lugo
Eric O Neill
Austin Rice
Daniel Connaughton
Jeff Black
Nicholas Fong
Pelle Nillson
Magnus Carlsson

Legendary Backers

Jake Blankenship
Wanda Aasen
Jason Lesovoy
Robby Clark
Cory Jacobsent
Aaron Rife
Leigh Solland
Ryan Barker
Cliff Galiher
Jason Stoffer
Joshua Freeman



Manufacturing

Christina Fang and the incredible team at LongPack Games!

Translation

Victor Autet
Dennis Van Hattum

Emmanuel Robles
Martin Sedig Pantzar

Jan-Henrik Wilhelm
Marco Guarracino

Team Tiny Ninjas sends a
HUGE THANK YOU
to all of our Kickstarter backers!



Join the Clan!

Community. Games. Media. Prizes!

tinyninjas.ca/club

Contact

Drop us a line!

info@tinyninjas.ca

Translations

Download the rules in other languages!

rules.tinyninjas.ca



TINYNINJAS.CA

Follow Us On Social Media!
@tinyninjasgame





TINYNINJAS™

Copyright © 2018 by 2niverse Games
All Rights Reserved Worldwide