

NINJA ACADEMY™

The image is a vibrant, stylized illustration for a game titled "Ninja Academy". At the top, the word "NINJA" is written in a large, jagged, golden-brown font with a star-shaped hole in the letter 'I'. Below it, the word "ACADEMY" is written in a white, blocky font with a black outline, set against a golden-brown banner. The background is a mix of white, purple, and pink, with stylized flames on the left and falling leaves at the bottom. In the center, a yellow ninja is in mid-air, surrounded by several flying shurikens. To the right, a green ninja is in a dynamic pose, holding a large, silver, chain-linked weapon. In the foreground, a red ninja is partially visible, holding a large, silver, star-shaped shuriken. At the bottom, a golden-brown banner contains the text "RULES OF PLAY".

RULES OF PLAY



WELCOME TO THE NINJA ACADEMY'S EXAM SESSION!

As a young ninja apprentice, it is now time to prove yourself against other students.

You'll need to be fast and nimble to get the highest grade and your ninja degree.

Will you be able to defeat your opponents and become a Ninjutsu Master?



OVERVIEW AND GAME OBJECTIVE

During the game, you will face many trials, worthy of the best ninjas.

To pass your exam, you need focus, agility, and exceptional perception! Succeed in all trials, or place your bet on the best player to score more points.

At the end of the game, the player with the most points gets the highest grade and becomes a Ninjutsu Master!

GAME COMPONENTS

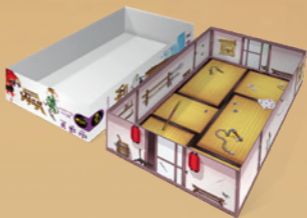
❖ 10 NINJA MEEPLES

5 white & 5 black



❖ BOX

Box Bottom and Box Lid :
representing a Dojo.



❖ 10 LOGS



❖ 3 SUMMONING CARDS



❖ 5 TATAMI CARDS

numbered #1 to #5



❖ 21 TRIAL CARDS

15 "Duel" Cards
and 6 "Collective" Cards.



❖ 38 VICTORY COINS

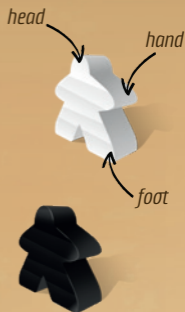


ABOUT THE COMPONENTS

✦ NINJA MEEPLES

There are **2 colors** of Ninja Meeples: **black** and **white**. Depending on the Trials, you will use one color or both.

For some Trials, it is important to know that each ninja has one head, two hands and two feet. The ninja **stands** when its meeples touch the ground with its two feet.



✦ LOGS

The logs are used in **some** Trials. A log **stands** when it is in a vertical position.



✦ TATAMI CARDS

The back of each Tatami Card features a **Tatami** while the face of the card depicts a **Ninja with a number from #1 to #5**. At the beginning of the game, each player receives a Tatami Card. This determines who goes first in a specific Trial.



BOX

The box bottom and box lid may be used in some Trials.



TRIAL CARDS

There are **two types** of Trial Cards:

- the **Duel Trials**, in which two players will compete;
- and the **Collective Trials**, in which all players compete simultaneously.



Duel Trials



Collective Trials



VICTORY COINS

Victory Coins are used for scoring.

SUMMONING CARDS

Summoning Cards determine which players will compete when resolving the different Trials.



GAME SETUP

- 1. Choose a player at random.** That player is the **Class Representative**. They take the appropriate Summoning Card (depending on the number of players) and place it in front of them.
- 2. Take as many Tatami Cards as there are players** and deal one card to each player (for example if there are 3 players, use the cards #1, #2 and #3). Keep the other cards next to the play area.



Note: Leave some room at the center of the table for the exam area.



3. Shuffle the **Duel Trial Cards** and the **Collective Trial Cards** separately to form two draw piles and place them next to the play area.

4. Place the **Victory Coins**, the **Ninja Meeples**, the **Logs** and the **Box** next to the play area.



HOW TO PLAY

Each game of Ninja Academy is divided into a series of alternating Trials that play as follows:



- 1 **Collective Trial**
- 4 or 5 **Duel Trials**
(depending on the number of players)

This information is repeated on every Summoning Card, as well as the numbers of players that are to compete in each Trial.



RESOLVING A TRIAL



COLLECTIVE TRIAL

The **Class Representative** announces (in a solemn voice): “**Collective Trial**”, so that everyone can hear them.

Then, they **draw** the **first Collective Trial Card**, show the picture to the other players, then **read aloud the text** at the back of the card.

All players should take part in this Trial, as per the rules read aloud by the Class Representative.



The winner of the Trial gains 3 Victory Coins.

If there is a **tie**, each tied player receives 1 Victory Coin.

Place the Trial Card below the pile and move to the next Trial.

When you complete the last **Collective Trial**, the game ends.



DUEL TRIAL

The **Class Representative** announces (still in a solemn voice) the **numbers** of players marked on their Summoning Card so that everyone hears them.

Then, the Class Representative **draws** the **first Duel Trial Card**, shows the picture to the other players, then **reads aloud** the text at the back of the card.

Players who do not take part in the Trial are called bystanders – they must now choose their favorite. To mark their choice, they place their Tatami in front of the player that is going to win the Trial (according to them).

Players that have been summoned for the Duel should take part in the Trial as per the rules given by the Class Representative.

The winner of the Trial gains 2 Victory Coins.
Each player that bet on the winner gains 1 Victory Coin.



If there is a tie, each **tied player** receives 1 Victory Coin, and the other players score nothing.

Place the Trial Card below the pile and move to the next Trial.



END OF THE GAME

After the third **Collective Trial**, the game ends. The player with the most **Victory Coins** receives the highest grade and **wins the game**. They are also declared a Ninjutsu Master – and that’s something.

The players who scored at least 10 points can still be proud – they also earned their degrees!





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