

PRIDE OF NINJA



3~5



30 min



Ages 10+

In the misty depths of the land of the rising sun, rival clans vie for power and dominance. The most skilled ninja emerge from the shadows, each seeking to prove their strength, cunning, and honor. Only one can rise above the rest and earn the title of the Pride of Ninja.

Will you be the one to claim this legendary title?

1. Game Overview

In *Pride of Ninja*, your goal is to score the most points by assembling a formidable team of ninja. Each round, you'll draft characters and strategically place them either in the light at the front or hidden in the shadows at the back. Every decision is crucial - choosing the right character and positioning them optimally could be the key to victory. But be careful! While most characters will strengthen your strategy, some choices might backfire, turning your plans against you.

Build the ultimate team and race toward victory!

2. Components

- Game cards (62)



Front



Back

- 5-player only cards (5)



Front



Back

- Pride Points (PP) tracker (1)



- PP tokens (5)



- Temporary Points (TP) tracker (5)



- TP tokens (5)



Front



Back

- Rulebook (1)

3. Card Anatomy

Card initiative order

A red background

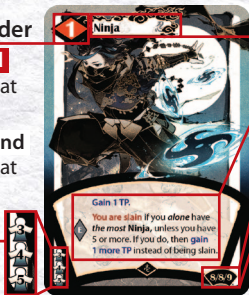
indicates a card that may slay you.

A white background
indicates a card that won't slay you.

Player count

More details in

4. Game Setup



Card name

Card ability

Number of cards



3-player: 8 cards

4-player: 8 cards

5-player: 9 cards

4. Game Setup

Separate the **Game Cards** into the **Blue deck** and **Red deck**. The decks have the following differences:



Blue card

Card initiative and name boxes have different shapes

Blue cards have a blue border
Red cards have a red border

Blue cards have the 壱 symbol
Red cards have the 弐 symbol



Red card

The game is played using **either** the **Blue deck** or the **Red deck**. Choose one and return the other to the box. **If this is your first time playing, use the Blue deck.**

Regardless of which deck you choose, you should have 31 cards. Certain cards are removed from the game based on your player count.

The bottom left corner of the card indicates whether the card is used with your player count.

3-player: Use all cards with  . You should have 24 cards.

4-player: Use all cards with  . You should have 28 cards.

5-player: Use all cards with  . You should have 30 cards.

Next, give each player a **Temporary Points (TP) tracker sheet** and a **TP token** of a matching color. Place the token on the **0 space** of your tracker sheet, with the white side of the token face up.

Place the **Pride Points (PP) tracker sheet** in a visible spot for all players. Place the **PP tokens**, which match the ninja stars on each player's **TP tokens**, on the **0 space** of the PP tracker sheet.

Finally, place a number of **Slain markers** equal to the number of players in a spot that is accessible to everyone. Return all unused components to the box.

4-players setup example



A deck of
28 cards



Each player with a
TP sheet and a
TP token



PP sheet with
everyone's PP
tokens



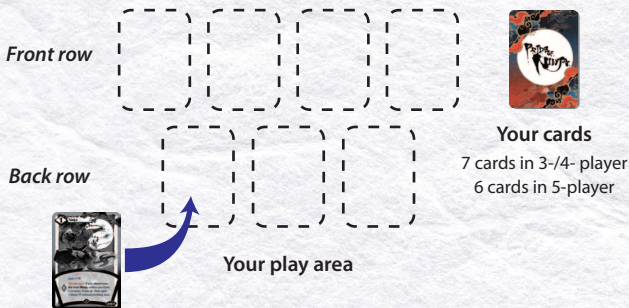
A supply
of 4 Slain
markers

5. Round Setup

This game is played over multiple rounds. At the beginning of each round:

- Shuffle the deck of cards and **deal 7 cards (in a 3- or 4-player game) or 6 cards (in a 5-player game) face down** to each player.
- **In a 3-player game**, place the remaining 3 cards face up in the center of the playing area, visible to all players. These cards are referred to as **Victim's Cards**.
- **In a 5-player game**, deal one **5-player only card** to each player and place it in each player's *back row*. Place the **Ninja** side face up when playing with the **Blue deck**. Place the **Kunoichi** side face up when playing with the **Red deck**.
- During the round, each player will place the cards they select into their play area, organized into 2 rows. Make space for **4 cards in the front row** and **3 cards in the back row**.

Play area example



Place this card here
in a 5-player game

6. Game Round

Each round consists of a **Draft Phase**, a **Resolution Phase**, and a **Scoring Phase**. Multiple rounds are played until a player scores a certain number of **Pride Points (PP)**.

Draft Phase

1. Select one card you want to keep from your hand and place it face down in front of you.
2. After everyone has selected a card, on the count of “one-two-three,” each player either reveals their selected card face up or keeps it facedown.
 - If you reveal it face up, place it face up in your *front row*.
 - If you keep it face down, place it face down in your *back row*.



You may only place 4 cards in your *front row*. If you already have 4 cards there, then you must keep the card face down and place it in your *back row*.

Similarly, **you may only place 3 cards in your *back row*.** If you already have 3 cards there, then you must reveal the card face-up and place it in your *front row*.

In a 5-player game, you start with 1 card in your *back row*, so you may only place 2 additional cards there.

3. Pass the remaining cards to **the player on your left**. The cards you receive from the player on your right become your new hand.

Go back to step 1 and continue the draft phase. If there are no cards left to pass, then the Draft Phase is over. Proceed to the **Resolution Phase**.



You always pass your cards to the player on your left.

Resolution Phase

In this phase, you resolve the abilities of the 7 cards you chose in the **Draft Phase**.

1. **Reveal all face down cards.** You may not change their positions.
2. **Resolve everyone's cards at the same time, in card initiative order.** For the **Blue deck**, start by resolving all 1's. For the **Red deck**, start with 0's.
3. Track any **Temporary Points (TP)** you gain or lose on your **TP tracker sheet**. If you were **Slain**, refer to the **Slain section** on the next page.
4. Go back to step 2, and resolve the next cards in numerical order until all cards have been resolved. That is, resolve 2's, then 3's, and so on.



Your **TP** may go into the negatives. If this happens, flip over your **TP marker** to its red side to indicate that you are in the negatives.

Card Placement

Some cards have different abilities depending on their position.



This icon indicates **Front**. Resolve this ability if the card is placed in your *front row*.



This icon indicates **Back**. Resolve this ability if the card is placed in your *back row*.



This icon indicates **Either**. Always resolve the ability, regardless of the card's position.

Slain Keyword

Some cards may slay you! When you are slain, follow these steps at the end of the current initiative order resolution:

- Take a **Slain marker**. If you already have one, do not take another.
- Reset your **TP** to 0, regardless of whether your **TP** is positive or negative.
- Continue to resolve your cards and score **TP** from the next set of cards in the card initiative order.

Example

You are currently resolving card initiative order 2, which is **Miko**. You are **Slain** by the *front row* ability. After resolving everyone's **Miko**, reset your **TP** to 0 and take a **Slain marker**. This means that you lose all points gained from **Ninja** and **Samurai**, and do not gain any points from **Miko**. However, you will continue to resolve your remaining cards and gain TPs starting with card initiative order 3, which is **Onmyōji**.



Since you were slain by **Miko**, you lose the **TP** gained from **Ninja**, **Samurai**, and **Miko** (marked in red). However, you can still gain **TP** from **Onmyoji**, **Sumo Rikishi**, and **Kabuki** (marked in blue).

Secrecy Keyword (Red deck only)

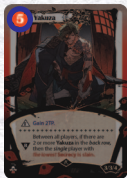
Secrecy is an advanced mechanic exclusive to the **Red deck**. It triggers different abilities of cards and is calculated as follows:

Secrecy =

(The total of the card initiative values in your *back row*) **minus**
(The total of the card initiative values in your *front row*) **plus**
(any bonus secrecy from **Kunoichi**).

Example

These are the 7 cards you chose.



Back row total: $4 + 0 + 5 =$ **9**

Front row total: $3 + 2 + 1 + 0 =$ **6**

Bonus secrecy from Kunoichi: **1**

Your Secrecy: $9 - 6 + 1 =$ **4**

You have 2 Kunoichi

#	1	2	3	4+
S	0	1	3	6



Oni has a special ability where its **Secrecy** value becomes 0 when placed in the *front row*.

Scoring Phase

All **Temporary Points (TP)** you gained this round convert to **Pride Points (PP)**. If you had negative **TP**, you lose **PP**! However, you cannot go below 0 **PP**.

Track your **PP** on the **Pride Points tracker sheet** using the **Pride Points token** matching your color and ninja star.

3- or 4-player game:

If anyone has **20 or more PP**, the game is over.

Proceed to the **End of the Game**.

5-player game:

If anyone has **15 or more PP**, the game is over.

Proceed to the **End of the Game**.

If the game does not end, another round is played.

1. Reset your **TP** to 0.
2. Return all **Slain markers** to the supply.
3. Turn all cards face down and create a new deck. In a 3-player game, remember to include the 3 cards set aside as **Victim's Cards**.
4. Go back to **Round Setup** to start a new round.

7. End of the Game

The game ends when a player has scored the required number of **Pride Points (PP)** as stated in the **Scoring Phase** section.

- The player with the most **PP** is the winner.
- If there is a tie, the player who was not **Slain** in the final round is the winner.
- If still tied, the player who had more **Ninja** or **Kunoichi** in the final round is the winner.
- If still tied, all tied players share the victory!

8. Card Clarifications

(1) Ninja

3P = 8 / 4P = 8 / 5P = 9



Count how many **Ninja** cards you have. If you have the most, you are **Slain**. If two or more players are tied for the most, then no one is **Slain**.

Each card is worth 1 TP, but if you have five or more, each is worth 2 TP (e.g., 10 TP for five cards).

(1) Samurai

3P = 3 / 4P = 3 / 5P = 3



A **Samurai** in the *front row* protects you from being **Slain** by having the most **Ninja**, but it costs you 2 TP.

A **Samurai** in the *back row* provides a bonus that scales with the number of **Ninja** cards you have.

(2) Miko

3P = 4 / 4P = 5 / 5P = 5



Count how many **Miko** cards are in the *back row* across all players. This number affects the ability of your Miko in the *front row*.

A **Miko** in the *back row* has no ability; it is placed there only to slay another player who has a **Miko** in their *front row*.

(3) Onmyōji

3P = 4 / 4P = 4 / 5P = 5



Count how many **Onmyōji** cards you have. This number affects the ability of each **Onmyōji** card. Note: When you have three **Onmyōji** cards, you gain 1 TP per card, for a total of 3TP.

Be careful when passing **Onmyōji** cards as your left neighbor may use them to **Slay** you!

(4) Kabuki

3P = 4 / 4P = 4 / 5P = 4



Count how many players have **Kabuki** cards. In a 3-player game, one or more **Kabuki** cards in the **Victim's Cards** count as one player.

(5) Sumo Rikishi

3P = 0 / 4P = 3 / 5P = 3



Before scoring any TP from **Sumo Rikishi**, check each player's TP. This card's ability triggers based on how many TP each player has before resolving the card.

(6) Shogun

3P = 1 / 4P = 1 / 5P = 1



Shogun scales based on the number of players who were **Slain** in this round. This is where the **Slain markers** are useful.

In a 3-player and a 4-player game, you count yourself if you are **Slain**. However, in a 5-player game, you do not count yourself.

(0) Kunoichi

3P = 7 / 4P = 8 / 5P = 8



Having more **Kunoichi** will give you a bonus **Secrecy** and increase your **TP**. However, be cautious as having too many **Kunoichi** may lead to you being **Slain** by **Fallen**.

Number of Kunoichi	1	2	3	4
Bonus Secrecy	0	1	3	6

(1) Fallen

3P = 3 / 4P = 3 / 5P = 3



Placing a **Fallen** in the *front row* may **Slay** the player with the most **Kunoichi**. Similar to **Ninja**, if multiple players are tied for the most, no one is **Slain**.

Fallen in the *back row* will cause you to lose **TP**. This can be powerful when combined with **Monk's back row** ability.

(2) Geisha

3P = 4 / 4P = 5 / 5P = 5



The ability of **Geisha** triggers based on your **Secrecy**.

Placing a **Geisha** in your back row will grant you **TP**, but it will be harder to maintain a high **Secrecy**.

(3) Monk

3P = 3 / 4P = 4 / 5P = 4



The *front row* ability of **Monk** triggers off of your **Oni**, **Yakuza**, and **Magistrate** cards.

The *back row* ability is unique in that it grants you **Pride Points (PP)**. Note that you will score any negative **TP** at the end of the round, so be sure to increase your **TP** after this card is resolved.

(4) Oni

3P = 3 / 4P = 4 / 5P = 5



Similar to **Onmyōji**, count how many **Oni** you have. This number affects the ability of the card. When you have three **Oni**, you gain 1 TP per card for a total of 3 TP. Note that this ability will **Slay all players** with the most TP.

When **Oni** is placed in the *front row*, treat its initiative value as 0 when calculating **Secrecy**.

(5) Yakuza

3P = 3 / 4P = 3 / 5P = 4

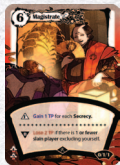


A **Yakuza** card in the *front row* gives you 2 TP.

Count how many **Yakuza** cards are in the *back row* across all players. If there are two or more, the player with the lowest **Secrecy** is slain. No one is **Slain** in case of a tie.

(6) Magistrate

3P = 1 / 4P = 1 / 5P = 1



A **Magistrate** card in the *front row* scales based on your **Secrecy**, so aim for a high **Secrecy** value.

A **Magistrate** card in the *back row* allows you to achieve very high **Secrecy**, but may cause you to lose TP. Note that the *back row* ability differs slightly between 3-player and 4-/5-player games.