



Rules

Game Design: Roberto Fraga

2-6 players

Age: 7+

Playing Time: 15 min.



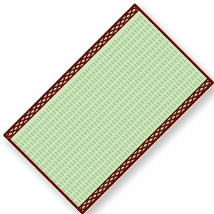
Idea of the game

In ancient times, bananas were a very precious fruit. They were the jewel in the crown, eaten only by the very few and the most respectable of lords. The prized bananas were carefully stored away deep in a castle, where they were watched night and day by sentries. You are assigned to serve as the sentries to protect the bananas, but be careful, some ninjas are trying to steal them...

Who will be the first to find and catch the ninjas to protect the treasured bananas?

Contents

- 81 ninja cards
- 3 pedestals (a stump, a ninja star, a tatami)



- 1 banana



There are four features on the front side of each ninja card.

Number of ninjas

1 ninja



2 ninjas



3 ninjas



Size of ninjas

Small



Medium

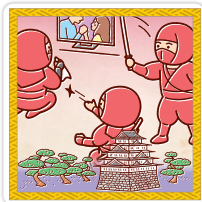


Large



Colour of ninjas

Red



Blue



Black



Hiding places

Castle



Pond



Village



Game Setup

1. Place the banana in the centre of the table within easy reach of all players.
2. Arrange the three pedestals around it.
3. Shuffle all 81 ninja cards face down and deal them to all players so that they all have roughly the same number of cards. It is not necessary to have exactly the same number.
4. Each player holds their deck in their hand.

Example of setup (with 4 players)



How to play

The oldest player starts and the play goes in a clockwise direction. When it's your turn, turn over a card from the top of your deck and quickly place it face up on the pedestal of your choice.

How to play the cards

- You may place the cards on any pedestal, but if there are **empty** pedestals, you **must choose from them**.
- It's important to turn the card over in such a way that all players see the front side at the same time (see figure on the right).
- With ***HA! TOH! RIN!*** or other ninja-like shouts, place a card on the pedestal.

The combination of the cards you can see on the pedestals changes every time you place a card.

You should take a closer look at the three illustrations on top of the three pedestals.



Fight!

If you notice that all three cards have some features in common, such as the number or the size of ninjas, quickly take the banana, shouting what features are in common.

Declaration rules

- You should say “ninja” after declaring the common features.

Example: “One ninja!”



“Village ninja!”



- If two or more features are in common, you should shout all the common features.

Example: "Big red ninja!"



"Three black ninjas!"



- You must not take the banana before starting the declaration.

If you shout correctly and take the banana before anyone else, you can take all the cards that have been stacked on the three pedestals as a reward.

These cards must be stacked face down as a winning pile.

Once you collect the cards, return the banana to the centre of the table.

The player who receives the reward takes the next turn, and places a card on one of the empty pedestals.

Killer moves of ninjas

"Ninja Banana!"

When the total number of ninjas on the three pedestals is **seven**, you can also grab the banana shouting "Ninja Banana!". If you declare it correctly, you can take all the cards stacked on the three pedestals as usual.

Example: 2 ninjas+2 ninjas+3 ninjas=7 ninjas "Ninja Banana!"



"Ninja Banana" can be combined with other common features. For example, you can shout "Blue Ninja Bananas!".

When you find two features in common

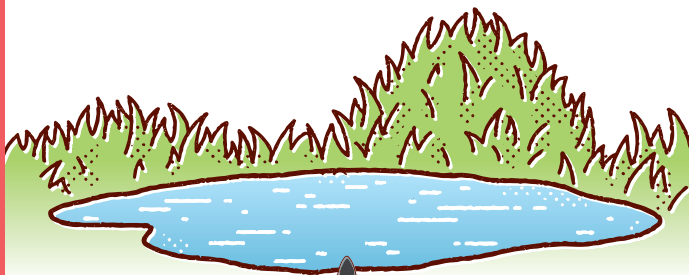
When you find and shout **two common features** and get the banana, there is a special reward. You can take up to seven cards from other players' winning piles in addition to the usual rewards. The player who declares two common features can choose from whom and how many cards.

When you find three features in common

When a player finds and shouts **three common features** and gets the banana, lo and behold, that player wins and the game is over!

Tip: If you realise that there actually are more common features than you declared after you shouted and got the banana, you will not be penalised, but of course you will not get any special rewards.

Example: There are three blue ninjas on all three cards, but he shouted "blue ninja" and grabbed the banana. In that case, he can take all the cards stacked on the pedestals, but not the special reward.



Penalty

You will be penalised if you do any of the following:

- Taking a banana with the wrong declaration.
- Taking a banana before declaring.
- Not putting a card on an empty pedestal.
- Any other unbecoming behaviour for a ninja.



The person in question must choose one of the other players and give them a card from their own winning pile. If the player has not got any card yet, they must give a card from their deck.

The cards that have been stacked on the pedestals remain intact and play continues from the turn of the penalised person.

End of the game

The game ends when:

Someone finds and shouts three common features and gets a banana, or someone has played the last card in their deck.

Everyone counts the number of cards in their winning piles and the player with the most cards wins. In the event of a tie, the players share the victory.

Maybe you can fight it out next time!

Credits

Game design: Roberto Fraga

Illustrations: Kimiaki Yaegashi

Produce: Koji Malta (Sugorokuya)

Graphic design: Takashi Haruyama (Sugorokuya)

Product Management: Akira Nagata (Sugorokuya)

Manufactured by Whatz Games

Planning/production/manufacturing/sales:



Contact QR

2-3-8-1F Koenji-kita, Suginami-ku, Tokyo 166-0002, Japan
sugorokuya.jp

©2021 SUGOROKUYA

