



RULEBOOK

NARUTO SHIPPUDEN NINJA ARENA

 2-4	 10+	 15 mins
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NARUTO SHIPPUDEN NINJA ARENA

THE GREAT NINJA WAR IS COMING!

Day after day, the Akatsuki threat grows! It's time for our heroes, now seasoned, to train to master their new techniques and special powers. The ninjas will make the most of their skills to inflict damage and knock out their opponents!

The last ninja standing wins!

And once you've mastered the finer points of ninja combat, it's time to take on the fearsome Akatsuki duos, formidable opponents that require multiple players to defeat!

CREDITS

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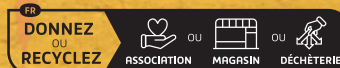
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ROLL & CLASH SYSTEM

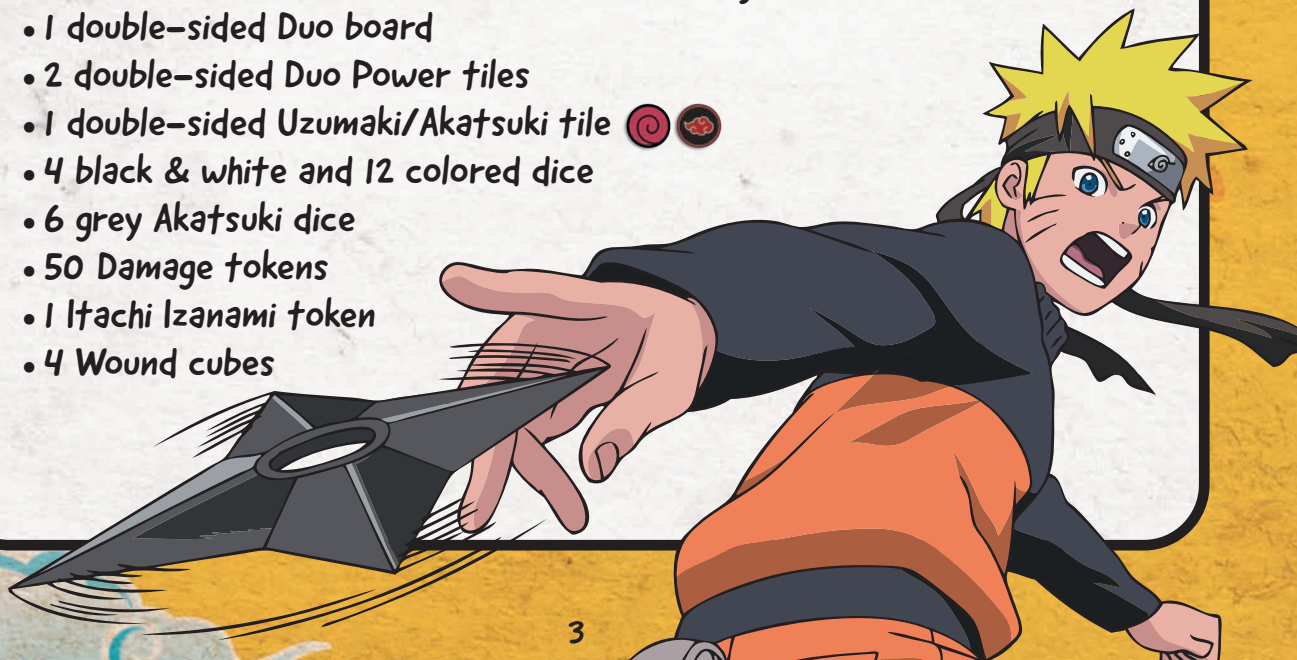


This game uses the Roll & Clash system. During the game, you roll your dice as fast as possible and activate techniques using the results without interrupting the game. Everyone plays at the same time in a frantic battle to be the last ninja standing! This game is compatible with other Roll & Clash games including *NARUTO: Ninja Arena* and its extensions *Genin Pack* and *Sensei Pack*.

COMPONENTS

Along with this rule book, this is what you will find inside the boxes :

- 4 double-sided Ninja boards
- 4 double-sided Power tiles (one for each Ninja)
- 1 double-sided Duo board
- 2 double-sided Duo Power tiles
- 1 double-sided Uzumaki/Akatsuki tile  
- 4 black & white and 12 colored dice
- 6 grey Akatsuki dice
- 50 Damage tokens
- 1 Itachi Izanami token
- 4 Wound cubes



SETTING UP THE GAME

Each player chooses a Ninja board and its corresponding Power tile and places it in front of them. The Ninja board is placed on the character side (with its name), the Power tile underneath, face down. This is the ninja you will play during the game.

Each player takes 1 black & white die and 4 colored dice.

The Uzumaki/Akatsuki tile is placed in the center of the play area Uzumaki side (🌀) visible, within reach of everyone.

Form a stack of Damage tokens (🔴) and place them so that everyone can grab them.

A Wound Cube is placed in the top leftmost slot of the the top left corner of the Ninja board (near the heart ❤️ symbol).




GAMEPLAY

In NARUTO SHIPPUDEN: Ninja Arena, everyone plays at the same time without waiting their turn. Players take their 5 dice (1 black & white, 4 colored) and roll them at the same time to be the first to get the faces requested by one of their techniques.





During these rolls, players may throw all or some of their dice again, as much as they wish. They can put dice to the side or on their Ninja board to better identify which faces they are missing to activate any given technique.

When a player is able to activate a Technique thanks to his dice results, he must place the relevant dice on the corresponding Technique and distribute the indicated Damage tokens  in front of the board of each targeted layer (the other players keep on rolling their own dice at the same time).

Once this is done, the player can recover their dice and continue rolling them until they can activate another Technique, and so on until one player is able to activate their Power.



SPECIAL RULE :





The Spiral symbol on the black and white dice is a wildcard and can replace any other result on a die.

POWERTILE :




Resolving the Power technique (each Ninja's 3rd Technique) works differently than other Techniques.

Once a player can roll all 5 symbols corresponding to his Power tile, they must hit the Uzumaki/Akatsuki tile   in the center of the playing area.

All the other players must then stop what they are doing and hit the Uzumaki/Akatsuki tile   as well. The game is then paused to resolve the following 3 steps:





1. DAMAGE :


The last player to hit the Uzumaki/Akatsuki   tile takes 2 additional Damage tokens  .





Example: This doesn't happen very often, but this time Kakashi was too slow and reacted last. He adds 2 Damage tokens  to the 10 he had already received this turn.




All those who hit the Akatsuki tile   with a different hand from the one who hit it first takes 2 extra Damage tokens  . These tokens can be added to the 2 Damage tokens  obtained after hitting the tile last.

Once the damage has been dealt, the Uzumaki/Akatsuki   tile is flipped to its other side.

2. DAMAGE TALLY:

Each player (except the one who activated their Power tile) takes as many Wounds as required, based on the amount of Damage tokens  in front of them.

Each time a player takes as much damage as their current wound level indicated by the marker on their Ninja board , they move the Wound cube one step forward, and remove the corresponding Damage tokens  . If there are any Damage tokens  left they repeat the operation. If there are not enough Damage tokens  , the Damage tokens  are discarded.

Example : Kakashi has 11 damage tokens  in front of him and must therefore move his cube to the third wound  on his Ninja board (5 + 5 = 10). He then discards his Damage tokens  (including the 11th which did not cause any wounds).



3. POWER:

The player who activated their Power tile flips their Power tile ☹️ and its effect is now active. All other Power tiles are flipped back to their inactive side.

Once these 3 steps have been resolved, each player recovers their 5 dice back in their hand.

The game then resumes as normal : all players simultaneously try to activate their Techniques by rerolling their dice until one player can activate their Power tile...





If, during the Damage Tally step, a player covers up the last Wound space on their Ninja board, their character is knocked out. They flip over the Ninja board ☹️ and continue playing to try and recover consciousness.





Each Ninja can only regain consciousness once per game. If a Ninja is knocked out again after having recovered, the player is eliminated from the game ☠️.



To regain consciousness, the player throws the dice at the same time as the other players to try and obtain the results indicated on the back of their Ninja board. If they succeed, they must hit the Uzumaki/Akatsuki 🌀👤 tile in the center of the play area. All players must then stop what they are doing and hit the Uzumaki/Akatsuki tile 🌀👤.


The game is then paused to resolve the following 2 steps :




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1. The last player to hit the Uzumaki/Akatsuki  takes 2 extra Damage tokens .
 2. The player who has succeeded in achieving their Recovery combo flips their Ninja board back to its main side and places the Wound cube on the last Wound .

 **WARNING** : If a Ninja board is on its knocked-out side, other players cannot deal damage  to it. However, if a K.O. player hits the Uzumaki/Akatsuki tile  last, they are eliminated from the game .

If at any time a player makes a mistake (such as mistakenly hitting the Uzumaki/Akatsuki tile , activating a Technique without the required dice, etc), they immediately suffer a Wound .

When a player's power is activated, they can always try to reactivate it again and avoid taking Wounds that turn ! Be careful, because the Damage tokens  already present will continue to accumulate.

END OF THE GAME

The game ends when all player are K.O or eliminated  except one. The last player standing wins the game!

DUEL RULES

If you want even more amazing two-player games, we recommend this game mode!

In Duel mode, each player chooses 2 Ninjas (and take the corresponding Ninja Boards and Power tiles).

Then, place one Ninja board on top of the other but without covering the first technique on the Ninja board which is on the bottom.

Take a Wound cube for each of your Ninja boards and place it on the leftmost space of the board. Then take the Power tile from your top ninja, and put it below your Ninja Board, on the inactive side.

The rest of the game takes place as in a regular game, but you can use one more technique from your second Ninja as you play.

When a player uses a Power, after resolving the usual 3 steps, their opponent can choose to switch his Ninjas. In that case, they replace the top board with the bottom one and keep the first technique visible. They also switch the Power tile 🔄.

In this game mode, there is no KO. When one ninja should be KO, their team (in this case, the player) loses the game!



THE BOSS FIGHT MODE



1. SETUP :

In this game mode (3 or 4 players), the ninjas will have to play together and play against one other player who will play a duo of Akatsuki opponents. The player who plays the Akatsuki duo chooses the side of the Duo board that suits them and the corresponding Power tile. Unchosen versos will not be used in the game. The other players play a ninja as in a regular game and each select the nina Board and the Power tile from their chosen ninja.


2. DUO TILE :




The duo cannot recover from a knockout. The ninjas win if the duo should be sent to KO. The Akatsuki player uses their own dice : the 6 grey Akatsuki dice et and one black die. However, you will have to use the Uzumaki/Akatsuki tile provided in this box. Each character also uses the dice from their box. The Akatsuki duos use techniques, like the ninjas, but they can also accumulate them to obtain powerful combinations. Thus, each time the player playing the Akatsuki manages to trigger the left and right techniques on their board, they activate instead the “combo” technique indicated in the middle of the Akatsuki player board (see pages 14–15).

The Akatsuki are victorious if all the ninjas are knocked out.

3. THE NINJAS :



Ninjas have only 3 colored dice and 1 black die. However, they can lend each other the results of the dice, once they have been thrown and the defeated players continue to roll their dice and share them.

The ninjas are victorious if the Akatsuki duo cannot take any more wounds .

Techniques that deal damage  to other players only affect the duo and not their teammates. On the other hand, a player who hits the Uzumaki/Akatsuki tile   always takes the corresponding penalty, even if it was a teammate who struck first.

COMBINE GAME BOXES

COMBINE YOUR GAME WITH NARUTO: NINJA ARENA:

NARUTO SHIPPUDEN: Ninja Arena is not the only *Naruto* game to use the Roll & Cash system. You can mix its material and characters with those of *Naruto: Ninja Arena* without changing the rules of the game. However, you will have to use the Uzumaki/Akatsuki tile   provided in this box and each ninja use the dice from their boxes.

The extra material of *NARUTO: Ninja Arena* also allows you to play with 5 or 6 players.

COMBINE WITH NARUTO: NINJA ARENA GENIN PACK:

Apply the same instructions as above.

COMBINE WITH NARUTO: NINJA ARENA SENSEI PACK:

Apply the same instructions as above. You can apply the alternative rules suggested on page 11 of the Sensei Pack rulebook.

I HAVE ALL THE BOXES!:

Feel free to vary the ninjas in a six-player limit. The instructions remain the same!

NARUTO'S POWERS



FROG SLAP

Remove a damage token from your Damage Pool. Give one Damage token to an opponent.



GIANT RASENGAN

Give 5 Damage tokens to another player. If the Akatsuki tile is present add a Damage token in your Damage pool.



SAGE MODE

Give 2 Damage tokens to another player.



SAKURA'S POWERS



CHERRY BLOSSOM CLASH

Deal 4 Damage tokens to one player and add two damage tokens in your Damage Pool.



ONE HUNDRED HEALINGS

If none of your dice match the faces shown, give 2 Damage tokens to another player and remove 3 Damage tokens from your Damage Pool.



SUMMONING TECHNIQUE: KATSUYU

Give 5 Damage tokens to your left neighbor and remove 3 Damage tokens from your right neighbor's Damage Pool.



KAKASHI'S POWERS



CHIDORI

For each ⚡ on your dice, give 1 Damage token 🔴 to another player.



MANGEKYO SHARIGAN

Give 2 Damage tokens 🔴 to each player. To play again, each player, you included, must obtain 1 👁 / 2 👁 (if there is not Sharigan in the middle).



EARTH STYLE! MULTIPLE MUD WALL!

The Damage tokens 🔴 you received are placed on your Power tile until there are 6 Damage tokens 🔴 on it. When the power is deactivated or reactivated, discard the Damage tokens from your Power tile.



SAI'S POWERS



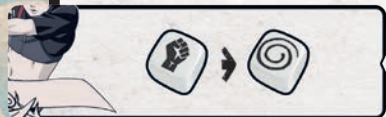
INK FLUSH

Remove 1 Damage token 🔴 from another player's Damage Pool and give another player one Damage token 🔴 from your Damage Pool.



SUPER BEAST SCROLL

Divide 5 Damage 🔴 tokens between the two players next to you.



CROUCHED TIGER BULLET

The 🐾 results are wildcards you can use as any other result.




BOSS POWERS

KISAME'S POWERS



WATER CLONE JUTSU

Give one Damage token  to all players.

ITACHI'S POWERS



FIRE STYLE : FIREBALL TECHNIQUE

Give 1 Damage token  to one player.
Take it from your Damage Pool.



Divide 3 Damage tokens  between the other players.
Take it from your Damage Pool.



WATER STYLE :

SUPER EXPLODING WATER SHOCK WAVE!

Give 4 Damage tokens  to another player. Add one Damage token  to your Damage Pool.




FIRE STYLE : PHOENIX FLOWER JUTSU

Give 3 Damage tokens  to the player on your left and give one Damage token  to the player on your right.





Divide 10 Damage tokens  between the other players with a minimum of 2 Damage tokens  per player.
Add 3 Damage tokens to your Damage Pool.

SUPER SHARK BOMB JUSTSU

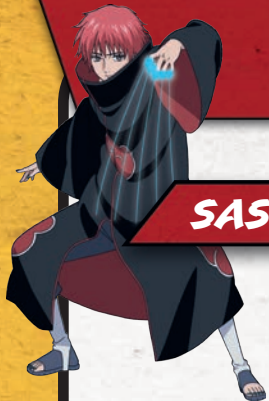
Add one Damage token  to all your attacks.



IZANAMI

Put the Izanami token above another player's technique. They cannot use this technique unless they obtain 2 Konoha   on their dice.

BOSS POWERS



SASORI'S POWERS



IRON SAND : SCATTERED SHOWERS

Remove 4 Damage tokens ♦ from your Damage Pool.

DEIDARA'S POWERS



C1

Give 1/2/4 Damage tokens ♦ to all players.



Give 3 Damage tokens ♦ to all players and remove 5 Damage tokens ♦ from your Damage Pool.



IRON SAND

Take 3 Damage tokens ♦ from a player's Damage Pool and give them to another player.



C4

Give 3 Damage tokens ♦ to another player or 5 Damage tokens to a player with no tokens in their Damage Pool or 8 Damage tokens ♦ if your Damage Pool is empty.



Give 2 Damage tokens ♦ to another player then, take all Damage token ♦ from a player's Damage Pool and give them to another player.

PUPPET MASTER JUTSU

Roll 1 unused colored dice for each player you fight. Put the die on their damage pool. Each time a player use a technique with this die result, they receive 1 Damage token ♦. Take back the dice if this power is deactivated.



C0

After each roll, place as much Damage token ♦ on your Power tile as ☁. If you lose your Power, divide Damage tokens from this tile between others players.



ALSO AVAILABLE:

NARUTO NINJA ARENA

★ GENIN PACK
EXPANSION WITH
6 NEW CHARACTERS



★ SENSEI PACK
MASTERS ENTER
THE ARENA!

THESE GAMES ARE COMPATIBLE WITH YOUR
GAME NARUTO SHIPPUDEN: NINJA ARENA!

