

Rakkatai Games

NINJA TRAP

Components:

-92 cards (23 purple, 23 green, 23 red and 23 blue)

Situation:

You are ninjas, sent to assassinate each other. Your field of battle- a nearby house. You must use your stealthy ninja skills to place traps in different rooms of the house, and avoid being trapped yourself. But is your memory sharp enough to recall which traps you put where? Do you have what it takes to be the last ninja standing?

Set up:

- Find some objects to signify hits (counters, dice, buttons, whatever you like)
- Each player takes a deck of cards (purple, green, red or blue). Put any remaining decks away, they will not be needed.
- Depending on the number of players, you will use different numbers of cards.
2 players- remove 2x Ikujishitsu (nursery) and 2x Teizen (garden) from each deck
3 players- remove 2x Ikujishitsu (nursery)
4 players- play with a complete deck.
- Place your deck down to your right and draw five cards.

How to play:

Each card represents a room or area of a house. Cards can be played either as a trap (you have placed a trap in that room) or a move (you have moved to that room). Each turn has four stages: Place trap, Move, Activate trap and Discard/draw cards. Players go through each of the stages together. (I.e. it is never "one player's turn")

1. Place trap: Each player chooses a card from their hand and places it face down, starting a row of face down cards beneath their deck. You may not look at these cards for the rest of the game. (Except in special circumstances, see "Buko")
2. Move: Each player chooses a second card and places it face-down in front of them. When all players have done so, everyone flips their card face-up. This represents the rooms your ninjas have moved to. If two ninjas move to the same room in the same Move phase, they may not activate a trap that turn- the ninjas are too wary of the enemy ninja in the room to be able to activate a trap in another room. (However, two ninjas in the same room could both be trapped by a third ninja activating a trap there in the Activate Trap phase.)

3. Activate trap: Each player has the opportunity to activate one trap. If one of the other players has moved to a room which you have trapped, you may call out "TRAP!" and flip over the trap card that matches the room they have moved to. If you are correct, you have trapped the player! They have lost a life and therefore take one of the objects from the supply pile to signify a hit. A ninja may not be "double trapped". (If two enemy ninjas activate traps against one ninja in the same turn, the ninja takes only one hit). If you flip over the wrong card, a trap is activated in the wrong room. This trap still functions and if this is the room you or someone else has moved to this turn, you/they are trapped and take a hit.
4. Discard/Draw: All activated traps and move cards are placed in a face up discard pile next to each player's deck. Each player draws two new cards. If there is only one card left in the deck, draw it and then play until the cards in your hand run out. If the cards run out before a winner has been found, leave remaining traps where they are, shuffle the discard pile into a new draw pile, draw five cards and continue.

Taking three hits means your ninja is killed. The last ninja left standing is the winner.

Buko:

The Buko card (Armoury) can be used as a move or trap card but has a special ability when played as a move card. If you move to the Buko and are not trapped in the Activate Trap phase, you may have a look at each of your trap cards. If someone does trap you in the Buko, its special ability is ignored. Therefore, the special ability only takes place after the Activate Traps phase. After having a look at each trap, you may not look at them again unless you successfully move to the Buko again.

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