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Ninja-To Go



A Ninja Burger Bored Game

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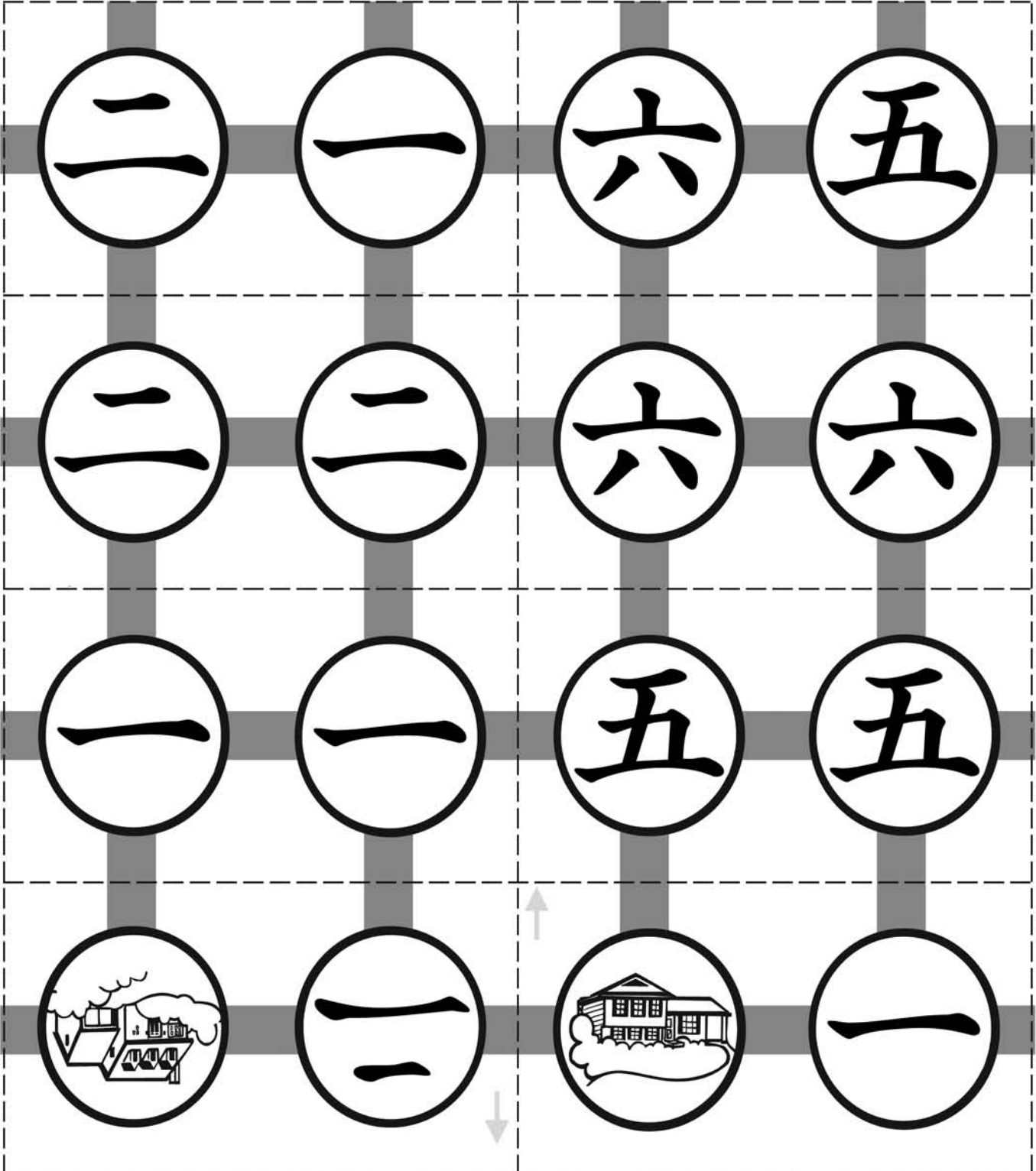
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SETUP

1. Each player chooses one of the little rubber ninja. The game can be played with up to 6 players, but is best with 3-4.
2. The youngest player at the table shuffles the rectangular tiles, placing them in a stack face down on the table.
3. The oldest player takes the face down stack of tiles and creates a playing board by flipping the tiles over one at a time and placing them in a square 4 tiles wide x 7 tiles high.
4. That player MUST swap tiles as needed to make sure that:
 - A) all of the tiles are connected by at least 1 gray road;
 - B) all of the Delivery and Logo tile arrows are aligned; and
 - C) no 2 Delivery or Logo tiles are right next to each other.
5. When the board is set up, each player puts a ninja on the Logo tile, and a "tip" coin on an empty Delivery spot.
6. The player whose last name is first alphabetically goes first. When their turn ends, play proceeds clockwise.

RULES

1. On your turn, roll 3 dice. You MUST move down a road to any adjacent spot that matches one of the dice. You MUST keep moving (backtracking too!) until: all dice are used, you get a coin, you fight, you enter the Logo, or you can't move.
2. You MAY enter a Delivery or Logo spot on any number, and you MUST enter if there are no other options available. When entering a Delivery spot, take the coin, earn 2 points and end your turn; if a spot is empty when entering it, you MAY warp to the Logo if you want, ending your turn.
3. Ninja MUST fight if they share a spot (besides the Logo). Each of the ninja rolls 1 die; reroll ties. Highest wins 1 point. Loser(s) MUST return a coin to an empty Delivery spot and warp to the Logo, OR ELSE seppuku (game over for them).
4. The sole survivor, or the first player to earn 7 (short game) or 10 points (long game), wins and keeps all the tip coins!





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NINJA BURGER

THE RPG — 2ND EDITION

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