### Card # | Ninja Recruit | Ninja Master | Card # | Ninja Recruit | Ninja Master
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1 | 5 hours | 9 | 41 | 5 assignments | no, he’ll finish at 5:00
2 | 7 animals | 22 pitches | 42 | 6 outfits | 38 cards
3 | 4 corners | 6 seconds | 43 | 40 cupcakes | $35.05
4 | 4 comic books | 21 minutes 15 seconds | 44 | 3 hours | $6,000
5 | 3 ninja stars | 2 hours 24 minutes | 45 | 24 nails | 4 1/2 pounds
6 | 6 people | 40 cents per sheet | 46 | 1:31 pm | $200.97
7 | 10 photos | 30 seconds | 47 | 5 seconds | $563.22
8 | 8 insects | $187.50 | 48 | 12 pieces of food | 5:15 am
9 | 5 bottles of water | 16 books | 49 | 13 animals | 72 inches; 6 feet
10 | 10 hours | 27 months | 50 | 3 blue swords | 10 images
11 | 1 and a half hours | 240 hours | 51 | 7 traps | 65 miles
12 | 35 cents | 4 packs of ninja stars | 52 | 8 corners | 260 calories
13 | 3 friends | $38.50 | 53 | 23 cents | 71 swords
14 | 7 clock | 10 tins of tea | 54 | 12 legs | 12 rows
15 | 7 rows of vegetables | 10 movies | 55 | Saturday | 3,114 boxes
16 | 14 sacks | $15.25 per uniform | 56 | 8 ounces | $22 per month; $242
17 | 4 more books | Approx. $1.50 | 57 | 3 hours | 10, 12
18 | 9 friends | 4 hours of exercise | 58 | true | 21
19 | 7 people | $75 | 59 | 5 | 5
20 | 7 years older | $13.00 | 60 | 4 problems | 26 degrees
21 | 11 friends* | 50 words | 61 | 9 corners | 30 classmates
22 | 500 swords | he’ll need to run | 62 | 3 oatmeal cookies | $273.52
23 | 500 swords | he’ll need to run | 63 | 4 fish | 2,060 words
24 | 1 minute and 15 seconds | 15 minutes | 64 | 1 more egg | $320
25 | 12 shoe laces | 1 question | 65 | 10 cents | no, he will need 20 paperclips
26 | 5 strings | 12 miles | 66 | 14, 19, 27, 40 | A new set would be cheaper by $5
27 | 9, counting Seigi | 16 skins | 67 | 8 ninja stars | 7 times
28 | 3 kittens | 6 sides | 68 | a sword | 14 colors will be used twice
29 | 20 utensils | 652 miles per hour | 69 | 2 ninjas | 22 years old
30 | 7 lites | 208 stripes | 70 | 6 flowers were yellow | $1,950
31 | 3 exhibits | $1,064 profit | 71 | 6 tigers | 19 cupcakes
32 | 4 eggs | $1.35 each | 72 | 2 trees | 4 minutes per block
33 | 6 flies | 4 sides | 73 | $150 more | 5 packs of gum
34 | 2 houses | ninja star | 74 | 61 berries | 45 hours
35 | July 7th | 27, 33, 29 | 75 | $10 left | 2 kids in 3 bedrooms and
36 | 3 people | $157.59 | 76 | 39 seconds | 225 watts
37 | 10 snowballs | 16 houses | 77 | 3 grades | 76 coins in each
38 | no money left, $0 | $53 | 78 | 13 windows | 2 cookies each with 4 left over
39 | 75 minutes | 13 sets | 79 | 25, 30 | 7:30 am
40 | 3 people | $31.94 | 80 | 2 fewer matches | 14 students (counting Noa)

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### How to play...

**Object of the Game**
To be the first Ninja to get all four Quest Items by successfully completing four Ninja Challenges in the four different areas of the game board. Once all four Quest Items have been earned, race to the Golden Dragon to win the game!

**Setting up the Game**
1. Remove the 16 Quest Items, the 3 Traps, and the Golden Dragon from the printed card.
2. Stack four of each Quest Item on the game board on the matching space.
3. Place the 3 Traps near the game board.
4. Insert the Golden Dragon firmly into the gold character stand. Place this in the center of the game board on the Golden Dragon space.
5. Shuffle the Ninja Challenge cards and place them face down near the game board.
6. Place the red and blue sets of dice near the game board.
7. Each player selects a Ninja pawn and places it in a white character stand.
8. Each player places their Ninja pawn on one of the Start spaces in each corner. One Ninja per Start space.

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Tell us what you think!

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Springfield, MA USA
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Are You a Ninja Recruit or a Ninja Master?
Choose One Before You Start!

Before starting the game decide if you want to play as a Ninja Recruit or a Ninja Master. Ninja Recruits only have to do addition and subtraction when rolling the dice. The Ninja Master dice have addition, subtraction, and multiplication. The Ninja Master can potentially move faster across the game board but the Ninja Challenges are much more difficult. So, choose wisely, grasshopper!

If you choose Ninja Recruit, then you will play using the red dice and by solving the red Ninja Recruit problems on the Ninja Challenge cards.

If you choose Ninja Master, then you will play using the blue dice and by solving the blue Ninja Master problems on the Ninja Challenge cards.

Can't decide what level to play?
Try Ninja Recruit first, then move on to Ninja Master for the next game if it is too easy.

What to Do on Your Turn

When starting the game the YOUNGEST player goes first.

1. Begin your turn by rolling either the red Ninja Recruit or blue Ninja Master dice (see above). Add, subtract, or multiply the dice as shown and move your Ninja pawn that many spaces (i.e., if you roll 3 + 2, then add these up and move 5 or if you roll 2 x 1 then multiply and move 2).
   Note: If you roll a “-” symbol then you should always subtract the smaller number from the larger number. It is possible to roll a subtraction problem where the answer is zero. In this case, you do not move. Your turn is over.

2. When moving your Ninja pawn, you cannot land on or touch the same space twice in a single turn. It is permissible to share a space with another Ninja and to go through or over another player’s pawn.

3. When moving your Ninja pawn you cannot move through a Trap that was placed on the game board (even if you placed the Trap). You must go around the Trap. If you are blocked from an area because of a Trap you must land on a Remove Trap space and remove the Trap first.

4. If you land on a Ninja Challenge space, Place Trap, or Remove Trap space then follow the instructions on the opposite page.

5. Otherwise, your turn is now over and it is the next player’s turn going clockwise.

Special Spaces

Ninja Challenge Spaces

When you land on a Ninja Challenge space, draw a Ninja Challenge card. If you are playing as a Ninja Recruit then you will read the red Ninja Challenge out loud while the Ninja Masters will read the blue Ninja Challenge out loud. Now try to solve the problem. If needed, you can use paper and pencil to help you solve the Ninja Challenge. The answers for all Ninja Challenges are on the back of this rule sheet.

If you get the Ninja Challenge correct then you will take one of the Quest Items next to the Ninja Challenge space you landed on. If you already have this same Quest Item, do not take another. Your turn is now over.

If you get the Ninja Challenge wrong then your turn is over and you can try again on your next turn without rolling the dice.

Place Trap!

If you land on this space then place a Trap (that is not already on the game board) on any empty game board space (you cannot place Traps on Ninja Challenge spaces). Use this Trap to block your opponent! Once a Trap is placed, no one can pass through, land on, or go over a Trap when it is on the game board. You must go around this space if you can. So, place these carefully on the game board!

If all the Traps have been placed on the game board already then your turn is over.

Remove Trap!

If you land on this space then remove one Trap of your choice from the game board and place it to the side. This removed Trap can be placed again when a player lands on the Place Trap space again.

If there are no Traps to remove then your turn is over.

Winning the Game

The Golden Dragon sits in the center of the game board and is a very special treasure. You cannot enter the Golden Dragon space unless you have successfully completed four Ninja Challenges in the four areas of the game board earning the four unique Quest Items.

Once you have earned the four unique Quest Items then race to the Golden Dragon to earn your treasure. The first player to land on the Golden Dragon space and have all four unique Quest Items wins the game!

OPTIONAL VARIATION: After the winner is declared, the other players can keep playing to determine who can finish in 2nd, 3rd, or 4th place!