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THE CHÛNIN EXAMS ARE IN FULL SWING !

*This is a great opportunity for Naruto, Sasuke, Sakura and Shikamaru to spar in frenzied bouts and practice mastery of their **TECHNIQUES** and special **POWERS**. The young Ninjas will use their skills to the best of their ability and try to bring down their rivals by inflicting **DAMAGE** that will add up to **WOUNDS**, **KNOCK OUTS** or even worse, final elimination.*

The last Ninja standing wins !

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ROLL & CLASH SYSTEM

Naruto : Ninja Arena is the first game using the Roll & Clash system. During the game, you throw your dice as quickly as you can and use the results to activate Techniques without stopping the game. Everyone plays at the same time in a frantic battle to be the last Ninja Standing!


COMPONENTS

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

CORE GAME:

- 4 double-sided Ninja boards
- 4 double-sided Power tiles (one for each Ninja)
- 1 large Uzumaki tile 
- 4 black & white dice + 16 colored dice
- 40 Damage tokens 
- 1 Shikamaru's shadow token
- 4 Wound cubes

GENIN PACK:


- 6 double-sided Ninja boards
- 6 double-sided Power tiles (one for each Ninja)
- 1 Temari's fan tile
- 2 black & white dice + 8 colored dice
- 20 Damage tokens 
- 2 Wound cubes





SETTING UP THE GAME

Each player takes a Ninja board and the corresponding Power tile and places the Ninja board on the character side (with the name) and the Power tile on its inactive side below it. This is the Ninja you will be playing during the game.

Each player takes a black die and 4 colored dice.

The Uzumaki tile  is placed at the center of the play area, within reach of all players.

The Damage tokens  are placed in a pile within reach of all players.

The Wound cube is placed on the leftmost colored space at the top of the Ninja tile (near the heart symbol ).



GAMEPLAY

In *Naruto : Ninja Arena*, all players play at the same time without waiting for their turn.

Players all take their 5 dice (1 black and 4 colored) and roll them at the same time in order to be the first one to match the faces required by one of their Techniques.



During these rolls, players can 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 sides 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 player (the other players keep on rolling their own dice at the same time).

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

SPECIAL RULE:



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

POWER TILE

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, he must hit the Uzumaki tile 🌀 in the center of the playing area.

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





1. DAMAGE:

The last player to hit the Uzumaki Tile 🌀 takes 2 extra Damage tokens ♦.

Example: It doesn't happen very often, but this time Sasuke was too slow and was the last to react... He adds 2 Damage tokens ♦ to the 10 he has already received this round.

2. DAMAGE TALLY:

Each player (except the one who has activated his Power tile) takes as many Wounds  as required, based on the amount of Damage tokens in front of him. Each time a player takes as much damage as his current wound level, he moves the Wound cube one step forward, then discards ALL of his Damage tokens (unless he is the one who activated his Power tile).

Example: Sasuke now has 13 Damage tokens ♦ in front of him and therefore must move his cube to the third Wound  on his Ninja board (6+6=12) and then discard all the Damage tokens ♦ (even the 13th token which did not cause any Wounds).



3. POWER:

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

Once all 3 steps have been resolved, each player recovers his 5 dice into his hand.

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




If during the Damage Tally step, a player covers up the last Wound space on his Ninja tile, his character is knocked out. He flips over ☹️ the Ninja board and continues playing to try and recover consciousness.





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

To recover 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 his Ninja board. If he succeeds, he must hit the Uzumaki tile 🌀 in the center of the play area. All players must then stop what they are doing and hit the Uzumaki tile. The game is then paused to resolve the following 2 steps:


1. The last player to hit the Uzumaki tile 🌀 takes 2 extra Damage tokens 💎.
2. The player who has succeeded in achieving his Recovery combo flips ☹️ his Ninja tile back to its main side and places the Wound cube on the last Wound 🩸.

⚠ WARNING: If a player's Ninja tile is on the KO side, other players cannot give him any Damage tokens . However, if that player is, for any reason, the last one to hit the Uzumaki tile , he is eliminated  from the game immediately and permanently.

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

When your power is activated, you can still try to activate it again, and avoid taking Wounds that turn !

END OF THE GAME

The game ends when all players 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).

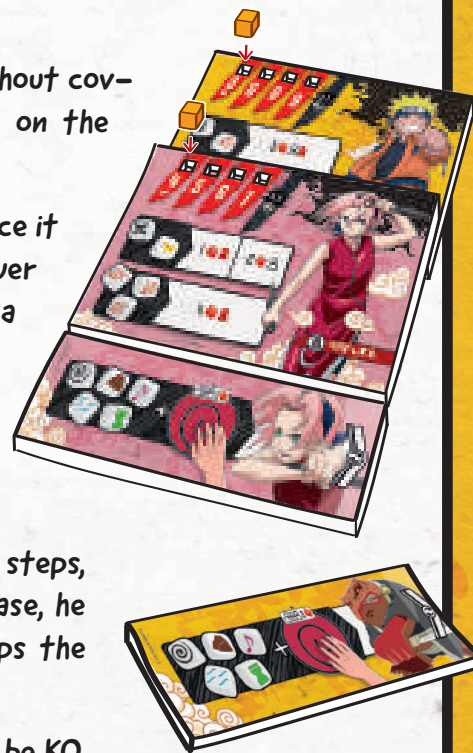
Then, place one Ninja board on top of the other but without covering the first technique on the Ninja board which is on the bottom.

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, his opponent can choose to switch his Ninjas. In that case, he replaces the top board with the bottom one and keeps the first technique visible. He also switches the Power tile.

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



NARUTO'S POWERS



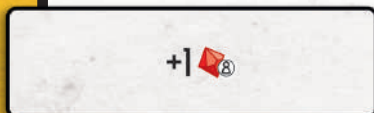
SHADOW CLONE JUTSU

Give 3 Damage tokens ♦ to a player next to you.



WIND STYLE: RASENGAN

Give 2 Damage tokens ♦ to one player, or 5 Damage tokens ♦ to a player who has no Damage tokens ♦.



SUMMONING JUTSU: GAMABUNTA

Add 1 Damage token ♦ to your attacks. Take it from your own Damage Pool.



SAKURA'S POWERS



SUBSTITUTION JUTSU

Give 1 Damage token ♦ to one player AND remove 2 Damage tokens ♦ from your Damage Pool.



CLONE JUTSU

Give 4 Damage tokens ♦ to one player.



CHAKRA CONTROL

Your wounds require 10 Damage tokens ♦.



SASUKE'S POWERS



LION'S BARRAGE

Give 2 Damage tokens ♦ to one player.



LIGHTNING STYLE: CHIDORI

Divide 6 Damage tokens ♦ between the other players AND take 1 Damage token ♦ for yourself.



CURSE MARK

Add 2 Damage tokens ♦ to your attacks.



SHIKAMARU'S POWERS



SHADOW POSSESSION JUTSU

Give 2 Damage tokens ♦ to one player AND place your Shadow token (Uzumaki tile) on the Uzumaki tile.



NINJA ART: SHADOW STITCHING

Give 3 Damage tokens ♦ to one player, and he must count backwards from 3 before rolling his dice again.



STREAM HIS CHAKRA

Give 3 Damage tokens ♦ to one player if you roll at least one (Uzumaki tile) in one throw of the dice.



THE SHADOW TOKEN : If this token is placed on the Uzumaki tile (Uzumaki tile), the first player to hit the tile takes 3 Damage tokens ♦. Then the Shadow token returns to Shikamaru. Shikamaru doesn't take any Damage tokens ♦ this way.





EXPANSION CHARACTERS



ROCK LEE'S POWERS



1 / 3 / 5

FEROCIOUS FIST

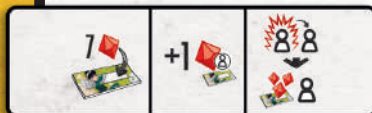
Give 1, 3 or 5 Damage tokens ♦ to one player (depending on your dice results).



2

LEAF HURRICANE

Give 2 Damage tokens ♦ to the players on each side of you.



GATE OF OPENING

Put 7 Damage tokens ♦ on your Power tile. Add 1 Damage token ♦ to your attacks (take it from your Power tile). When you lose your Power, take the remaining Damage tokens ♦ for yourself.



TENTEN'S POWERS



3

TWIN RISING DRAGONS

Divide 3 Damage tokens ♦ between the other players.



2
(+2)

WEAPON CONTROL: TENSASAI

Give 2 Damage tokens ♦ to all players (if a player has activated his Power, add 2 more Damage tokens ♦).

8 → 4

DRAGON BOMB

When you lose your Power, give 4 Damage tokens ♦ to the players on each side of you.



HINATA'S POWERS



GENTLE FIST

Give 2 Damage tokens ♦ to one player AND remove 1 Damage token ♦ from your Damage Pool.



EIGHT TRIGRAMS SIXTY-FOUR PALMS

Divide 5 Damage tokens ♦ between the other players (1 minimum per player).



BYAKUGAN

Cancel the next 2 attacks against you.

KIBA'S POWERS



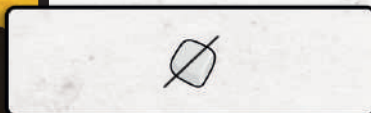
ALL-FOURS JUTSU

Give 2 Damage tokens ♦ to a player next to you AND 1 Damage token ♦ to one on the other side.



TUNNELING FANG

Give 2 Damage tokens ♦ to one player, AND add 2 Damage tokens ♦ per Wound you suffered /.



AKAMARU

You can ignore one die to complete a Technique.

TEMARI'S POWERS



1



WIND STYLE: WIND BLADE JUTSU

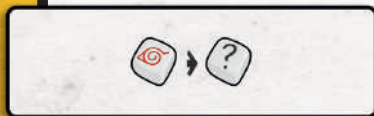
Give 1 Damage token  to one player AND activate your Fan ability.




2

WIND STYLE: SEA DRAGON


Give 2 Damage tokens  to the players on each side of you.



SUMMONING: BLADE DANCE

You can convert each  die into another die of your choice.

THE FAN TILE:

When this ability is activated, place your Fan tile next to your Ninja board and put 3 Damage tokens  on it.

Each time a player gives Temari Damage tokens , she gives one of those 3 Damage tokens  back to the attacker.

When the fan is empty, the Power is deactivated. Remove the Fan tile.



GAARA'S POWERS



4 ♦ 8

SAND SHURIKEN

Give 4 Damage tokens ♦ to a player next to you.



2 ♦ 8

SAND PRISON

Give 2 Damage tokens ♦ to one player. Take it from your Damage Pool or your Power board.



SAND SHIELD

If there is no Damage token ♦ on this tile, place the next Damage tokens ♦ you receive on it. When you lose your Power, place the Damage tokens ♦ from this tile to your Damage Pool.



6 ♦ 8

SAND BURIAL

Divide 6 Damage tokens ♦ between the other players.





ALSO
AVAILABLE: **GENIN PACK**
EXPANSION WITH
6 NEW CHARACTERS!



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