



of knights and ninjas

CODE OF CHIVALRY

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Hear ye!
Hear ye!

STORY

You approach the cluster of nobles (and one or two not-so-nobles) that have gathered to hear the herald's proclamation.



"Since the king is old and has no heir, he has declared that the first noble to hold 10 precious gems will succeed him as ruler of this great land."

In a bold outburst, you step into the circle of people. "I shall be the next king!" you declare.

But the faces of the very nobles that you've oft feasted with don't agree.

And so, you find yourself on the edge of a great feudal war

of skill and strategy,
of fortifying and attacking,
of knights & ninjas...

COMPONENTS



99 playing cards, 30 gems, this Rulebook

24 Peasants	2 Traitors	2 Minstrels
16 Soldiers	3 Highwaymen	6 Archers
9 Knights	2 Princesses	6 Castles
3 Kings	2 Executioners	6 Ladders
1 Queen	2 Heralds	2 Catapults
5 Ninjas	2 Merchants	2 Jesters
3 Dragons	2 Monks	



STRENGTH

This number appears on **ATTACK** cards to indicate how many gems they can take in an attack or protect in response.

Each card is labeled **ATTACK**, **FORTIFY**, **SPECIAL ACTION**, or **RESPOND** to identify its use in gameplay.

SETTING UP

- 1 Place five gems (of one color) in front of each player.
- 2 Deal four cards to each player.
- 3 Place the remaining cards face down in the center of the table forming the draw pile. When discarding cards, place them face up beside the draw pile.

Sample set-up for 4 players:



WINNING

The first player to own 10 gems wins the game, becoming ruler of all rival kingdoms...

At least until the next game...

Who **DARES** to defy me?



GAMEPLAY

Play goes clockwise, taking turns... The player who most recently won a game goes first.

On your turn, draw two cards. Choose to either: FORTIFY your kingdom, ATTACK a rival kingdom, or play a SPECIAL ACTION. If you cannot play a card, or choose not to, you must discard a card. Once a card is played and the action is taken, it is discarded.

FORTIFY OR ATTACK OR SPECIAL ACTION

Fortified kingdoms are harder for others to attack. To fortify, play one or more cards (labeled FORTIFY) face-up beside your gems. You may only have one of each kind of fortification at a time.

FORTIFY

You may play as many ATTACK cards as you choose against ONE other player (until gems have moved). An ATTACK card's strength is shown on the upper right corner and represents how many gems they can take in an ATTACK (or protect when used to RESPOND). LADDERS, CATAPULTS, and ARCHERS have no strength because they can only attack fortifications.

ATTACK

◆ COMMON ★ UNIQUE ■ PRE-ATTACK

You may play **one** SPECIAL ACTION card on your turn instead of attacking or fortifying. SPECIAL ACTIONS are unstoppable.

SPECIAL ACTION

When a rival attacks you, you may play a RESPOND card to reduce the number of gems they take from you.

RESPOND

Out of turn, see HIGHWAYMAN

Note: Once gems have moved, your turn ends.

Note 2: Your gems must be visible to the other players at all times.

OTHER RULES

If there are no cards left in the draw pile, reshuffle the deck and continue. Each time the deck is reshuffled, the number of gems needed to win is reduced by 1. After the first reshuffle, 9 gems are needed to win, etc. Players may not win passively. If they have the number needed to win when the deck is reshuffled, they must take another gem or lose a gem and gain one back to win.

If you run out of gems, you are not eliminated. Being poor will decrease attacks against you allowing you to rebuild an army and try to make a come back.

If you run out of cards, you must wait till your next turn to draw two more. Be careful because having few or no cards leaves you vulnerable to attacks.



It is said that music brings peace to a kingdom...

CASTLE

FORTIFY: Play a CASTLE face-up to fortify your kingdom. A kingdom fortified by a CASTLE cannot be attacked without a LADDER, CATAPULT, DRAGON, or NINJA.

ARCHER

FORTIFY: Play an ARCHER face-up to fortify your kingdom. A kingdom fortified by an ARCHER cannot be attacked except by a NINJA or another ARCHER.

PRE-ATTACK: Play an ARCHER (either your fortifying ARCHER or one from your hand) to remove a rival's fortifying ARCHER. You may continue attacking them.

Note: Face-up CASTLES and ARCHERS remain in front of a player's kingdom until they are destroyed.

Note 2: ARCHERS have no attack value except to remove a fortifying ARCHER from another kingdom.

MINSTREL

FORTIFY: Play a MINSTREL face-up to fortify your kingdom. At the beginning of your next turn, you must discard the MINSTREL.

RESPOND: A MINSTREL is the only FORTIFY card that can be used to RESPOND to an ATTACK. When someone attacks you, play a MINSTREL face-up in front of you to end your attacker's turn. Return the attacker's card to their hand. Your kingdom is safe until the MINSTREL is discarded at the beginning of your next turn.

Note: A kingdom that is fortified by a MINSTREL is impossible to attack.





some call him shadow...



DRAGON


UNIQUE ATTACK

ATTACK: A DRAGON  steals two gems. He can also burn (discard) any fortifying CASTLE (if there is one). Only a MINSTREL, PRINCESS, or EXECUTIONER can stop a DRAGON.



NINJA

UNIQUE ATTACK

ATTACK: A NINJA  steals two gems. He can climb a fortifying CASTLE (if there is one), and sneak up behind a fortifying ARCHER (if there is one) and kill (discard) him. The only cards that can stop a NINJA are the MINSTREL or EXECUTIONER.

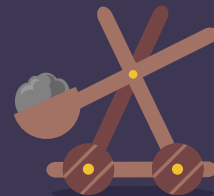
Note: Neither NINJAS nor DRAGONS can be used to RESPOND to an attack.

Note 2: A DRAGON cannot approach a kingdom that is fortified by an ARCHER.



CATAPULT

PRE-ATTACK: Play a CATAPULT at the beginning of your ATTACK to completely destroy (discard) a rival's CASTLE. You may continue attacking if you choose.



LADDER

PRE-ATTACK: Play a LADDER at the beginning of your turn against a rival's fortifying CASTLE. This allows you to attack them with your COMMON ATTACK cards as normal (if there is no ARCHER). Discard the LADDER at the end of your turn.





COMMON ATTACK

ATTACK, RESPOND: PEASANTS **1**, SOLDIERS **2**, KNIGHTS **3**, KINGS **4**, and QUEENS **5** are COMMON ATTACK cards. Their **strength** (displayed in the upper right corner of the card) indicates either **1** how many gems they can take when attacking, **or** **2** how many gems they protect when responding to an attack. They can only **RESPOND** to COMMON ATTACK cards.

Note: You can **ATTACK** or **RESPOND** with only one card at a time (see **REVOLT** for exception).

Note 2: If someone attacks you with a **KNIGHT 3** but you only have 1 gem left, they only get your 1 gem. The **KNIGHT'S** excess **STRENGTH** is “wasted”.

REVOLT: You may stack multiple **PEASANTS** either to **ATTACK** or **RESPOND**. Seven **PEASANTS** played together would **ATTACK** for seven gems. Be careful, a **TRAITOR** could make your whole **PEASANT REVOLT** suddenly attack you back.

Example: It's your turn. You attack a rival with your **SOLDIER 2**. They respond with their own **SOLDIER 2**. Both cards are discarded. Because no gems moved, you may choose to end your turn or continue attacking.



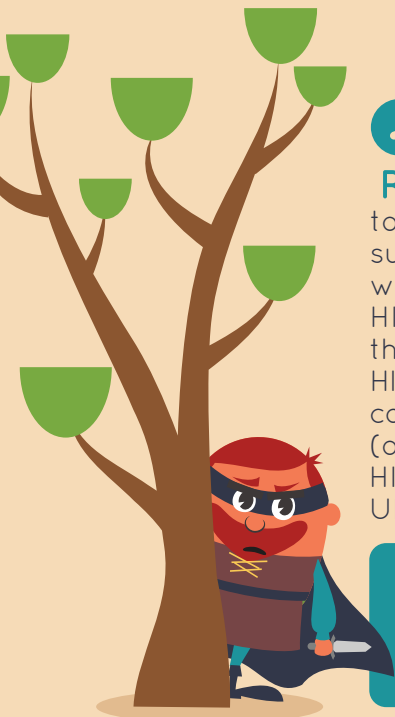
Next, you attack with your **KNIGHT 3** for three gems. Your rival decides to respond with his **KING 4**, protecting up to 4 gems. Both the **KNIGHT** and **KING** are discarded and no gems move.



You decide to attack again, this time with a **QUEEN 5**. Your rival responds with 3 **PEASANTS 1 1 1**. Because your **ATTACK** is stronger (**5** minus **3**), they must give you 2 gems. Gems have moved and your turn is over.



The player to your left notices you are close to winning. To your horror, she attacks you with her **KING 4**. Having no **RESPOND** cards left, you must surrender 4 of your precious gems.



HIGHWAYMAN

RESPOND: Play a HIGHWAYMAN to steal all the gems from a rival's successful attack, (even if they were just stolen from you). The HIGHWAYMAN is the only card that can be played **out of turn**. A HIGHWAYMAN can only steal gems captured by a COMMON ATTACK (or a REVOLT) or from another HIGHWAYMAN, but not from a UNIQUE ATTACK.

PRINCESS

RESPOND: When a rival attacks you with a DRAGON or KNIGHT, you may RESPOND with your PRINCESS to take the DRAGON or KNIGHT (before the attack happens) into your own hand to use later. Discard the PRINCESS. Because no gems have moved, your rival may continue attacking you.



EXECUTIONER

RESPOND: Play an EXECUTIONER to end any ATTACK against you as well as your attacker's turn. The EXECUTIONER is only effective against an attacker with a head, not against a LADDER or CATAPULT.





Example: A rival destroys your CASTLE with her CATAPULT, and then plays a KING  to take 4 gems. You play your EXECUTIONER to kill her KING and end her turn, but your CASTLE is destroyed.

Example 2: A rival's DRAGON  attacks you. Your EXECUTIONER kills it before your CASTLE and gems

Attack me.
I dare you!

TRAITOR

RESPOND: Play a TRAITOR to turn a COMMON ATTACK back against its own kingdom, bypassing any fortifications.

Example: A rival attacks you with a KNIGHT, and you respond with a TRAITOR. This makes the KNIGHT  immediately attack your rival back, even though he has a fortifying ARCHER. He responds to the traitorous KNIGHT's attack with his SOLDIER , and he must give you one gem. Because gems moved, his turn is over.



Note: You can play a TRAITOR on an already traitored card. Think of them as double agents.

Note 2: TRAITORS have no effect against a UNIQUE ATTACK card.

HERALD

SPECIAL ACTION:

Play a HERALD to force each player to place one of their cards (their choice) face-up in front of them. Pick one of the cards and put it into you own hand to use later. Players return unchosen cards to their hands.



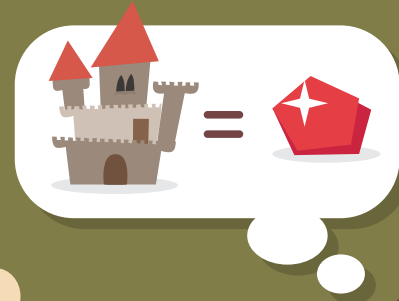
MERCHANT

SPECIAL ACTION: When you play a MERCHANT, pay one of your own gems to blindly pick half (rounded down) of a rival's cards.



Example: A player has 9 cards in their hand. You play your MERCHANT and pay them a gem. After shuffling their cards, they hold them face down while you blindly take half of their cards. Because 9 is an uneven number, you must round it down to 8 and pick 4 cards.

Note: SPECIAL ACTIONS are unstoppable.



MONK

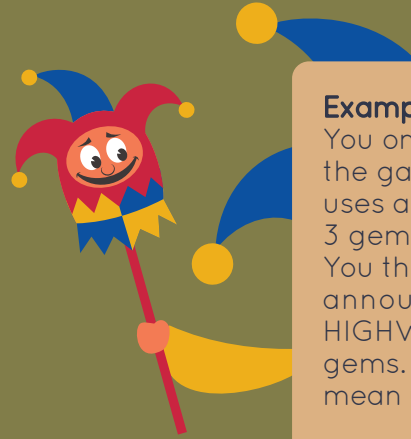
SPECIAL ACTION:

Play a MONK to simultaneouslyyyy-tax **all** kingdoms that are fortified by a CASTLE (except your own). Taxed kingdoms must give you either **1** two of the cards in their hand (their choice), **or** **2** one of their gems, whichever they prefer.



JESTER

WILDCARD: JESTERS are wildcards that can represent any card (living things, not objects) you choose.



Example: You have eight gems. You only need two more to win the game. One of your rivals uses a KNIGHT **3** to capture 3 gems from another rival. You throw down your JESTER, announcing that he is a HIGHWAYMAN, stealing the 3 gems. You have 11 gems which mean you've won the game!

Unless... another HIGHWAYMAN steals them from you, prolonging the game...

TWO PLAYER VARIATION

Setup: Place 6 gems in front of each player. Remove all the expansions from the deck and put them back in the box. Shuffle the cards. Two player gameplay has two phases: drafting and dueling. These phases are repeated until one player has all 12 gems, winning the game.

PHASE 1: Drafting

Deal 15 cards face down between you and your rival and set the other cards aside. Draw a card. If you decide to keep it, place it in your hand. If you would rather pick again, give the card to your rival and draw another. You may continue giving one card at a time to your rival until you find a card that you decide to keep. Once you keep a card, your rival may begin picking, giving you cards they don't want, and stopping after they draw a card they decide to keep. The person who takes the last card (from the pile of 15) always takes the first turn in the PHASE 2.

Who goes first? The player with the fewest gems **always** begins PHASE 1. If both players have the same number of gems, the player with the least number of cards picks first. If both have the same number of gems and cards, the youngest player starts.

Note: Players may have a significantly different number of cards in their hand when PHASE 2 begins.

PHASE 2: Dueling

On your turn, you may FORTIFY your kingdom (play a CASTLE, ARCHER, and/or MINSTREL face-up), ATTACK a rival (with one or more attack cards until gems move), or play a SPECIAL ACTION card. When you are attacked, you may play a RESPOND card to minimize losses.

When a player cannot or does not want to play a card at the start of their turn, they must: discard a card if they have four or more cards in their hand or call for a re-deal and restart PHASE 1 if they have three or less cards in their hand.

Note: When restarting PHASE 1, all face-up fortifications must be discarded, but players keep any unused cards in their hand to use in a future PHASE 2.

TWO PLAYER (CONT.)

All cards are played with the same abilities as is written in the rule book EXCEPT:

HERALD- Play a HERALD to force your rival to place two cards in front of them (instead of one card in 3-6 player rules). You must pick one of the cards to put in your own hand to use later.

MERCHANT- You must pay two gems (instead of one gem in 3-6 player rules) to blindly pick half of your rival's hand (rounded down).

MONK- Play your MONK to tax a rival's fortifying CASTLE. Your rival must pay you either two gems or three cards (instead of one gem or two cards in 3-6 player rules).

MINSTREL- Whenever you play a MINSTREL, your rival must immediately discard two of their cards (instead of keeping you safe until your next turn in 3-6 player rules). The MINSTREL is then discarded.



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