7-99 | 2-5 | 15'

NIN JAN

A game by **6jizo**
Illustrated by **Crocotame**

RULES OF ROCK-PAPER-SCISSORS

COMPONENTS

48 cards numbered -6 to 10 in 3 colours
5 player aids

GOAL OF THE GAME

Have the highest number of points at the end of the game. Points are calculated by adding up the values of all the cards you've collected during the game.

SETUP

1. Shuffle the cards.

2. Place 3 cards in the centre of the table, face up. These are the starting cards for the 3 piles that will remain in play throughout the game.

3. Deal 9 cards to each player, face down. Look at your hand without showing it to the other players.

4. Put the remaining cards back in the box, without looking at them.

HOW TO PLAY

Each game lasts 9 rounds. There are 2 phases to each round:

1. Choose a card
2. Resolve cards in descending order

1. Choose a card

Each person chooses 1 card from their hand and places it face down in front of them. Once everyone has chosen, the cards are all turned over at the same time.

2. Resolve cards in descending order

Players now take turns resolving their chosen cards in order from highest value (number) to lowest value.

Notes:
a. If 2 cards have the same value, resolve the "stronger" card first. Important: a card's strength is decided by its **colour** rather than its value, based on the rules of Rock-Paper-Scissors (refer to the beginning of the rulebook if you need a reminder).

b. If 3 cards have the same value, the turn order for resolving cards is as follows:

Example of turn order for resolving cards: At the beginning of the second phase of a round, the following 5 cards are turned over:

Therefore the turn order for resolving the cards in this round would be:

To resolve your card, compare it to the cards in the centre of the table to see if you can beat any of them.
If a pile consists of 2 or more cards, you compare your card to the one on the top of the pile.

To beat a card from the centre of the table, your card must be stronger according to the rules of Rock-Paper-Scissors (see beginning of the rulebook); **its numerical value is not taken into account during this phase.**

If your card beats 1 of the 3 cards on top of the 3 piles in the centre of the table:
a. Take that card as well as any other cards in its pile.

Notes:
• If you can beat multiple cards, you can choose the pile you prefer.
• If the pile you win contains multiple cards, take all of them.
• Place the cards you win face up next to you. Anyone can look at the cards won by other players.

b. Put the card you resolved this turn in place of the pile you picked up so that there are always 3 piles of cards in the centre of the table.

If your card cannot beat 1 of the 3 cards on top of the 3 piles in the centre of the table:
Place your card on 1 of the 3 piles. Make sure the values of the other cards in the pile remain visible.

Notes:
There is no limit to the number of cards in each pile.

Now begin a new round and continue playing until everyone has played all 9 cards of their starting hand.

END OF THE GAME
Once you've resolved your last card, total the values of all the cards you've won. The player with the most points wins. In case of a tie, determine the winner with a round of Rock-Paper-Scissors.

The game's illustrations are inspired by ninja imagery in pop culture (such as the ninja training blindfolded).

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EXAMPLE OF A ROUND
Cards played:

The person who played the 7 Paper card resolves their card first. Their card can beat either of the 2 Rock cards.

The third pile will give them more points. They therefore choose to take the 8 Rock card and put down their 7 Paper card in its place.

A

The person who played the 3 Paper card beats the other Rock card and takes the second pile (both cards).

B

The person who played the 3 Rock card beats the Scissors card and takes the first pile.

C

The person who played the -4 Rock card cannot beat any of the piles, so they add their card to the pile of their choice.

D

The person who played the -6 Scissors card beats the Paper card. They take the second pile and put down their -6 Scissors card in its place.

E
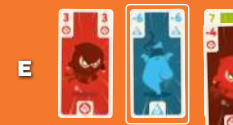
Here's the situation at the end of the round.