



Game Manual

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SHONEN JUMP'S
NARUTO
COLLECTIBLE CARD GAME

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Hokage

The Ultimate Ninja Master in the Village Hidden in the Leaves.

To become Hokage, one must master patience, training, discipline. But above all, one must possess unearthly talent. Only a few have been bestowed this title through the ages. The 4th Hokage fought his final battle against impossible odds to save the Village Hidden in the Leaves.

Naruto, a young ninja student who witnessed the battle, will never forget the 4th Hokage's heroic achievement in saving his village. With the evil Nine-Tailed Fox Spirit burning within him, Naruto is determined to master the art of the ninja in a world engulfed with chaos, fear, and vengeance to achieve his dream to become the Hokage.



Through training, comes mastery.
Through mastery, comes victory.

I.

INTRODUCTION TO THE CARDS.
(NINJA CARDS, JUTSU CARDS, MISSION CARDS,
AND CLIENT CARDS)

Card Types:

There are 4 types of cards for the NARUTO Collectible Card Game. They are all distinctive and valuable in your quest to lead your Village to victory. Study them well, so that you can use them effectively!

Ninja Cards

The Ninja cards represent the unique Ninjas in the NARUTO world. When the rules or text on the cards refer to "Ninja(s)", they are referring to Ninja cards. By being played during the Battle Phase, the cards launch attacks against the enemy or wage fights with opposing Ninja(s).



- A. Card Type
 - B. Symbol
 - C. Name
 - D. Characteristics
 - E. Entrance Cost
 - F. Hand Cost
 - G. Support (Injured Status)
 - H. Combat (Injured Status)
 - I. Combat Attribute
 - J. Support (Healthy Status)
 - K. Combat (Healthy Status)
 - L. Effect
 - M. Expansion Mark
 - N. Flavor Text
 - O. Rarity
 - P. Card Number
- NOTE:** "Combat" and "Support" are combined to represent "Power".

Jutsu Cards

The Jutsu cards represent various arts used in NARUTO World. By using Chakra, the fighting power of Ninjas can be increased or the opponent's Ninjas can be attacked.



- A. Card Type B. Symbol C. Name D. Jutsu Cost
E. Effect/Target/Requirement F. Flavor Text
G. Expansion Mark H. Rarity I. Card Number

Mission Cards

The Mission cards represent various events and tasks in the NARUTO world. Only one Mission card can be played per turn. These cards, with their various effects, can help you gain the upper hand if used wisely.



- A. Card Type B. Symbol C. Name D. Entrance Cost
E. Hand Cost F. Effect/Target G. Flavor Text
H. Expansion Mark I. Rarity J. Card Number

Client Cards*

The Client cards represent the clients that offers jobs to the Ninjas' Village. They can also represent ordinary people. Unlike Ninja cards, they cannot be sent out to Battle. However they are able to support the Ninjas and Villages with various effects. When the rules or text on the cards refer to "Client(s)", they are referring to Client card(s).



- A. Card Type B. Symbol C. Name D. Entrance Cost
E. Hand Cost F. Effect G. Flavor Text H. Expansion Mark
I. Characteristic J. Card Number K. Rarity

*Client Cards will appear in upcoming Booster releases of the NARUTO Collectible Card Game.

"I'll protect you with my life.

All of you."

– Kakashi Hatake



II.

GETTING STARTED
BEFORE STARTING THE GAME, YOU WILL NEED TO MAKE SOME PREPARATIONS. READ THE FOLLOWING INSTRUCTIONS CAREFULLY.



Essential Items to Play the Game

Before starting the game, you will need to make some preparations. Read the following instruction carefully.

Two players

The NARUTO Collectible Card Game is a one-on-one game.

Decks

Each player needs a Deck of cards from the "Naruto Collectible Card Game".

Note the following when preparing the Deck:

1. Choose the cards you wish to include in your Deck.
Your Deck must have exactly 40 cards.
2. You can have up to 25 Ninja cards in your Deck.
3. You can have up to 3 cards with the same "name" in your Deck.



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Game Mat

The Game Mat, which comes with the Starter Deck, is required to play this game. Each player will need one Game Mat. To form the gaming area, combine two Game Mats together so that the Battlefield from each Game Mat are connected.



- A. Battle Reward area: The area to place the Battle Rewards you get during the game.
- B. Deck area: The area to place your Deck.
- C. Discard Pile: The area to place all the discarded cards.
- D. Chakra Pile: The area to place cards as Chakra to use Jutsu cards. All used Jutsu and Mission cards are also placed here.
- E. Village: The area to place Ninja, Client, and "Permanent" Mission cards.
- F. Turn Indicator: The area to place the Turn Marker to keep track of your turns. It begins at "0" and moves up by 1 at the end of the Attacker's turn.
- G. Battlefield: The area where your Team(s) are sent out to Battle against your opponent's Team.
- H. Flow of the Game

Turn Marker and Ninja Blade Coin

Each player must have a Turn Marker and a Ninja Blade coin. Each Starter contains 6 Turn Markers and 1 Ninja Blade coin. If these items are lost, they can be easily be replaced. Turn Marker can be replaced with coins, paper clips, etc. A Ninja Blade coin can be replaced with a regular coin.

Preparations

1. Place two Game Mats together. Place your Deck on your Deck area. Then, place a Turn Marker on "0" of your Turn Indicator.
2. Shuffle your Deck well. Next, shuffle your opponent's Deck.
3. Determine who makes the first move (i.e. by playing Rock-Paper-Scissors or flipping a Ninja Blade coin). The winner decides whether to make the first move or not.
4. Draw 6 cards from your Deck and place them in your hand. If you do not like the cards you drew, you can redraw new cards using the following rules:

Rules for redrawing

- A. Return your hand to the Deck and reshuffle the cards well.
 - B. Next, ask your opponent to re-shuffle your cards as well.
 - C. Draw **5** cards.
 - D. If you do not like these cards either, you have one final opportunity to redraw. Repeat steps A and B and then draw **4** cards.
5. Once your preparation is complete, you can start playing the game.



III.

GAME PROCEDURE (TURN FLOW)

NARUTO COLLECTIBLE CARD GAME IS PLAYED IN THE FOLLOWING SEQUENCE. REMEMBER THAT CERTAIN CARDS MAY ONLY BE PLAYED DURING CERTAIN PHASES.



Flow of the Game

The first player and the second player alternate taking turns during the game.

The player who is taking the turn is known as the “Attacker” and the other player is known as the “Blocker”.

During the turn, most actions will be taken by the Attacker.

Only the Attacker can launch Attacks.

The Blocker can take defensive measures against the Attack. Each player takes turns being the Attacker and the Blocker. When either player achieves the victory conditions, the game is over.



Victory Conditions

There are two Victory Conditions in the NARUTO Collectible Card Game:

1. A player who collects 10 Battle Rewards (see J. (4) Showdown - page 22) is the winner.

If both players have 10 Battle Rewards, the current Attacker is the winner.

2. A player who has no cards remaining in their Deck is the loser. If neither player has any cards in their Deck, the current Attacker loses the game.



Start Phase

- | | |
|----------------|----------|
| A. Draw a Card | Attacker |
|----------------|----------|

Mission Phase

- | | |
|-------------------------|----------|
| B. (1) Deploy a Ninja | Attacker |
| C. (2) Use Mission Card | Attacker |
| D. (3) Charge Chakra | Attacker |
| E. (4) Deploy a Client | Attacker |

Organization Phase

- | | |
|--------------------|----------|
| F. Organize a Team | Attacker |
|--------------------|----------|

Battle Phase

- | | |
|--|----------|
| G. (1) Send out the Attacker's Team(s) | Attacker |
| H. (2) Send out the Blocker's Team(s) | Blocker |
| I. (3) Exchange of Jutsu | Both |
| J. (4) Showdown | Both |
| K. (5) Return | Both |

End Phase

- | | |
|-----------------------------|----------|
| L. (1) Judge the Winner | Both |
| M. (2) Adjust the Hand | Attacker |
| N. (3) Move the Turn Marker | Attacker |

Start Phase

A. Draw a Card

The Attacker draws the top card from his Deck and adds it to his hand.

Mission Phase

The Attacker can perform any of the following actions in any order.

- (1) Deploy a Ninja
- (2) Use Mission Card
- (3) Charge Chakra
- (4) Deploy a Client

B. (1) Deploy a Ninja

The player can deploy a Ninja in his hand to his Village (see Game Mat). When deploying a Ninja, follow these rules:

- Only 1 Ninja per turn can be deployed. If there is more than 1 Ninja with the same name, only 1 can be deployed in the Village. (Example: If you have a Sasuke Uchiha in your Village, you cannot place another Sasuke Uchiha in the Village.)
- The player can place a Ninja in their Village even if the opponent has a Ninja of the same name in their Village.
- The Entrance cost of the Ninja must be equal to or less than the number on the player's Turn Indicator that is currently occupied by their Turn Marker. (Example: Iruka (Ninja-008), which has "Entrance cost 2", cannot be deployed unless the Turn Marker on your Game Mat's Turn Indicator is placed on number "2" or higher.
- To put a Ninja with 1 or more Hand costs in play, you must send the indicated number of cards from your hand that have the same Symbol as the Ninja to your Chakra area.
- The deployed Ninjas are placed vertically (in healthy status) in the Village.



C. (2) Use Mission Card

The player can use the Mission card in his hand. When using Mission card, follow these rules:

- Only 1 Mission card per turn can be used.
- The Entrance cost of the Mission card must be equal to or less than the number on the player's Turn Indicator that is currently occupied by their Turn Marker.

(Example: To use Leaf Headband (Mission-003) (Symbol: 雷), which has "Entrance cost 2", cannot be played unless the Turn Marker on your Game Mat's Turn Indicator is placed on number "2" or higher.

If the Mission card calls for a specific target, then the player must choose the target when the card is played. If the player cannot specify a target, the Mission card cannot be used.

After the Mission card is used and the card is in effect, the card is moved to the Chakra area.

To put a Mission card with 1 or more Hand costs in play, you must send the indicated number of cards from your hand that have the same Symbol as the Mission card to your Chakra area.



D. (3) Charge Chakra

The player can move cards in his hand directly to the Chakra area. This action is called "Charging Chakra". Follow these rules to charge Chakra:

- There is no limit to the number of cards the player can move per turn.
- The effect of cards moved to the Chakra area will not be applied.
- Cards that are sent to this area are referred to as "Chakras".

Note that Mission and Jutsu cards, once played, are also sent to the Chakra area.

E. (4) Deploy a Client

The player can deploy a Client in his hand to his Village. When deploying a Client, follow these rules:

- Only 1 Client card per turn can be deployed in the Village.
- Only 1 Client card can be in play per player.
- The player can place a Client in their Village even if the opponent has the same Client in their Village.
- The Entrance cost of a Client must be equal to or less than the number on the player's Turn Indicator that is currently occupied by their Turn Marker.
- To put a Client with 1 or more Hand costs in play, you must send the indicated number of cards from your hand that have the same Symbol as the Client to your Chakra area.

** Deployment of a Client is not included in the "1 Ninja per turn" restriction.

Organization Phase

F. Organizing a Team

The player can organize the Ninjas in his Village to create Teams. When organizing a Team, follow these rules:

- Each Team can consist of 1 to 3 Ninjas.
- There is no limit to the number of Teams the player can organize.
- All the Ninjas in the Village must belong to a Team (Example: When the player has 4 Ninjas in his Village, they can be organized into 4 Teams of 1 Ninja each. Alternatively, the player can organize 2 Teams of 2 Ninjas or 1 Team of 3 Ninjas and 1 Team of 1 Ninja.)

Once the Teams are organized, the player cannot change the Teams until the next Organization Phase.

The following Battle Phase is skipped during the first player's initial turn. The first player should proceed to the "End of the Turn" during the initial turn.





Battle Phase

Players perform actions in this phase in the following order:

- (1) Send out the Attacker's Team(s)
- (2) Send out the Blocker's Team(s)
- (3) Exchange of Jutsu
- (4) Showdown
- (5) Return

G. (1) Sending out the Attacker's Team(s)

The Attacker can send out their Team(s) to Battle. To send them into Battle, the Attacker moves the Team(s) into their Battlefield. The Attacker can also choose not to Attack and send no Teams out.

The Attacker sends out their Team(s) using the following procedures:

1. Decide which Team(s) to send out. The Attacker can send out up to 3 Teams in a turn. Of course, the Attacker may choose not to send out any Team.
2. Choose a Ninja to be the "Head" of each Team. All the others become "Back" Ninjas and are placed in a line behind the Head Ninja. In a Team made up of only 1 Ninja, the Ninja is considered to be a Head Ninja.

This configuration cannot be changed during the current turn.

H. (2) Sending out the Blocker's Team(s)

The Blocker can send out his Team(s) to the Battlefield to Block the Attacker's Team(s). The Blocker can also choose not to Block and send no Teams out. The Blocker sends out their Team(s) using the following procedures:

1. Decide which Team(s) to send out. The Blocker can send out as many Teams as were sent out by the Attacker, but cannot exceed that number.
2. Decide which Blocker's Team(s) will block which Attacker's Team(s). A Blocker's Team cannot block more than 1 Attacker's Team.
3. Choose a Ninja to be the "Head" of each Team. All the others become "Back" Ninjas and are placed in a line behind the Head Ninja. This configuration cannot be changed during the current turn.

When an Attacker's Team is blocked by a Blocker's Team, the two Teams are considered to be "Battling". Attacker's Teams which are not blocked by a Team are considered to be "Non-Battling". Ninjas in Teams which were not sent out for combat are called "Stand-By Ninjas" during that turn.



I. (3) Exchange of Jutsu

During the Exchange of Jutsu, the player can use the Jutsu cards in their hand. When a Jutsu card is used, it is included in a "Chain", and its effect is applied at the time of the "Settlement of a Chain". The following shows how to use the Jutsu cards:

How to use Jutsu Cards

When using Jutsu cards, follow these rules:

1. Decide the user of the Jutsu card

Decide the user of Jutsu card among the Ninjas currently in the Battlefield. Jutsu cards cannot be used by Stand-By Ninjas or Clients. Jutsu cards with a Requirements: in their effect text can only be used by Ninjas who meet the specified requirements. The selected Ninja can be the user of the Jutsu card until the effect of the Jutsu card is applied.

2. Decide the target of the Jutsu card

Jutsu cards with a Target: identify a specific target for the cards' effect. On Jutsu cards with no Target:, no target needs to be selected.

3. Pay Jutsu cost from Chakra area

Discard the number of Chakras specified by the Jutsu card's Jutsu cost. If the Jutsu card's Jutsu cost specifies certain symbols, discard the Chakras with that symbol. When the Jutsu cost specifies a number, discard the indicated number of Chakras, regardless of the symbol. You cannot discard more Chakras than are specified in the Jutsu card's Jutsu cost. Example: When using a Jutsu card with a Jutsu cost of 火 1, you must discard one card with the Fire symbol in the Chakra area, plus any one of the other cards (for a total of 2 cards). When the above procedure is performed without any problems, the use of Jutsu card is completed and it becomes part of a Chain as a "Jutsu card in Use". If the above conditions are not met or a player cannot pay the Jutsu cost, the effect of the Jutsu card cannot be used.



Chain

When one of the Ninjas uses a Jutsu card, a Chain occurs. During the Chain, another Jutsu card can cut in. By cutting another Jutsu card in, its effect can be applied before the first Jutsu card's effect is applied. The Chain follows the following procedure:

1. When one of the Ninjas first performs a Jutsu card in Use, a Chain occurs.
2. During the Chain, decide whether you want to cut in another Jutsu card or not. When using a new Jutsu card, any of the player's Ninjas can be selected as the user. However, when both players decide to cut in at the same time, the player who did NOT play the immediately preceding Jutsu card has priority to play the next Jutsu card.
3. Repeat Chain step #2 above until both players declare that no further Jutsu cards will be played, then proceed to "Settlement of a Chain". **Even if only one Jutsu card is played, it is still referred to as a Chain.**

Settlement of a Chain

During the Settlement of a Chain, the effects of the Jutsu cards are applied in reverse order of when they were played. In other words, the effects are applied from the last Jutsu cards played to the first Jutsu cards played. **Once a Jutsu card's effect is applied, move all the used Jutsu cards to their owner's Chakra area.**

If a Jutsu card's Requirement, Target, or effect is invalid when the effect of the card is to be applied, the Jutsu card fails and the effect is not applied. The failed Jutsu card is also moved to the Chakra area, but the Jutsu cost of the failed Jutsu card is not returned to the player. During the Exchange of Jutsu, Chains can be generated as many times as desired in one turn. Once both players declare that no further Chains will be generated, the Exchange of Jutsu ends and the game moves to the Showdown.

J. (4) Showdown

The Teams sent out in steps (1) and (2) are processed here. First, calculate the Team Power of the Teams that were sent out.

Team Power = Head Ninja's "Combat" + Back Ninja(s)' "Support"

(If there are two Back Ninjas in a Team, add BOTH Ninjas' Support to the Head Ninja's Combat.) Additionally, when performing a Mental Power Battle, use "Team Mental Power * Total".

Team Mental Power = Total of Ninjas' Mental Power * in the Team

For the rules of Mental Battle, see the following description and replace the word "Team Power" with "Team Mental Power".

* Cards with a "Mental Power" Characteristic will appear in upcoming Booster releases of the NARUTO Collectible Card Game.

The process for the Showdown is different for Battling Teams and Non-Battling Teams.



Non-Battling Teams

If a Team is a Non-Battling Team, it means that the Attack against the enemy has been uncontested. The Team is awarded with Battle Rewards based on its Team Power:

Team Power is 4 or lower - Normal Battle Reward

Draw 1 card from the top of the opponent's Deck and move it to your Battle Reward area, keeping it face down.

Team Power is 5 or higher - Outstanding Battle Reward

Draw 2 cards from the top of the opponent's Deck and move them to your Battle Reward area, keeping them face down.

Battling Teams

If a Team is a Battling Team, it means that a Battle against the Blocker's Team occurs. When the Battle occurs, compare your Team Power with your opponent's Team Power. The result is processed as follows:

Team Power difference is between 1 and 4 - Victory/Defeat

The Team with less total Team Power is defeated. The Head Ninja of the defeated Team receives 1 Damage. (see Damage in the next section)

Team Power difference is 5 or more - Outstanding Victory/ Complete Defeat

The Team with less total Team Power is completely defeated. The Head Ninja of the completely defeated Team receives 2 Damages, and each Back Ninja receives 1 Damage. (see Damage in the next section)

Team Power is equal - Draw

Both Teams' Head Ninjas receive 1 Damage. (see Damage in the next section)

The above process is called a "Showdown" and is applied to all the Teams that are sent out.

Damage and Injured Ninjas

Damage

Normally, Ninjas are placed vertically (healthy status). They are placed horizontally (injured status) when they receive 1 Damage. If they receive another Damage, the Ninja is considered knocked down and the card is discarded. When a Ninja in healthy status receives 2 Damage, injured status is skipped and the card is immediately discarded.



Healthy status (vertical) The Ninjas in this status are called healthy Ninjas

Injured status (horizontal) The Ninjas in this status are called injured Ninjas

Injured Ninjas

When Ninjas are injured, some disadvantages occur:

- 1) The injured status "Combat" and "Support" values are applied.
- 2) The effect text of injured Ninjas is negated. However, an effect with a Valid: icon is valid even in injured status. A Ninja in injured status can be returned to healthy status through the "healing" effects of certain cards. When card effects instruct you to "heal" an injured Ninja, move it back to its vertical, healthy status position.

K. (5) Return

After Battle, all Teams that have been sent out to the Battlefield are returned to their own Village. At that point, all the Teams become Stand-By Ninjas, and maintain their current status. In other words, any Ninjas injured in Battle remain in injured status. Ninjas with 2 Damage are discarded and are not returned to the Village.

End Phase

L. (1) Judge the Winner

Victory Conditions are checked to see if a player has won the game:

1. A player with 10 Battle Rewards “inflicted destructive damage to the opponent’s Village” and wins the game. If both players have 10 Battle Rewards, the current Attacker wins the game.
2. If a player has no cards in their Deck, “the Village has a shortage of power” and that player loses the game. If neither player has any cards in their Deck, the current Attacker loses the game.

If a player has no cards in their Deck but has 10 Battle Rewards, the player wins the game because Rule #1 is applied first.

M. (2) Adjust the Hand

If the Attacker has 7 or more cards at the end of their turn, they must discard the extra cards and keep 6 cards in their hand. If the Attacker has 6 or less cards at the end of their turn, no action is necessary. The Blocker, regardless of the number of cards in their hand, does not discard.

If the winner of the game has not been decided at this point, start a new turn. The Attacker during the previous turn now becomes the Blocker, and vice-versa.

N. (3) Move the Turn Marker

The Attacker moves up their Turn Marker on the Turn Indicator by 1.



**“You will never be accepted
in this village!!”**

—Mizuki

IV.

TERMINOLOGY OF THE GAME

THE NARUTO COLLECTIBLE CARD GAME HAS SOME SPECIAL TERMS.
REFER TO THE FOLLOWING LIST WHILE PLAYING THE GAME.



Your Village

Your home Village. Your in-play Ninjas and Clients remain here when not in Battle. All the cards here are placed face up.

Your Opponent's Village

Your opponent's Village. Your opponent's in-play Ninjas and Clients remain here when not in Battle. All the cards here are placed face up.

Hand

The cards in your hand are held with the back side of the cards facing your opponent. You cannot see what type of cards are in your opponent's hand, but you may count the number of the cards he has.

Battle Rewards

The cards placed on the Battle Reward area are known as Battle Rewards. Obtaining 10 Battle Rewards is one of the game's Victory Conditions. You can obtain them by successfully Attacking & defeating your opponent in Battle. They are placed face down.

Chakra

Cards in the Chakra area which are needed to pay the Jutsu cost of Jutsu cards. They are kept face up, and both players can check the contents of the cards.

Charge Chakra

To charge Chakra means to move cards from the hand to the Chakra area. Cards charged as Chakra are always moved to the owner's Chakra area.



Discarded Cards

Discarded cards are cards that have been used and are placed in the Discard Pile. They are kept face up, and both players can check the contents of their cards.

Combat Attributes

The Combat Attribute shows the Ninja's fighting methods. Below are some examples of Combat Attributes:

忍 Ninjutsu	武 Weapon	精 Mind	牙 Fang
幻 Genjutsu	炎 Flame	影 Shadow	蟲 Insect
体 Taijutsu	霧 Mist	食 Food	氷 Ice

- There are many other Combat Attributes.

X

X indicates any number.

(+ X / - X)

Additions or subtractions to the Ninja's Power (from left to right: Combat, Support).

"Genin"

"Genin" indicates Ninjas and Clients who have "Genin" as their Characteristics. Likewise, "Leaf" indicates that the Ninja's Characteristic is "Leaf".

"Genin" + "Male"

"Genin" + "Male" indicates Ninjas and Clients who have "Genin" and "Male" as their Characteristics.

Mental Power: X

This shows the level of knowledge and academic skills of the Ninjas, and is used when executing a Mental Battle. Ninjas without "Mental Power: X" are considered to be the same as "Mental Power: 0". The value of a Ninja's Mental Power does not change even when they are injured. *Cards with a "Mental Power" Characteristic will appear in upcoming Booster releases of the NARUTO Collectible Card Game.

Negate

This means that the effect of the card cannot be applied. The cost paid for the card cannot be returned.

Showdown

The term for calculating the results of Battle between the Teams set out in the Battle Phase.

Mental Power Battle

This indicates that the Showdown is calculated applying the Team Mental Power instead of the Team Power. *Cards with a "Mental Power" Characteristic will appear in upcoming Booster releases of the NARUTO Collectible Card Game.

Ninja Blade Coin Toss

A Ninja Blade coin is flipped to decide something. Decide which is heads, then flip the Ninja Blade coin at least 3 inches in the air, making sure it rotates several times.

Combat Attributes

Shuffle means to rearrange the Deck to produce a random order. After shuffling your Deck, also ask your opponent to shuffle your Deck.



Ninja and Client Effects*

The effect text of a Ninja is valid as long as the Ninja is in play and is in healthy status. However, effects which have “Valid” at the beginning of the effect text are valid even when the Ninja is injured. An in-play Client’s effect text is always valid.

Client Symbols*

Each Client card has two symbols. These symbols are interchangeable. The player can use the symbol they wish when it is used as Chakra. However, it cannot be counted as two Chakras. *Client Cards will appear in upcoming Booster releases of the NARUTO Collectible Card Game.

“Original Owner” and “Your Card”

The “original owner” is the player who has the card in their Deck. The cards in the player’s Village or Battlefield are called “your cards”, and the player has the right to manage these cards. The owner’s cards are usually played in their Village. However, some cards may be moved to the opponent’s Village during the game due to an effect. When this happens, the cards are considered to be the opponent’s “your cards” during the game. However, the original owner of the cards cannot be changed.



Teams with 4 or More Ninjas

If a Team ends up with 4 or more Ninjas due to an effect, no action needs to be taken until the Organization Phase of your turn. At that point, the Team must be dissolved and a new Team with 3 or less Ninjas must be organized.

Rank

Some Ninjas have a Rank in their "Characteristics". Ranks have the following levels, listed from lowest to highest:

Ninja Academy Student > > Genin > > Chunin > > Special Jonin > > Jonin > > Satoosa (Village Leader) / Sannin

Example: When a Rank is described as "Genin or lower Rank" in a card effect, it includes Ninja Academy Students and Genin. When it is described as "Chunin or higher", it includes Chunin, Jonin, Special Jonin, and Satoosa*. Sannin is the same Rank as Satoosa*.

NOTE: "Ninja Hunter" and "Rogue Ninja" are not Ranks. If they have a description such as (Chunin), however, they are considered to be Ninjas of that Rank.

*Village leader

Special Descriptions in the Effect Text

Valid: An effect with this description is valid even when the Ninja is injured.

Requirements: The requirements for using Jutsu cards. Ninjas who do not meet these requirements cannot use Jutsu cards.

Target: The target of the card. If the specified target does not exist, the card cannot be used. Some cards have 2 or more specified targets.

Effect: The effect of the card. Apply the appropriate effect, as listed below:

Heal - An effect to return Ninjas from injured status to healthy status.

Counter - Mission cards with this description can be used only during the opponent's turn.

Permanent - Mission cards with this description are different than normal Mission cards. When the card is used, it must be placed in their own Village. The effect of the Mission card is valid as long as it is in the Village.

Permanent(X) - Mission cards with this description are different than normal Mission cards. When the card is used, it must be placed in their own Village. When Mission cards with this description are placed in the Village, place X number of Ninja Blade coins on the card. When your turn comes, remove one of the Ninja Blade coins. After removing the last coin on the card, change the Mission card into Chakra by moving the card to the Chakra area. The text of the Mission card is valid as long as it is in play.

*Mission Cards with "Permanent (X)" will appear in upcoming Booster releases of the NARUTO Collectible Card Game.

Growth*

If you have a Ninja with this description in your hand during your Mission Phase, you can put it in play in place of a Ninja in the Village which has the same name. The Ninja that was replaced then becomes Chakra. Place a Ninja Blade coin (symbolizing a "growth coin") on the newly placed Ninja. The Hand costs are not necessary to put a Ninja in play applying this growth effect. Ninjas which already have growth coins cannot be replaced with a new Ninja.

The growth coin also adds +1/+1 to the Ninja. The status (injured or healthy) of the original Ninja is carried over to the new Ninja. Any Ninja Blade coins the original Ninja may have (except for a growth coin) are also carried over. Growth is not considered to be a normal deployment of Ninjas, so there is no limit to the number of times it can be performed per turn. A Ninja placed in the Village in the current turn cannot be replaced by Growth during the same turn.

*Cards with a "Growth" Characteristic will appear in upcoming Booster releases of the NARUTO Collectible Card Game.



VI.

Creating a Deck

MASTER THE ART OF DECK CREATION. USE YOUR IMAGINATION AND ORGANIZATION SKILLS!

How to Create a Deck

The following is a sample of card allocation for a Deck:

Ninja cards with an Entrance cost of 0	10 Cards
Other Ninja cards	10 Cards
Jutsu cards	10 Cards
Mission cards	10 Cards
Total	40 Cards

The number of each type of card differs depending on the concept of the Deck. After playing the game a few times, adjust the Deck according to your preference. For example, you may wish to add Client cards that are available in the Naruto Booster Packs to your Deck. *Client Cards will appear in upcoming Booster releases of the NARUTO Collectible Card Game.

Symbol Types

Many of the Jutsu cards' Jutsu costs have specific symbols such as Lightning, Fire, Water, Wind, and Earth. Try to standardize the symbols of the cards in your Deck according to the Jutsu cards you want to use. If you have too many different symbols in your Deck, you may not be able to use the Jutsu card you want when you need it!

For example, if you want to include "Fire Style: Fire Ball Jutsu (Jutsu-010)" in your Deck, the Jutsu cost is "火火 1"; therefore, you should include more cards with the Fire symbol, such as "Sasuke Uchiha (Ninja-002)", "Kakashi Hatake (Ninja-011)", and "Mission of Capturing the Missing Pet "Tora" (Mission-006)".

Incorporating Combos

By combining the effects of 2 or more cards, a "Combo" can achieve a stronger effect. For example, if you use "Shadow Possession Jutsu (Jutsu-023)" on an enemy Ninja before using the "Mind Transfer Jutsu (Jutsu-022)", you can target even the strong Ninjas such as Jonin which cannot usually be targeted by "Mind Transfer Jutsu". Many cards in the NARUTO Collectible Card Game can be used as a part of a simple combo, or a complex and powerful combo. Study the combinations of cards to find original combos and include them in your Deck! By using a powerful combo, it is possible to turn the game around in one shot, making the game even more fascinating.



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