

Game Manual

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**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 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.



# INTRODUCTION TO THE CARDS I.

(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. During the Battle Phase, Ninjas can launch attacks against the enemy, wage fights with opposing Ninjas, or protect their Village.



- 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 (See pg. 32: Ninja and Client Effects)
- 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 Ninja arts used in the NARUTO world. By using Chakra, the fighting power of Ninjas can be increased or deadly Ninja moves can be used against your opponent.



- A. Card Type   B. Symbol   C. Name   D. Jutsu Cost  
E. Effect/Target/Requirement (See page 21: How to use Jutsu Cards)  
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 (See page 17: C. (1) Play  
 Mission Card / (2) Play Counter Mission Card)   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 (See page 32: Ninja and Client Effects)  
 G. Flavor Text   H. Expansion Mark   I. Characteristic  
 J. Card Number   K. Rarity



A full-page illustration of Sasuke Uchiha from the anime Naruto. He is shown from the waist up, wearing his signature brown cloak over a dark shirt. His black hair is spiky, and his red Sharingan eye is visible through the slit of his black mask. He is looking down with a somber expression at a hand with a black and white spotted pattern, which is reaching up towards him. The background is a textured, brownish-gold color.

"Tell me, which one  
of these people did this to you?"

– Sasuke Uchiha

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# 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 instructions 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 50 cards.
2. You can have up to 30 Ninja cards in your Deck.  
Platoon Ninja cards are excluded from this count.
3. You can have up to 3 cards with the same “name” in your Deck.





## 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 complete 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 Area: 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 each of your turns that you are 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. The Turn Marker can be replaced with coins, paper clips, etc. A Ninja Blade coin can be replaced with a regular coin.

## Turn Marker and Ninja Blade Coin

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)

THE 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”.

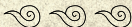
During the turn, most actions will be taken by the Attacker.

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 that are checked for during the End Phase (see page 25: End Phase)

1. A player who has a total of 10 or more Battle Rewards (see page 22: Showdown) is the winner.

If both players have a total of 10 or more 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. Deploy a Ninja

Attacker

C. (1) Play Mission Card

Attacker

(2) Play Counter Mission Card

Blocker

D. Charge Chakra

Attacker

E. Deploy a Client

Attacker

## ORGANIZATION PHASE

F. Organize a Team

Attacker

## BATTLE PHASE

G. Send out the Attacker's Team(s)

Attacker

H. Send out the Blocker's Team(s)

Blocker

I. Exchange of Jutsu

Both

J. Showdown

Both

K. Return

Both

## END PHASE

L. Judge the Winner

Both

M. Adjust the Hand

Attacker

N. Move the Turn Marker

Attacker

## Start Phase

### A. Draw a Card

The Attacker draws the top card from their Deck and adds it to their hand. Any effects which are generated "At the Beginning of the Turn..." will be applied before the player draws a card. During the first player's initial turn, that player does not draw a card but should proceed to the "Mission Phase".

## Mission Phase

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

- Deploy a Ninja
- Use a Mission Card
- Charge Chakra
- Deploy a Client

### B. Deploy a Ninja

The Attacker can deploy a Ninja in their hand to their Village. When deploying a Ninja, follow these rules:

- Only 1 Ninja can be deployed per turn. Ambushing a Ninja (see page 38: Ambush) is counted as deploying a Ninja, therefore a player may deploy a Ninja from their hand or Ambush a Ninja into play from their Chakra area. If there are more than 1 Ninja with the same name in your hand, 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, that player must move the indicated number of cards from their hand that have the same Symbol as the Ninja to their Chakra area.



- The deployed Ninjas are placed vertically (in healthy status) in that player's Village.

- Deploying Ninjas do not start a Chain, although any come into play effects will begin a Chain afterwards. Also, the opponent can respond to the deployment of a Ninja with a Counter Mission or card effect as long as the Timing is correct. (See page 32: Chain)

### C. (1) Play Mission Card / (2) Play Counter Mission Card

The Attacker can use a Mission card in their hand and the Blocker can also use a Counter Mission card in their hand. When playing any Mission card, follow these rules:

- Only 1 Mission card per turn can be played by the Attacker.
- Only 1 Counter Mission card per turn can be played by the Blocker.
- 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: Leaf Headband (Mission-003) (Symbol: 雷), which has "Entrance cost 2", cannot be played unless the Turn Marker on that player's 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 played.

To put a Mission card with 1 or more Hand costs in play, that player must move the indicated number of cards from their hand, that have the same Symbol as the Mission card, to their Chakra area (If it has more than 1 Symbol, that player gets to choose either or both of them when they pay the Hand cost). After the Mission card is played and the effect is applied, the card is moved to their Chakra area.

**NOTE: Permanent Missions remain in play in the Village.**  
**(See page 36: Permanent)**

- Playing a Mission will start a Chain. The opponent can respond to the Mission card with a Counter Mission or card effect as long as the Timing is correct. (See page 32: Chain)

#### D. Charge Chakra

The player can move cards in their 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 (Unless stated on the card.)
- Cards that are moved or sent to the Chakra area are referred to as "Chakras".

**NOTE:** Mission and Jutsu cards are also moved to the Chakra area after they have been played, whether or not their effect has been applied. However, when a Mission or Jutsu card is moved to the Chakra area this way, it is not called "Charging Chakra".

#### E. Deploy a Client

The Attacker can deploy a Client in their hand to their Village.

When deploying a Client, follow these rules:

- Only 1 Client can be deployed per turn.
- Only 1 Client 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, that player must send the indicated number of cards from their hand that have the same Symbol as the Client to their Chakra area. (That player gets to choose either or both of the Symbols when they pay the Hand cost)
- **\*\*Deployment of a Client is not included in the "1 Ninja per turn" restriction.**
- Deploying Clients do not start a Chain, although any come into play effects will begin a Chain afterwards. Also, the opponent can respond to the deployment of a Client with a Counter Mission or card effect as long as the Timing is correct. (See page 32: Chain)

## Organization Phase

### F. Organizing a Team

The Attacker can organize the Ninjas in their 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 their next Organization Phase.



The following Battle Phase is skipped during the first player's initial turn. The first player should proceed to the "End Phase" 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. 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. Sending out the Blocker's Team(s)

The Blocker can send out their 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 to send out. Of course, the Blocker may choose not to block any Team.
2. Decide which Attacking Team that Team is to Block. A Blocker's Team cannot block more than 1 Attacker's Team.
3. Choose a Ninja to be the "Head" of that 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.
4. If there is another Attacking Team, the Blocker starts again with Step 1 for the next Team. When the Blocker has blocked all the Attacking Teams, or when the Blocker decides that they do not wish to block any more Teams, play proceeds to the Exchange of Jutsu. (See Exchange of Jutsu in the next section.)

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 to Battle are called "Stand-By Ninjas" during that turn, and remain in the Village

## I. Exchange of Jutsu

During the Exchange of Jutsu, both player's Ninjas on Battlefield can use the Jutsu cards in that player's hand. When a Jutsu card is used, it is included in a "Chain" (See page 32: Chain), and its effect is applied at the time of the "Resolution 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 the Jutsu card among your Ninjas currently in the Battlefield. Jutsu cards cannot be used by Stand-By Ninjas or Clients. Jutsu cards that have a "Requirements:" can only be used by Ninjas who meet the specified requirements. Those requirements are checked when the Jutsu card is initially used, and when it is ready to be resolved. The selected Ninja now becomes 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. The target is checked when the Jutsu card is initially used and when it is ready to be resolved.

### 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). If a Jutsu cost includes "X", the printed Jutsu cost is paid first.

Then the value of "X" is determined and a number of cards from the Chakra area are moved to the Discard Pile that equal that value of "X". This is not part of the Jutsu cost, but an extra step in addition to the payment of the Jutsu cost. If there are multiple "X"s noted, each "X" must equal the same value, and an equivalent amount of Chakras for each "X" are moved to the Discard Pile. When the above procedure is performed without any problems, the use of a Jutsu card is completed and it becomes part of a Chain as a "Jutsu card being used". If the above conditions are not met, the effect of the Jutsu card cannot be used and the Jutsu card is returned to the player's hand. (See page 32: Chain)

## J. Showdown

The Battle between the Teams that were 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".

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





### **Non-Battling Teams**

If a Team is unblocked at the beginning of Showdown that 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. However, if the Attacker has sent out more than one Attacking Team, the Attacker decides in which order to process each Attacking Team's Battle, whether non-Battling or Battling.

# 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 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. Return

After the Showdown, 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 that were discarded are not returned to the Village.

## End Phase

The following process is performed during the End Phase:

### L. Judge the Winner

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

1. A player who has a total of 10 or more Battle Rewards "inflicted destructive damage to the opponent's Village" and wins the game. If both players have a total of 10 or more 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. If the winner of the game has not been decided at this point, continue to 'M'.**

### M. Adjust the Hand

If the Attacker has 7 or more cards in their hand 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.

### N. Move the Turn Marker

The Attacker moves up their Turn Marker on the Turn Indicator by 1. Any effects which are generated "At the End of the Turn" are applied after the Turn Marker is moved. 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.



# IV.

## TERMINOLOGY OF THE GAME

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

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## **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. You may count the number of the cards in the Battle Rewards.

## **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 discarded, moved, or sent to the Discard Pile. They are kept face up, and both players can check the contents of any Discard Pile.

## Deck

The cards in a player's Deck are always face down, and no player may look at the faces or turn the Deck in a manner that would allow either player to view the face of the cards, either during the game or as the Deck is shuffled. Either player may count the number of the cards in either Deck, but may not rearrange their order.

## "Original Owner" and "Your Card"

The "original owner" is the player who has the card in their Deck at the beginning of the game. 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. All cards that are moved to Chakra, discarded to the Discard Pile, or returned to a player's hand are always moved, discarded, or returned to the owner's Chakra, Discard Pile, or hand, respectively. However, the original owner of the cards cannot be changed.

## 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/ 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. Although Sannin and Satoosa are different Ranks, Sannin is considered to be the same Rank level as Satoosa.

**NOTE:** 1) "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.

2) Animals and non-human Ninjas hold no rank. Also, these Ninja have no gender either.



## 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 noted in a Jutsu cost line can be set to any number, except 0. Although the X is noted in a Jutsu cost line, X is not considered a Jutsu cost, but an addition number of cards that need to be discarded after the Jutsu cost is paid.

### (+ 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.

## Negate

This means that the effect of the card cannot be applied. The cost paid for the card cannot be returned. If a card effect is negated, the cost paid for the card effect is not returned.

## Showdown

The term for calculating the results of contested Battle between the Teams sent 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.

## Ninja Blade Coin Flip

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.

## Shuffle

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

# EFFECTS OF THE CARDS AND THE CHAIN

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





## 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.

How to use effects of Ninjas or Clients in your Village or Battlefield.

To use the effects of your Ninjas or Clients, follow these rules:

- 1) Effects of Ninjas or Clients can only be used while they are in play. (Unless stated on the card)
- 2) Effects of Ninjas or Clients can only be used in the legal Timing.
- 3) If a Ninja or Client effect states that the player "can" do something, that effect can only be used once per a given turn.
- 4) When a player wishes to use a Ninja or Client effect, that player declares the use of that effect, and the entire effect becomes part of a Chain and it is applied when the Chain resolves. (see below: Chain)
- 5) Ninja or Client effects have no 'cost' to activate them and put them on the Chain. All actions that the player, or players, do that are noted on the card are done when the effect resolves.

## Chain

When a Ninja or Client effect is activated, a Jutsu card is used, or a Mission card is played (or a Permanent Mission card's effect is activated), a Chain occurs. During the Chain, another effect which has the legal Timing can be used in response. By using an effect in response, it can be applied before the first effect that was used is applied. The Chain follows the following procedure:

- 1) When an effect is used a Chain occurs.

**NOTE:** the Attacker can choose first, if they want to use an effect. In following Chains, the players alternate to choose whose effect to use first.

- 2) During the Chain, a player decides whether they want to respond with another effect or not. When both players decide to respond at the same time, the player who did NOT use the immediately preceding effect has Priority to use the next effect.
- 3) Repeat Chain Step #2 above until both players declare that no further effects will be used, then proceed to "Resolution of a Chain".

**\* Even if an effect of only one card is used, it is still referred to as a Chain.**

### **Resolution of a Chain**

During the Resolution of the Chain, the effects are applied in reverse order of when they were used.

In other words, the effects are applied from the last effect used to the first effect used. For Jutsu cards and non-Permanent Missions, once their effect is applied, move the used card to that player's Chakra area.

When an effect is ready to resolve, if any of the "Requirements", "Target" or "Effect" is not legal, those cards fail to resolve and their effects are not applied. All Jutsu cards and non-Permanent Missions that failed their resolution are also moved to that player's Chakra area. The costs that were paid for those failed effects are not returned.

- If a Ninja uses a Jutsu and that Ninja is removed from play before the effect of the Jutsu resolves, that Jutsu fails to be resolved and it is moved to that player's Chakra area.
- Any Jutsu that was used by a Ninja but the effect was not applied is still considered to have been used. The costs that were paid for those failed effects are not returned.
- If a Mission or Jutsu target multiple targets, and some of those targets are removed from play (or become unTargetable) before the effect is applied, the remaining targets will still be affected when those card effects are applied.

- If all of a Mission or Jutsu targets are removed before the effect is applied, the Mission or Jutsu fails to be resolved and is moved to that player's Chakra area.
- If a Ninja effect is activated and added to a Chain, and that Ninja is removed from play before the effect is applied, that effect fails to be resolved.
- If a Ninja effect is activated that is not "Valid:", and that Ninja is changed to injured status before the effect is applied, that effect fails to be resolved.

Chains can be generated as many times as desired in one turn.





# VI.

## OTHER RULES

THERE ARE SEVERAL MISCELLANEOUS RULES NOT COVERED IN OTHER AREAS.



## Dual Symbols\*

Each Client, some Platoon Ninja and some Mission cards have 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.

## 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.

## 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. The requirements for a Jutsu card are checked when the Jutsu is used, and when it is ready to resolve.

**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. The target of a Jutsu card is checked when the Jutsu is used, and when it is ready to resolve.

**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.

## Growth

If you have a Ninja card with this Characteristic 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. If the previous Ninja had any targeting effect, coin effects or other effects affecting it, those effects 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.

## Platoon

If you have a Ninja card with this Characteristic in your hand during your Mission Phase, you can put it in play in place of a Ninja in your Village which has one of the same names noted on the Platoon Ninja card. The Entrance cost of the Platoon Ninja 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 Platoon 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. (You get to choose one of the Symbols when you pay the Hand cost.)

The Ninja that was replaced then becomes Chakra. If the previous Ninja had any targeting effect, coin effects or other effects affecting it, those effects are removed from the Platoon Ninja.

The Platoon Ninja will come into play in Healthy status, regardless of the status of the Ninja that the Platoon Ninja replaced. Putting a Platoon Ninja in play 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. However, you can only replace a Platoon Ninja with another Platoon Ninja bearing a different name.

When a card requires something such as Ninja Ranks, Combat Attributes or Characteristics, and if the Platoon Ninja has multiple of them, that Platoon card is considered to have all of them noted on the card.

Unlike putting a Ninja with Growth effect, a Ninja placed in your Village in the current turn can be replaced with a Platoon Ninja during the same turn. If you have both Ninjas shown on the card in your Village, you are not allowed to replace one of them with a Platoon Ninja. Platoon Ninjas do not count toward the 30 Ninja maximum count in your deck, although each named Platoon Ninja is still limited to 3 per deck. Ninja cards with this characteristic can only be put in play by Platooning them. No other effect may put a Ninja with the Platoon characteristic into play.

## Ambush

If you have a Ninja card with this Characteristic in your Chakra area, during your Mission Phase, you can deploy it. Ambushing a Ninja into play counts as a deployment, and therefore must follow the "1 Ninja per turn" rule. As is with deploying a Ninja, all Turn, Hand and Entrance costs must be met when the Ninja is Ambushed.

## Card Name

### (A) Deck Construction

1. The quantity of a card in a Deck is based on the card Name. There can only be 3 cards maximum of a given Name in a legal Deck.
2. The card name for Deck Construction is the entire Name printed on the card, including any name in the "( )". If a card name has the "( )" and another card does not, then the two cards are to be considered as having different Names.

**EXAMPLE:** "Shukaku (Gaara of the Desert)", N-177, "Gaara of the Desert", N-178 and "Gaara of the Desert (Possessed Mode)", N-179 are 3 different card Names. Therefore, a player may have 3 copies of N-177, 3 copies of N-178 and 3 copies of N-179 in their Main Deck.

### (B) "Name: X"

1. Ninja and Client cards may have a "Name: X" Characteristic. When the game begins, these Ninja and Client cards are to be considered as having both Names regardless of what zone they are in.

**EXAMPLE:** "Shukaku (Gaara of the Desert)", N-177, and "Gaara of the Desert (Possessed Mode)", N-179 both have the "Name: Gaara of the Desert" Characteristic. Therefore, a player may only have 1 copy of either N-177, N-178, or any card with the Name "Gaara of the Desert" in play at a given time.

**EXAMPLE:** "Yukie Fujikaze", C-023, has the "Name: Koyuki Kazahana" Characteristic. If a card effect allows a player to search their Deck for a Client card with the Name "Koyuki Kazahana", that player may choose C-023.

2. Ninja and Client cards may have a "Name: X" Characteristic. For deck construction, these Ninja and Client cards are to be considered as having only the Name of the card (as noted in (A)-1), but not the "Name: X" Name.

**EXAMPLE:** "Shukaku (Gaara of the Desert)", N-177, and "Gaara of the Desert (Possessed Mode)", N-179 both have the "Name: Gaara of the Desert" Characteristic. Therefore, a player may only have 1 copy of either N-177, N-178, or any card with the Name "Gaara of the Desert" in play at a given time.

**EXAMPLE:** "Yukie Fujikaze", C-023, has the "Name: Koyuki Kazahana" Characteristic. If a card effect allows a player to search their Deck for a Client card with the Name "Koyuki Kazahana", that player may choose C-023.





# VII.

## OTHER RULES

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	30 Cards
Platoon Ninja Cards	02 Cards
Client Cards	02 Cards
Jutsu cards	10 Cards
Mission cards	06 Cards
<b>Total</b>	<b>50 Cards</b>

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.

### **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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