

THE WAY OF THE NINJA

AGNIESZKA KRAWCZYK – KŁOS

aga.h.krawczyk@gmail.com, +48 697 621 107

CEZARY MŁYŃSKI

cezary.mlynskii@gmail.com, +48 533 525 913

GENERAL PLOT OF THE GAME

In the days when mighty dragons ruled the world, young fighters trained to become great ninja warriors. Become the defenders of the World and embark on an adventurous journey to save the 5 ninja monasteries. Engage in fierce battles with opponents and face an unexpected traps. Find ancient artifacts and gain special powers. Remember to wisely manage your time and take moment for thoughtful rest to prepare for epic boss encounters. Increase your chances of victory and step on the way of the ninja.

NUMBER OF PLAYERS: 1 - 4

AGE OF THE PLAYERS: 5+

GAME TIME: < 10 minutes

GAME TYPE: KIDS GAME

MECHANISMS

- **COOPERATION** - become the ninja and together save 5 monasteries.
- **DICE ROLLING** - roll dices to get different types of attacks: katana, shuriken, nunchaku, bo, chi.
- **MATCHING** - use the right type of weapon and place the required dice on the monster card to defeat it.
- **SCENARIO GAME** - travel through the ancient World, fight monsters and save the monasteries in various scenarios.
- **PUSH YOUR LUCK** - as time is running out decide when to rest and regain the strength and when to continue fighting with unknown monster.

ADVANTAGES OF THE GAME

- **QUICK PLAY:** 1 minute set-up and less than 10 minutes of the game.
- **EASY TO LEARN:** roll the dices, match the symbols to the card, decide when to reroll.
- **KIDS CAN PLAY WITHOUT PARENTS:** 6+ children after 1 or 2 games.
- **KIDS AND ADULTS ENGAGE VERY QUICKLY:** lots of fun with matching the dices to the monster's cards and making decision when to rest.
- **REPLAYABLE:** every set-up with different set of starting cards, 3 levels of difficulty (easy, normal, hard), easy for children to create their own scenarios.
- **TESTED WITH CHILDREN:** – tested with 5, 6 and 8 years old children.
- **PLACE FOR AMAZING GRAPHIC**
- **USE OF CARDBOARD 3D ELEMENTS** - using the box as a monastery with different paths leading to its top (scenario) where a boss fight awaits.
- **NO TEXT:** easily recognizable symbols on the dices and drawings on the cards.

COMPONENTS

- 19 custom dices
- 1 black k6 dice
- 84 cards (5 x 5 cm)
- 10 markers
- envelopes with extra monster, artifact, and ninja power cards.
- stickers to mark progress in saving monasteries on the World map.

