

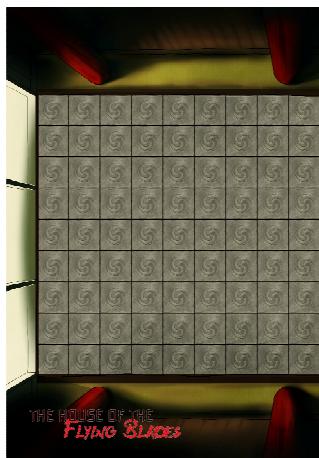
THE HOUSE OF THE FLYING BLADES

A board game for 2 or 3 players by
Néstor Romeral Andrés
 art by
Viole rodrigo

Feudal Japan. Your dojo sends an unstoppable group of 27 ninjas to seize control of the Bōdogēmu dojo. Truly, this night will be remembered as the night of the 27 ninja! Upon arrival, you discover that your ninjas are not the only ones with this agenda. Two other dojos have precisely the same plan! A smirk creeps across your face, for the one dojo's weaknesses have been a particular study for your school of martial arts; the smirk stops, and your eyes narrow, as you see the third dojo's ninjas eyeing you with the same smirk! Not to worry: Your dojo is feared for its secret techniques, known only as incredible rumours. Sagely, you wonder what secret techniques these rivals might bring to bear. As both predator and prey, your must somehow prevail, and stand strong when the shuriken start flying, carving the legend of the house of the flying blades!

MATERIAL

- The house (9x9 board).



- At least 28 red ninja counters.
- At least 28 yellow ninja counters.
- At least 28 blue ninja counters.
- A deck of 32 Special Attack cards.

GENERAL RULE

All interactions between ninjas in the game occur orthogonally; diagonals are never involved (except for special attacks determined by cards). Thus, *adjacent* means *orthogonally adjacent*, and a *straight line* is always an *orthogonal straight line*.

RULES FOR 3 PLAYERS

SETUP

Assign each player a *dojo*, which in this game is a ninja colour (but don't give him the ninjas).

Now, each of you take one ninja of your colour and place it in front of you so everybody know which colour corresponds to each player.

From now on, **you can only attack the player on the right of you (your prey), but not the player on the left of you (your hunter)**, except if you use a card that says otherwise.

Place 27 ninjas of each colour randomly on the board, one ninja per cell. Notice that some counters will remain unused (use them as replacements in case you lose some).

Shuffle the cards face-down, and deal all of them to the players as evenly as possible (2 will remain undealt in a 3-player game).

Different Special Attacks have different prices (indicated in the cards). Each player now has to keep a group of cards whose total price is no more than 10; discard the rest face-down. Don't show your cards to the other players¹. The discarded cards are not used during the game.

Determine the starting player by any peaceful means.

PLAY

Players take turns anticlockwise during the game.

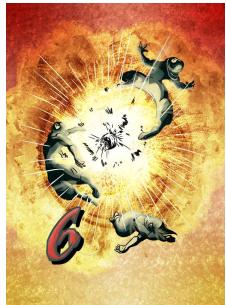
On your turn you must do precisely one of these things:

- **Attack:** Move one of your ninjas into an adjacent *prey* ninja's space, eliminating that prey ninja from the game.
- **Use a Special Attack card:** Play a card from your hand to execute its Special Attack. Remove the card from the game. It cannot be used again.
- **Pass**

If all players pass in succession, the game ends. The dojo with the most ninjas remaining wins. Ties are possible. In case of a tie, play again.

¹ As a variant, the cards can be placed face-up so all players can see them. You can also play without the cards.

THE SPECIAL ATTACKS



Bomb: One of your ninjas lob a bomb high in the air, any number of spaces in a straight line. Remove **all** ninjas (prey and hunters) from the 3x3 area centred on the bomb's landing space. Don't move the attacking ninja. (Because of the bomb's parabolic trajectory, ninjas between the lobber and the target do not get in the way.)



Shuriken: One of your ninjas throws a shuriken through any number of empty spaces in a straight line to eliminate a prey ninja in the target space. Don't move the attacking ninja. You cannot hit a ninja with a shuriken if there are other ninjas in between.



Double kick: Attack twice **in a straight line**. Thus, your ninja ends up 2 spaces away, instead of 1. You must attack 2 prey ninjas and you cannot move through empty spaces.



Triple kick: Attack thrice **in a straight line**. Thus, your ninja ends up 3 spaces away, instead of 1. Only attack prey ninjas. You must attack 3 ninjas and you cannot move through empty spaces.



Vanishing: Your ninja escapes in a puff of smoke, and teleports to any empty space on the board.



Circle kick: Without moving, your ninja eliminates all prey ninjas in the surrounding 8 spaces.



Double Dragon: Eliminate a non-prey ninja that has at least 2 of your ninjas adjacent to it. Move one of the attacking ninjas into the space occupied by the attacked ninja.

RULES CHANGES FOR 2 PLAYERS

When you arrive at the Bōdogēmu dojo, you find yourself facing ninjas from a rival house, and... ninjas from another, whose weaknesses are well-known to both you and your rival. The rival dojo and yours have long agreed not to harm one another — but “accidents” do happen. More importantly, you turn your eyes to the other, weaker ninjas. They have no chance, and because you must respect the mutual code of honour with your rival, you know that this skirmish will be won by the dojo who more effectively disposes of this common enemy, as surely as you know that the whisper of shuriken in the air will make this place known as the house of flying blades.

Set up the board as usual (3 colours). Now the players have no hunters, and the non-playing colour is their prey. Each player keeps the ninjas that he eliminates during the game.

When both players pass in succession the game ends. The player that eliminates more prey ninjas wins.

Although you cannot Attack your opponent's ninjas directly, some of the Special Attack cards (Bomb and Double Dragon) will allow you to eliminate them.

STRATEGY TIPS

Don't attack prey that can attack hunters that can attack you. Create 'safe zones' for your ninjas, so they can attack many prey without being attacked by your hunter. Choose your cards carefully. Sometimes powerful cards are useless, and sometimes a simple Shuriken can win the entire match. Attacking hunter ninjas might help your prey. Try to leave the other players with no available moves, while keeping some for you.

THE TEMPLE OF THE FLYING BLADES

A board game for 4 or 5 players by
Néstor Romeral Andrés
 art by
Viole rodrigo

Feudal Japan. Your dojo sends an unstoppable group of 27 ninjas to seize control of the Nesutāgēmu temple. Truly, this night will be remembered as the night of the 27 ninja! Upon arrival, you discover that your ninjas are not the only ones with this agenda. Four other dojos have precisely the same plan! A smirk creeps across your face, for two dojos' weaknesses have been a particular study for your school of martial arts; the smirk stops, and your eyes narrow, as you see the fourth and fifth dojos' ninjas eyeing you with the same smirk! Not to worry: Your dojo is feared for its secret techniques, known only as incredible rumours. Sagely, you wonder what secret techniques these rivals might bring to bear. In a moment of clarity before the maelstrom of shuriken, you remember the Chinese tradition of wǔxíng, about which the Onmyōji have taught your dojo, in which there are five competing elements: Two over whom you have mastery; two who know your vulnerabilities. Nevertheless, you know you must prevail at the temple of the flying blades!

MATERIAL

The game uses the same components as The House of the Flying Blades plus the following:

- The temple board (a 6x9 board that transforms the 9x9 house into a 15x9 temple).



- At least 28 additional black ninja counters.
- At least 28 additional green ninja counters.

So there are 5 dojos with at least 28 ninjas each in total.

RULES

Play as in The House of the Flying Blades. Only the setup phases are different.

RULES FOR 5 PLAYERS

In a 5 player game, the two players on your left are your hunters, and the two players on your right are your prey. **You can attack the two players on your right (your prey), but not the two players on your left (your hunters).**

So each player has 2 prey and 2 hunters.

Place 27 ninjas of each colour randomly on the board, one ninja per cell. Deal the cards and proceed as usual.

RULES CHANGES FOR 4 PLAYERS

You arrive at the temple, and find yourself facing three other factions. You will consume one, just as another will consume you; however, you see the third eye-to-eye, and recognize the pact your dojos have respected for many years. It is well known that neither of you will do anything... intentional ...to the other. From one end of the temple, a fearsome aura emanates. All four factions know in the depths of their souls that they mustn't set foot into that portion of the temple, protected by some powerful ward!

In a 4-player game, each player has only 1 prey and 1 hunter. **You can attack the ninja on your right (your prey), but not the ninja on your left (your hunter).** The player in front of you is neither your prey nor your hunter.

Note that the only way you can interact with the ninjas of the player sitting across from you is with a Special Attack card (Bomb or Double Dragon).

Place 27 ninjas of each played colour randomly on the board, but only use the 12 columns nearest to the Buddha. Leave the 3 remaining columns empty. They cannot be used during the game.

Deal the cards and proceed as usual.

ACKNOWLEDGEMENTS

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