

NINJA

Legend of the Scorpion Clan

A STRATEGY GAME OF HIDDEN MOVEMENT

BY FRÉDÉRIC MOYERSON
SET IN THE AWARD-WINNING WORLD OF
LEGEND OF THE FIVE RINGS



A GAME FOR
2-4 PLAYERS

Tachi entered the apparently abandoned tea house quickly, slipping through the pooled shadows almost without thought. The soulless dregs that called this quarter of the city home rarely noticed anything other than their own misery, so ensuring that they did not see him was simplicity in itself. The tea house itself was equally unremarkable, indistinguishable from the rest of the city around it. It had fallen into disrepair some time ago, but earlier in the day, Tachi had received a note with the name of the tea house and the symbol of a mask. It was a mask he knew well.

The interior of the house was, if anything, in greater disrepair than its outside. One table was pristine, however, lit by a single lantern and set with an elaborate tea set. One man sat at the table, enjoying the tea while clad in black and crimson, the upper half of his face hidden by an elaborate mask, the same mask from the note Tachi had received earlier. It was not always the same man who wore the mask. It was not even always a man. It did not matter. Whoever wore the mask was his master, and Tachi obeyed without question.

"Tachi," the master said. "Punctual as ever."

"I live to serve, master."

"There is a matter of a witness who has seen things that should have remained unseen." The master sipped at the tea and seemed pleased. "This man is presently a guest of the Lion at their estate in the city. He needs to be dealt with before he can attend the Imperial Court tomorrow and present his testimony."

"Of course," Tachi said at once. "Are there any secondary targets with whom he may have already spoken?"

"It is unlikely," the master said. "He is quite self-aggrandizing, and would not risk someone else reporting it, robbing him of the glory." The master chuckled. "They make it simple."

"It will be done," Tachi said.



Kyotou knew that there were some who found sentry duty uneventful, but the young samurai had always found that it appealed to his quiet nature. The simple sensation of a quiet, serene duty post was fulfillment enough for him... which made his present duty all the more unpleasant.



The young Lion forced a smile as he watched his charge finish another container of sake. *"Magnificent!"* the man said. *"Your hospitality has been exquisite, my friend!"*

Kyotou bowed sharply. *"I am honored that you are pleased,"* he said. *"The hour is late. Would you like me to call for tea?"*

The man scoffed. *"Tea? I never touch it. I would enjoy more sake, however."*

"Of course," Kyotou said. He began to say something else, but was interrupted by a soft rap at the door to the chamber, which drew an attentive glance. The guest smiled and began to speak, but Kyotou silenced him with a gesture. He had left instructions that the guest was not to be disturbed for any reason.

There was a serving girl at the door. *"The tea you requested, my lord,"* she said softly, bowing as she presented the tray. Even as she spoke the words, even as the feeling of alarm gripped Kyotou's chest, he heard the faintest rustling of cloth.

The window.

He turned and drew his blade, crossing the room in the blink of an eye, but of course there was nothing there. Only the wind.

The guest, his charge, lay on the ground, his eyes wide. He clutched his throat, where a tiny drop of blood betrayed a wound no bigger than a pinprick.

The Object of the Game

The ninja and his traitor accomplice must find the locations where they can complete their two secret missions, then exit the map alive before dawn breaks. The guards seek to stop them.

Components

This game box comes with everything you need to play, except for some fun people and a couple of pens or pencils.

Figures

There are twenty-seven plastic miniatures in the box: 10 guards with swords, 10 guards with spears, 3 drunk guards with big bottles of sake, one ninja, one traitor, and two lanterns. The lanterns are used to track the Alert Level and the game turn. The rest of the figures represent the Lion Clan samurai and the Scorpion Clan intruders involved in the night's work.

Cards

You also have 58 playing cards, which are divided into three decks based on the design on the back. There should be 36 cards with a Lion Clan symbol on the back for the guards, 12 cards with a red Scorpion Clan symbol on the back for the ninja, and 10 cards with a black Scorpion Clan symbol on the back for the traitor.



Private Maps

Four pads of miniature maps have been provided for the players to mark secret resources and movement.

Privacy Screens

The four small screens are used to help keep your private map private.



Game Board

The game board shows a map of the fortress where the action takes place. A Turn Record Track and the Alert Track are found on one side.

The map is divided into discreet zones by gold lines, blue lines (in moats) and gray stones (for walls).. Zones may have one or more of the following features:

Moat



Watch Post



Barracks



Patrol Track



Wall



Mission Goals

A punchboard with six different mission goals (lettered A-F) allows the player(s) to determine the intruders' missions secretly.

Setup

Place the map on a table between the players. It doesn't matter how the map is oriented.

Take one of the lanterns and place it on the "None" box of the Alert Track. Take the other lantern marker and place it on Turn 1 of the Turn Record Track.

Sides and Mission

There are two sides: The intruders (ninja and traitor) and the guards. Determine who will play which side. For three-player games, have one person control the ninja and one person take the traitor. For four players, have two players playing the guards (one controls the guards with swords, and one controls the guards with spears).

These rules are written assuming one intruder player and one guard player. Look for sidebars to explain how the rules differ for three- and four-player games.

Shuffle the 6 mission goals. Draw one mission each for the ninja and the traitor. The missions are kept secret from the guards.

The missions are located inside the castles; each intruder must find the location of his mission and exit the map before the end of the 20th turn.

3-4 Players:
Intruder players may look at each other's mission and strategy cards.



Selecting Strategy

Next, the intruder player selects 8 of the 12 ninja cards for the ninja, and 7 of the 10 traitor cards for the traitor. These cards form the ninja's and traitor's hands, which must be kept separate. All cards chosen are kept secret from the guard player.

The guard player likewise secretly selects 24 of his 36 cards to form his initial hand. He shuffles the remaining 12 guard cards together to make a draw deck.

4 Players: With two guard players, divide the cards evenly between them, with each guard player getting half of each type of card. Each guard player selects 12 of their 18 cards to form their hands, and shuffles the remaining six cards to form a personal draw deck. Always keep the guard players' hands, decks, and discard piles separate.

Play Hint


If you are unsure about which cards to choose, try these basic decks:

Guard: Awaken x4
Kenjutsu x2
Patrol Listen x4
Patrol Search x4
Sentry Listen x6
Sentry Search x4

Ninja: Kenjutsu x2
Rope x2
Secret Passage x1
Shadow Walk x1
Shuriken x2

Traitor: It Was a Cat x1
Kenjutsu x2,
Potent Sake x2
Rope x1
Secret Passage x1

Placing Figures

Take 8 guards and place them as sentries in zones with watch post icons . Since there are 12 watch posts and only 8 guards, some posts will be left empty. No more than one guard can be on a watch post.


Next, make three patrols of 2 guards each. Place the patrols in any zone on one of the patrol tracks. Align the figures in the patrol so they clearly face one direction. (Facing only matters for patrols, and then only when those patrols are on the red patrol track.)

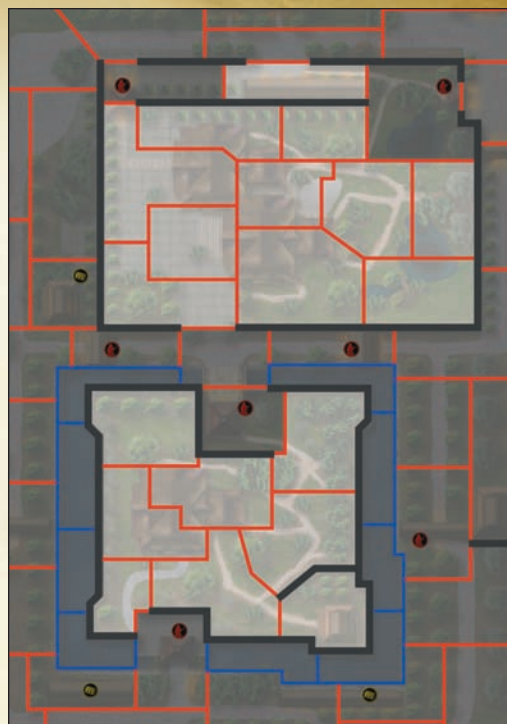
4 Players: When setting up, guard players must use equal numbers of guards with spears and guards with swords. The weapons of the guards in a patrol indicate which player can control that patrol and can play cards on it. If both weapons are present, then both players can play cards on it, thus it is advantageous to the guard players to have mixed patrols.

Do not place the ninja and traitor figures on the map. Keep them nearby.


Marking the Guards' Private Map

The guard player takes one of the private maps to mark resources and mission goals.

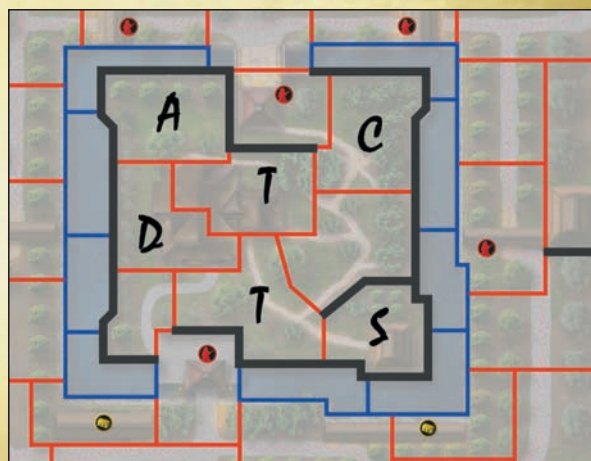
On his private map, the guard player marks the locations of 8 sleeping guards with an "S" on his private map. They must be placed in zones with a barracks icon . He can place up to two sleeping guards per barracks zone. These may be awakened during the game with the *Awaken* card.



The guard may place the objects in the area shown.

The guard player also marks the following objects on his map in zones that do not have a watch post icon . **Each of these objects must be placed in its own zone;** they may not share a zone with another object of any sort. (The meaning of these symbols is explained under Searching for Missions, page 11.)

- 6 mission goals, marked A–F. Place three of these in each of the two castles.
- 2 traps, marked with a "T". These must be placed in the castles. They may both be in the same castle.
- 2 hidden sentries, marked with an "H". These must be placed in the castles. They may both be in the same castle.



Marking the Intruders' Private Map

The intruder player takes one of the private maps to mark his movement.

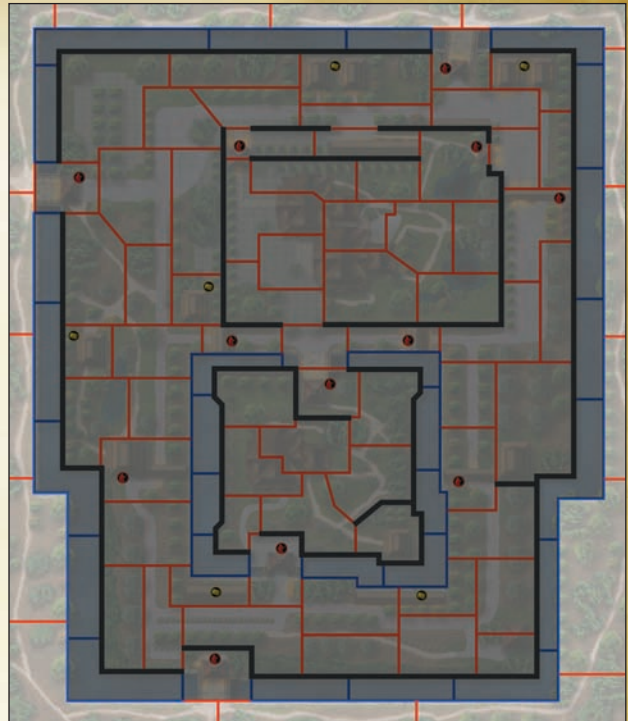
The intruder player selects a secret starting position for the ninja. This must be at the edge of the map. Mark the ninja's position with a "0" on the private map.

The intruder player selects a secret starting position for the traitor. This position must be within the outer moat, but it may not be inside a castle, in a moat, in a zone with a guard, or in zones that are directly between the two castles. Mark his position with a "0" on the private map.

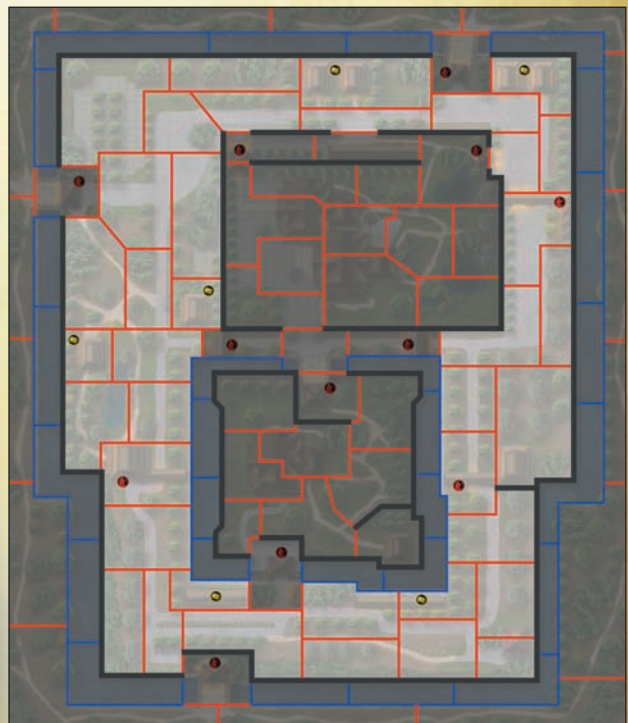
Note: When one player plays both intruder figures, you will need to differentiate between them. Use different colored inks, or preface the turn numbers with an N or a T.

Finally, the intruder player chooses locations for a secret passage. This passage allows for very swift movement across the map. It has two entrances, which may be in any zone except moat zones. Mark each entrance with an "X". You can put both entrances in the same zone if you wish, though there is no advantage to doing so.

4 Players: If the intruders cannot agree on the locations for the secret passage, then each gets to place one end of it.



The ninja must set up at the edge of the map, as shown.



The traitor can begin in any of the highlighted zones.



How to Play

While you read through the rules, you can also play the game step by step. At the very least, we suggest you have the components out to help you learn.

Overview

Each turn, the guard player moves his patrols and guards, and has them listen for and search for intruders. The intruder player moves the ninja and the traitor secretly on the map and tries to avoid detection, while searching for their mission objectives. Each player can use cards for special effects.

Key Concepts

Alert Level

At the start of the game, all is quiet and the guards have no inkling that something is amiss. However, this can quickly change.

There are 4 levels of alert: None, Low, Medium, and High. The Alert Level may increase at any time during the turn as the guards get suspicious. The Alert Level decreases at the start of each turn as the guards get complacent and mutter about shadows and small animals, and wonder where their friend wandered off to.

When an alert is triggered, move the marker up the Alert Track as indicated. The Alert Level cannot go above “High.”

Hidden Movement

For most of the game, the ninja and the traitor will not be on the map. It is up to the guards to deduce where they are and find them.



Guards, Sentries, and Patrols

In these rules, a guard is any guard figure, regardless of what he is doing.

A sentry is any solitary guard. Sentries are stationary. They do not move without a card effect, and the facing of the figure has no effect on game play. You can use a Sentry Search card to move a single guard out of a patrol.

A patrol is a group of two or more guards that move about the map together. Under most circumstances, they move along the patrol track, noted on the map. Guards in a patrol must always face in the same direction. While the patrol is on a patrol track, the patrol must always face in a direction that follows the patrol track.

It is possible for a patrol to end a turn in the same zone as a sentry. In this case, the sentry can join the patrol, or he can remain stationary. If he joins the patrol, he must adopt their current facing. If not, be careful to keep him separate (for example, by giving him a different facing).

It is also possible for a patrol to leave the patrol track. In such cases, the patrol's facing is no longer relevant.

If there are several sentries in a zone, the guard player can form them into a patrol as he wishes.

Turn Order

Each game turn consists of the following:

- **Alert Phase:** The guard player draws cards based on the current Alert Level, and then the Alert Level drops. He can play any of the drawn cards that he wishes.
- **Guards Card Phase:** The guard player can play cards for special effects.
- **Guards Patrol Phase:** The guard player moves his patrols.
- **Intruders Phase:** The intruder player makes his secret moves, play any cards he wishes, and searches for mission goals.

Players must complete each phase before moving to the next one.

Alert Phase

First, advance the marker to the next turn.

Shuffle all guard cards played last turn into the draw deck (except *Kenjutsu* cards being used to track wounds).

The guard player places his hand face down on the table. Then he draws as many cards as are indicated by the current alert level (High = 3, Medium = 2, Low = 1, None = 0). The guard player keeps these newly drawn cards separate from his hand for the moment.

4 Players: The guard players must always keep their cards and draw decks separate. When shuffling the previous turn's cards, each player shuffles his own cards into his own deck. When drawing cards due to an alert, the guards must agree on how to split the card draws between the two of them.

After drawing cards, decrease the Alert Level by one.

Finally, the guard player can play **any or all of the cards he just drew**. However, **he can play only one card per sentry or patrol**. Once a guard has had a card played on it (whether as a sentry or while in a patrol), no more cards can be played on it this turn. (Exception: *Kenjutsu* cards, see *Attacking the Intruders* on page 12.)

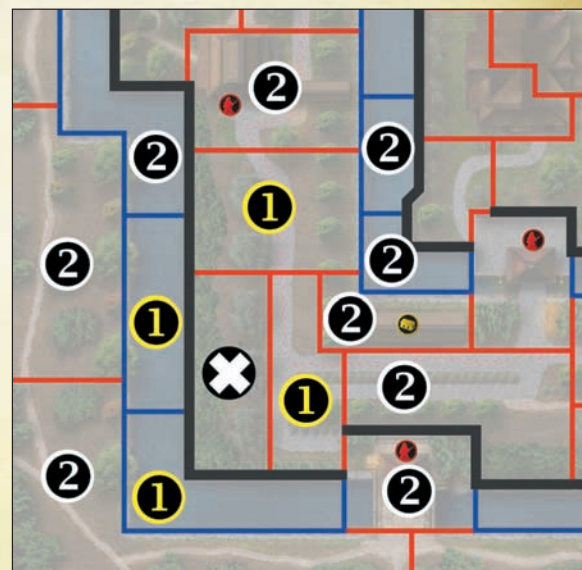
Once he is finished, the cards he did not play go into his hand.



Listen Cards

The guard player can play *Sentry Listen* and/or *Patrol Listen* cards to try to detect the intruders. The intruder player then checks to see if the sentry or patrol hears anyone.

A guard hears an intruder based on the intruder's location and how far the intruder moved on the previous turn. Thus if the intruder moved one zone in the previous turn, then listening guards one zone away from that intruder hear him. If the intruder moved 3 zones, then guards up to 3 zones away from the intruder can potentially hear him. Noise passes through walls and across moats; distance is the only thing that matters.



The ninja is at the X. If he moved one zone last turn, guards in the zones marked 1 can hear him. If he moved 2 zones, guards in the zones marked 2 can also hear him.

The traitor can play *It Was a Cat* to make the guards hear nothing. He can play this card whether or not he is within listening range, and can also play it to cover for the ninja.

If a guard hears an intruder, the intruder player tells him so. He does not tell the guard which intruder he heard, nor where the intruder is.

If a guard hears an intruder, raise the Alert Level by one. Then the listening guard (either the sentry or the whole patrol) can move up to two zones to search for the intruder. Patrols cannot split up during this move.

If a guard enters the same zone as an intruder, the intruder is detected. See *Detection* on page 12.

Search Cards

The guard player can play *Sentry Search*, *Patrol Search*, and/or *Awaken* cards to try to locate the intruders. This is best done after an intruder gives you some indication of his location, either by making noise or by searching for missions.

4 Players: Each guard player can only move his own sentries, or patrols with at least one of his figures in it.

Guards can move 2 zones (they stop if they detect an intruder in the first zone).

Each guard can move only once per turn. Guards may never cross a wall. If a guard enters a moat, his move ends immediately.

When playing a card on a patrol, patrols can leave the patrol track. The patrol must still move as a group.

You can form a new patrol by bringing together 2 or more individual guards. If the patrol is on the red patrol track, you must also face them in the same direction so they face along the patrol route.

Likewise, you can also dissolve a patrol by moving the individual guards apart using a *Sentry Search* card.

Guards Card Phase

The guard player then picks up his hand. **He can play up to 2 cards from his hand.**

4 Players: The guard players must agree on who plays how many cards (up to 2 cards total between them). If they cannot agree, each guard player can play up to 1 card from his hand.

The guard player may play his cards in any order. Remember, **he can play only one card per sentry or patrol per turn.**

Guards are paid to be alert. Thus, if the guard player played no cards during the Alert Phase, and chooses not to play cards in the Guards Card Phase, he can have one sentry or one patrol listen for intruders without having to play a card. This is handled just as if he had played the card, including raising the Alert Level and moving the guard(s) in question if they hear something.

If the guard chooses this option, he cannot play any other cards except *Kenjutsu* cards this turn.

Guards Patrol Phase

After he is finished playing all his cards, the guard player moves all patrols that are on the red patrol track.

Patrols that are on the patrol track must move along the route the track defines. However, if any figure in the patrol has already moved this turn, that patrol does not move during this phase.

Patrols always move two zones forward, following the patrol track. Patrols that are not on the patrol track do not move during this phase.

When patrols leave a zone that has a fork in the patrol track, they choose which fork to follow. Face the patrol in that direction. They may not reverse direction and go back the way they came.



Intruders Phase

The ninja and the traitor make their secret moves during this phase.

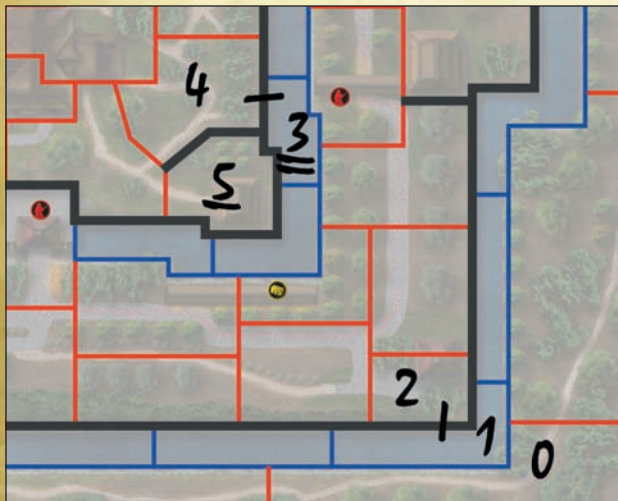
Unlike the guard player, the intruder player can play cards at any point during his turn, and can play as many cards as he likes each turn. However, each card can only be played once; the intruder player cannot draw cards like the guard player does.

Movement

The intruders can each move up to 3 zones. However, the faster they move, the easier they are for the guards to hear (see Listen Cards, page 8).

- 0 = Stand still
- 1 = Sneak
- 2 = Walk
- 3 = Run

The ninja and traitor move secretly. Instead of placing figures on the gameboard, the intruder player notes the game-turn number on each zone that is entered on his private map. When walking or running, underline or double-underline the final destination zone, respectively.



The ninja crosses the moat and wall, runs to the next moat, climbs over the wall, and then explores the castle.

Intruders can move into zones with guards. If they do not kill all the guards upon entering that zone, they must reveal themselves. They do not have to stop in the zone just because there are guards there. See the rules on Detection (on page 12) for how this is handled.

When an intruder enters a moat, he immediately ends his movement.

The intruders can climb over a wall by playing a *Rope* card. Indicate the location of the rope by drawing a line across the wall on the private map, connecting two zones. When an intruder crosses a wall with a rope, he must halt in the zone directly behind the wall. Later, either intruder can use the rope again to cross between the same two zones in either direction.



The rope marked on the map allows the ninja to cross the wall.



Searching for Missions

In order to complete a mission, the intruders must find the zone that contains their mission target. They do this by searching zones.

Intruders can search any zone they moved into or out of during the turn. This gives the guard player an indication of the intruders' locations. Intruders declare their searches after completing all their movement. **The intruder player can only search 2 zones per intruder per turn.**

Intruders can search zones with guards still in them, if they moved through those zones. This usually means the intruders get detected, which is very dangerous.

To search a zone, the intruder declares a search and points to the zone he is searching on the game board. You do not have to announce the search zones in the order of the intruder's movement; you can announce them in any order to mislead the guard player. However, you must announce which intruder is searching which zone.

After the intruder player declares all zones that are being searched, the guard players must announce what is hidden in those zones: a mission target, a trap, a hidden sentry, or nothing.

When a mission target is discovered, the guard player must give the mission's code (A-F). **If this corresponds to that intruder's mission goal, show the guard player that mission goal. That mission is now completed.** Intruders may not complete each other's missions. Intruders must search a zone and reveal their mission goal to complete a mission, even if they already know the mission is located there (e.g., it was discovered by the other intruder).



Game Hint

As the intruder, you may find it helpful to mark mission goals with their letter (A-F) and all other zones you search with a dot “•” on your private map.

When an intruder discovers a trap, raise the Alert Level by one. Do not erase the trap in case the intruders are careless and search there again.

When a hidden sentry is discovered, the intruder can neutralize him with a *Kenjutsu* or *Shuriken* card. If the sentry is not killed, place a new guard figure in that zone. Increase the Alert Level to High. In either case, erase the corresponding “H” on the guard player's private map.

4 Players: The guard players can decide which unused guard figure to use when the hidden sentry is revealed, and therefore which player controls that guard.

Exiting the Map

It costs one zone of movement to exit the map (you can consider “off the map” to be a single zone that extends all the way around the board). Once an intruder exits the map, he cannot return. You must tell the guard player immediately when an intruder exits the map, and you must also declare which intruder it was.

Place any *Kenjutsu* cards being used to mark that intruder's wounds into the guard's discard pile.

4 Players: The guard players can decide which discard gets how many *Kenjutsu* cards.



Detection

When one or more guards move into the same zone as an intruder, the intruder player must announce it immediately and place the appropriate figure on the game board. The guard ends its movement and can attack the intruder immediately. Move the Alert Level to High.

When an intruder enters the same zone as one or more guards, the intruder can play *Shadow Walk* to pass undetected, or other cards to kill or neutralize all guards in the zone. If he does not do so, he must place his figure on the board and move the Alert Level to High.

When a detected intruder moves into a zone with no guards in it, or eliminates all guards in his zone, he immediately becomes hidden again, and the player removes the figure from the game board. Do not adjust the Alert Level.



Combat

An attack can occur when a guard enters or starts in the same zone as an intruder, or vice versa. The active player is the attacker.

Attacking the Guards

If the attacker is an intruder, discard one *Kenjutsu* card to remove one guard. Move the Alert Level up by one or two, as indicated on the card. Note that the intruders have a limited number of *Kenjutsu* cards, thus they must avoid being involved in too many combats.

An intruder does not have to kill a guard just because he enters the zone. If he chooses not to or cannot, raise the Alert Level to High.

Attacking the Intruders

If the attacker is a guard, the guard player can play as many *Kenjutsu* cards as he has guards in that zone. He can do this even during the Guards Patrol Phase.

Kenjutsu cards do not count against the one-card-per-guard limit. It is perfectly legal to play a *Sentry Search* on a guard to move him into a zone with an intruder, and then play a *Kenjutsu* card to attack that intruder. However, each guard can attack only once per turn.

When a guard attacks, the intruder gets a wound. Place the *Kenjutsu* card in front of the intruder player to track how many wounds the intruders have suffered (ninja to the intruder player's left, traitor to the intruder player's right). The Alert Level goes to High.

The ninja dies when he has been attacked 3 times (i.e., has had three *Kenjutsu* cards played against him). The traitor dies when he has been attacked twice. When an intruder dies, place any *Kenjutsu* cards being used to mark that intruder's wounds into the guard's discard pile.

4 Players: The guard players can decide which discard gets how many *Kenjutsu* cards.

Intruder Death

If the intruder player loses a character before turn 10, he continues with a new copy of that intruder at the start of his next turn (the dead intruder is considered to have been a clever decoy). Each intruder only gets one new life per game.

Select a new starting position in the same manner as for the start of the game. Use the actual turn number (instead of 0). The secret passage remains at the same location. The intruder can move on the turn he restarts.

Select new cards: 6 cards for a ninja and 5 for a traitor. These cards are selected from all the cards provided (i.e., you can select cards that you did not choose when setting up).

Once the starting location and starting hand have been chosen, shuffle the dead intruder's mission goal with the unused mission goals. Draw a new mission goal for the new character. You might already know where the mission can be found, but the mission is not considered completed until that intruder searches that zone.

The guard player selects up to 5 cards from the cards in his draw deck and discard pile, and adds those cards to his hand. He also gets 3 extra sleeping guards. Note the new sleeping guards on the private map. Remember, there may be no more than two sleeping guards per barracks, but you may place these new guards in barracks that have had sleeping guards wake up and depart.

All ropes, drunk guards, etc., left by the dead intruder remain.

When an intruder dies on turn 11 or later, no new intruder character gets created and the guard player gets no bonus.



Number of Guards

There can only be 20 guard figures on the map at any time. This includes drunk guards. If there are 20 guards on the map, sleeping guards cannot be awakened.

If there are 20 guards on the map and an intruder triggers a hidden sentry, first the intruder has a chance to kill the hidden sentry. If he does not, the guard player may select any one guard (even a drunk guard) and remove it from the map so that he can place the hidden sentry on the map as a guard. If the guard player chooses not to do this, the intruder is still detected and the Alert Level moves to High.



The Secret Passage

At the start of the game, only the ninja and traitor know the location of the secret passage. The secret passage has two entrances; it does not connect to the map in any other zone.

The secret passage is considered a single map zone. If a guard and intruder are in the secret passage at the same time, the intruder is detected.

To indicate that a figure has entered the secret passage, the intruder player draws a circle around the turn number on his private map.

A figure cannot move through the secret passage in a single turn. **As soon as you move into the secret passage, your movement ends.**

When a guard finishes his turn in the same zone as an entrance to the secret passage, the intruder player must reveal its existence. From then on, the guards are able to use the secret passage too. Discovering the secret passage does not raise the Alert Level.

If the guard passes through the zone of the entrance to the secret passage without stopping, he notices nothing.



Play Hint

At the end of every turn, mark the zones that your guards are in with a dot. This will help to narrow down the location of the secret passage.

When you wish one of your figures to enter the secret passage, place the *Secret Passage* card face-up in front of you and place your figure upon it. Each figure needs its own card to use the secret passage. The ninja and intruder cannot use each other's *Secret Passage* card.

4 Players: The guard players can use each other's *Secret Passage* cards.

When a guard enters the secret passage, the intruder player does not need to tell the guard player where the other exit is; the guard player can only find out by luck or by sending a guard out the other exit.

Next turn, figures can leave the secret passage by either exit (note that guards still need a *Sentry Search* or *Patrol Search* card to move out of the passage). Retrieve your figure from the card (and place it on the game board if it is a guard). Exiting the secret passage counts as one zone of movement.

When a figure leaves the secret passage, leave the *Secret Passage* card face up in front of that player. Treat the secret passage as a new zone. You must still stop your movement when you enter the secret passage.

Guards outside the secret passage cannot hear intruders that are in the secret passage. Guards cannot listen for intruders while inside the secret passage.

Guards cannot enter the secret passage for the first time without the *Secret Passage* card. Once they play that card, one guard can move in or out of the secret passage by using a *Sentry Search* card. If the guard player has both *Secret Passage* cards in play, two guards (total) can use the secret passage, and the guard player can move two guards in and out at the same time using a *Patrol Search* card.



Ending the Game

The game ends when there are no intruders on the board (because they have been killed or have escaped), or the 20th turn ends.

To win, both intruders must complete their mission and escape the map. If only one intruder completes his mission and escapes, the game is a draw. Any other outcome is a victory for the guards.

Variants

Lone Wolf: In this 2-player variant, the intruder chooses whether to play either the ninja or the traitor (he does not play both). The guard player sets up only 2 patrols (not 3) at the start. To make things harder on the guards, you can have the intruder player choose starting hands for both the ninja and the traitor. He still only plays one of the two, but the guard player doesn't know which one until he plays a card. The intruder wins if he completes the mission and escapes the map. Otherwise the guard wins.

Contested Ground: If you have 2 intruder players, they don't have to cooperate. Instead, have them each draw a mission goal (or write down a mission letter (A-F) so that they might both have the same goal!). They do not share information, they cannot use each other's ropes, and they each have their own secret passage that they cannot share.

Playing Cards

Players can only play cards on their turn. The only exception is *It Was a Cat*, which the intruders can only play in response to a *Sentry Listen* or *Patrol Listen* card.

The intruder can play any cards he wishes as a bluff. For example, he could play a *Rope* card on a turn that he is never next to a wall, or *It Was a Cat* when he's nowhere near the listening guards. The card is lost, but hopefully the guard player will be distracted or diverted by the ruse.

Difficult Terrain

A figure's movement ends as soon as he does any of the following:

- Enters a moat zone.
- Enters the secret passage.
- Crosses a wall using a rope.



Gameplay Hints

Guards

As the guard, do not squander your resources early. You might want to wait until the intruders raise an alarm to start searching.

If the intruder enters the secret passage, you can tell because his figure will be on the card. It's pointless to listen for him.

While it is tempting to Awaken guards as fast as you can, doing so shows the intruder player where they are. It might be better to save them for a surprise later.

Intruders

Most intruder cards can be played to no effect as a bluff. You lose one of your very precious cards, but you can send the guards off chasing ghosts.

Take your time. 20 turns is longer than you think.

If the Alert Level is already High, there is no additional alert penalty if you cause all sorts of trouble. Run around in the open, kill those guards, get done what you can!

Game Balance

When the players have vastly different skill levels, the game might become impossible for weaker players or unchallenging for stronger players. Here are some suggestions for ways to modify the play balance to make the game more enjoyable.

Increase or decrease the number of cards the intruders get. Even 1 or 2 cards makes a huge difference. Adding 3 cards to the ninja makes him a Hollywood-style killing machine.

Completing a mission (i.e., visiting the zone with the appropriate intruder) raises the Alert Level.

Finding the secret passage raises the Alert Level.

Increase or decrease the number of guards, patrols, and sleeping guards.

Allow guards to notice ropes in the same way that they notice the secret passage.

Do not allow guards to notice the secret passage.

Credits

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