

Card#	Ninja Recruit	Ninja Master	Card#	Ninja Recruit	Ninja Master
1.	5 hours	9 pieces of fruit	42.	6 outfits	38 cards
2.	7 animals	8 pitches	43.	40 cupcakes	\$35.05
3.	4 corners	6 seconds	44.	3 hours	\$6,000
4.	4 comic books	21 minutes and 15 seconds	45.	24 nails	4 1/2 pounds
5.	3 ninja stars	2 hours and 24 minutes	46.	1:31pm	\$200.97
6.	6 people	40 cents per sheet	47.	6 seconds	\$563.22
7.	10 photos	30 seconds	48.	12 pieces of food	5:15am
8.	8 insects	\$187.50	49.	12 animals	72 inches; 6 feet
9.	5 bottles of water	16 books	50.	3 pairs of blue shoes	10 mirrors
10.	10 hours	27 months	51.	7 traps	65 miles
11.	1 and a half hours	240 hours	52.	8 corners	260 calories
12.	35 cents	4 packs	53.	\$0.23	61 ninja stars
13.	3 friends	\$38.50	54.	12 legs	12 students
14.	7:00pm	10 tins of tea	55.	Saturday	3,114 boxes
15.	7 rows of vegetables	10 movies	56.	3 hours	32 rows
16.	14 pairs of socks	\$15.25 per uniform	57.	8 ounces	\$22 per month; \$242
17.	4 more books	Approximately \$1.50	58.	10, 12	True
18.	9 friends	4 hours of exercise	59.	5	\$21
19.	7 people	\$75	60.	4 problems	26 degrees
20.	7 years older	\$13	61.	9 corners	30 classmates
21.	11, assuming he saves one for himself.	50 words	62.	3 oatmeal cookies	\$273.52
22.	500 ninja belts	he'll need to run	63.	4 fish	2,060 words
23.	\$0.23	71 books	64.	1 more egg	\$320
24.	1 minute and 15 seconds	15 minutes	65.	10 cents	no, he will need
25.	12 shoelaces	1 question	66.	14, 19, 27, 40	20 paperclips
26.	5 strings	12 miles	67.	8 scrolls	A new set would be cheaper by \$5
27.	9 (counting the Ninja Recruit)	16 rolls	68.	1 scroll	7 times
28.	3 kittens	6 sides			14 colors will be used
29.	20 utensils	652 miles per hour			twice
30.	7 kites	208 stripes	69.	2 ninjas	22 years old
31.	3 exhibits	\$1,064 profit	70.	6 flowers were yellow	1,950
32.	4 eggs	\$1.35 each	71.	6 tigers	19 cupcakes
33.	6 flies	4 sides	72.	2 trees	4 minutes per block
34.	2 houses	48 ninja belts	73.	\$150 more	5 packs of gum
35.	July 7th	27, 33, 39	74.	61 berries	\$225.00
36.	3 people	\$157.59	75.	\$10 left	3 apples
37.	10 snowballs	16 houses	76.	39 seconds	47.5 hours
38.	no money left, \$0	\$53	77.	4 grades	76 coins in each
39.	15 phone calls	3 sets	78.	13 windows	2 cookies each;
40.	3 people	\$31.94	79.	25, 30	4 left over
41.	5 assignments	no, he'll finish at 5:00pm	80.	2 fewer matches	7:30am
					14 students (counting the Ninja Master)

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Ages 7 and Up
2 to 4 Players

SCHOLASTIC



NINJAS!™

Game



Instructions

Contents:

- 80 Ninja Challenge Cards
- 3 Ninja Recruit Dice (Red)
- 3 Ninja Master Dice (Blue)
- 4 Ninja Playing Pieces and Stands
- 1 Dragon Treasure Token
- 16 Quest Tokens
- 4 Trap Tokens
- Game Board

Object of the Game:

Be the first Ninja to earn a Quest Token from each of the 4 Ninja Challenge spaces and collect the Dragon Treasure Token at the center of the Game Board.

Setup:

1. If this is your first time playing Number Ninjas, punch out the Tokens and Playing Pieces.
2. Set out the Tokens on their matching icons on the Game Board.
3. Shuffle the deck of Challenge Cards and set them next to the Game Board.
4. Players decide whether they will play the game as a Ninja Recruit or a Ninja Master. Ninja Recruits only have to do addition and subtraction when rolling the red Ninja Recruit Dice, while the blue Ninja Master Dice have the added element of multiplication. A Ninja Master can potentially move faster across the Game Board, but the Ninja Challenge Cards are much more difficult. Choose wisely!

Ninja Recruits should work to solve the red Ninja Recruit problems on the Ninja Challenge Cards, while Ninja Masters work to solve the blue Ninja Master problems on the Ninja Challenge Cards.

How to Play:

1. The youngest player goes first. Players begin their turn by rolling either the red Ninja Recruit Dice or the blue Ninja Master Dice. Players then add, subtract or multiply the two numbers on the Dice as shown and move their Ninja Playing Piece that many spaces on the Game Board. *Note: if a "-" symbol, is rolled, the smaller number should always be subtracted from the larger number. It is possible to roll a subtraction problem where the answer is zero. In this case, players do not move and their turn is over.*
2. Players may not land on or touch the same space twice in a single turn. It is permissible to share a space with another Ninja Playing Piece or move through or over another player's Ninja Playing Piece.
3. Players cannot move through a space on the Game Board where a Trap Token has been placed and must move around the Trap. If an

area is blocked because of a Trap, a player must land on a Remove Trap space and remove the Trap first. Players do not need to move the full number of spaces shown on the Dice if they are attempting to land on a Remove Trap space. *(For example, if a player is able to move 4 spaces on the Game Board and the Remove Trap space is 3 spaces away, that player may go directly to the Remove Trap space, forfeiting the last space move).*

4. If a player lands on a Ninja Challenge, Place Trap or Remove Trap space, see instructions below.

NINJA CHALLENGE SPACES

When a player lands on a Ninja Challenge space, the player to the left draws a Ninja Challenge Card, places it question-side up on the table and reads it aloud. Ninja Recruits must answer red challenges while the Ninja Masters must solve the blue challenges. If needed, players may use a pen and paper to work through a Ninja Challenge. The answers for each Ninja Challenge are located on the back of the Instructions.

When players answer a Ninja Challenge correctly, they are awarded one of the Quest Tokens from that Ninja Challenge space. Players must collect a Quest Token from each of the 4 Ninja Challenge spaces in order to race to the Golden Dragon Token.

If players answer a Ninja Challenge incorrectly, their turn is over. They may try to solve that same Ninja Challenge on their next turn without rolling the dice.

PLACE TRAP SPACES

When players land on a Place Trap space, they may place a Trap Token on any empty space on the Game Board (not on a Ninja Challenge space). Traps are used to block opponents. Once a Trap Token is placed, no other players may pass, land on or move over that space on the Game Board. Players must go around this space if possible. Once all Trap Tokens have been placed on the Game Board, players cannot place any additional Traps.

REMOVE TRAP SPACES

When players land on a Remove Trap space, they may remove a Trap Token from anywhere on the Game Board and set it aside. That Trap Token may be placed on the Game Board when a player lands on a Place Trap space.

Winning the Game:

The Dragon Treasure Token sits in the center of the Game Board and is a very special treasure. Players may not collect this Token until they have successfully completed 4 Ninja Challenges and earned 4 unique Quest Tokens. The first player to land on the Dragon space and collect the Dragon Treasure Token wins.