



EN

A PUSH-your-luck card game
for 2 to 6 players,
aged 8+

Form columns using the characters from NARUTO SHIPPUDEN.
Try to add cards with high numbers to the columns for you to take.
Push your luck too far and you'll lose it all.
The player with the most points wins!

CONTENTS

120 cards:
90 number cards
18 roll cards
12 switch cards
1 die

Tip: To make it easier to recognize the characters, each has been assigned a symbol (on the cards and die).



Number cards (3 x numbers 1 to 6 in five colors)



Roll card

Switch card

HOW TO PLAY

Collect as many cards with high numbers as possible.

Flip more cards from the draw pile and place them in up to three columns.

Colors and numbers cannot appear in a column more than once.

Players must collect as many cards as possible—these count as points at the end of the game, so the higher the card number the better! Shuffle all 120 cards and place them face down in the middle of the table. This is your draw pile. The game is played in a clockwise direction.

Flip and place cards to collect points

Flip the top card from the draw pile and put it face up in the middle of the table. This is the start of a column.

Now flip more cards one at a time. Decide for each new card whether you want to add it to an existing column or form a new one. You can form up to three columns to add cards to.

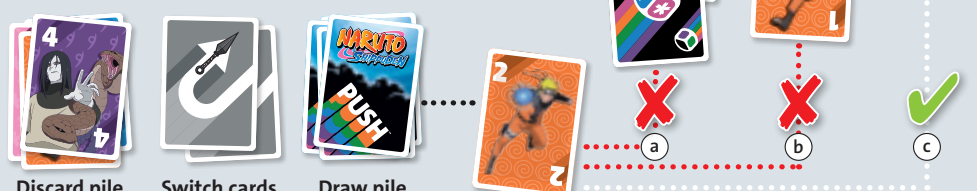
IMPORTANT: Each color and number can only appear in each column once (see example below). The same applies for roll cards: Only one is allowed per column! Never place switch cards in the columns. They should be put to one side for now. More on both cards later...

Example:

Marty draws an orange Naruto card with a value of 2.

- He can't place it in the first column because there is already a 2 card there.
- He can't place it in the second column because there is already an orange card there.
- So he places it in the third column, as there is neither an orange card nor a 2 card there.

Example columns



Choose to stop at any time and take a column to add to your layout.

You must decide after playing each card whether you want to stop or continue playing.

Choose to stop

To avoid drawing a card that you might not be able to play, you can choose to stop at any time after placing a card. In this case, you **don't draw another card**, but rather immediately **take one of the columns** and put it face up in front of you. Sort the cards by color and overlap them slightly so that all numbers are clearly visible. This forms your layout.

TIP: When it's your turn, always try to create a column with lots of cards featuring high numbers for you to take.

Roll card: Roll the die!
You must discard all cards in the color you rolled. Put them on the discard pile.

Roll card

If there is a roll card in the column you took, you first add the number cards to your layout, then roll the die. You must discard all cards in your layout in the color rolled. Place them and the roll card face up on the discard pile next to the draw pile.

Banked cards are safe from the die roll and do not have to be discarded (see "Banking cards and saving points").

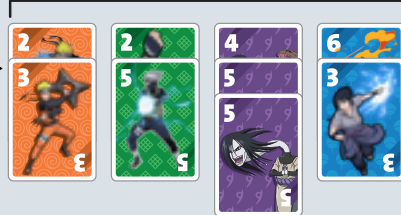
Did you roll a **star**? Then you don't have to discard any of the cards in your layout. The same applies if the color you rolled doesn't appear on any of the cards in your layout.



EXAMPLE CARD LAYOUT

If you roll orange ...

... put all orange Naruto cards in your layout on the discard pile in the middle of the table.



BANKED CARDS



Each of your fellow players receives one of the remaining columns.

Your turn ends once you've taken a column and added the cards to your layout. Now fellowthe other players take turns (in a clockwise direction) to each also take a column and add the cards to their layout, sorted by color. If they must take a Roll card follow the same rules above.

In the two-player game, cards might be left over. Place them face up on the discard pile. When there are several players, it might be that not every player can take a column.

Switch card

If a switch card was revealed on your turn, then your right neighbor is the first to take a column and put it in their layout, instead of your left neighbor. Did you flip two switch cards? Two switch cards revert the order back to normal. Switch card: Reverses the order in which the players can take a column.

Tip: In the 2-player game, remove the switch cards from the deck before you start.



If you can't add the card you've drawn to a column, you can't take a column and must roll the die immediately. You must discard all cards in the color rolled.

Bank the cards in one color by adding them to your layout so that the points are safe from the die roll.

The numbers on the cards in your layout are your points at the end of the game.

Risked too much?

If you flip a card that you can't add to a column because it would repeat a card, then you've risked too much. You can't take a column (do not collect any cards) and place the last card drawn in the discard pile. Then you must roll the die. You must discard all cards in the color rolled from your layout. The other players take turns (in a clockwise direction) to take one of the columns you've formed. It's now the next player's turn.

Banking cards and saving points

Instead of taking turn to flipping cards and adding them to the columns, you can instead choose to bank cards to your layout. This allows you to save them from the die roll. Choose one color and stack all your cards in that color face down in your layout.



END OF THE GAME

The game ends as soon as the draw pile has been used up and all of the columns have been taken. Each player then adds up the number values on their cards (both those turned face up and face down). The player with the **most points wins the game!** If there's a tie, the player with the most cards wins. If there's still a tie, then the players both/all win.

PLAY VARIATION FOR RISK-TAKERS

Want to push your luck even further? Then try this play variation: If you roll a star, you must discard your entire layout. Banked cards are still safe from the die roll, of course. So be on your guard and bank your cards in good time!

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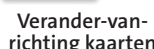
Game Design: Prospero Hall
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* De mannelijke verwijswwoorden worden uitsluitend gebruikt om de leesbaarheid te vergroten en worden in alle gevallen bedoeld als genderneutraal.



**Kleuren en
getallen mogen
niet meer dan één
keer in dezelfde rij
voorkomen.**

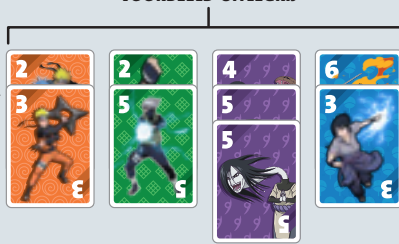


Aflegstapel **Verander-van-
richting kaarten**

TIP: Als je aan de beurt bent, probeer dan altijd een rij te maken met veel kaarten en hoge getallen die je vervolgens kunt pakken.

Als je oranje
goot

...leg alle oranje Naruto-kaarten van je uitlegrij op de aflegstapel in het midden van de tafel



BEVEILIGDE KAARTEN



Nadat je een rij hebt gekozen en in je uitlegrij hebt gelegd, is je beurt voorbij. Nu kiezen de **andere spelers** die aan de beurt zijn (te beginnen met je linker buur) ook **één rij** en leggen die gesorteerd op kleur in hun uitlegrij. Dobbelkaarten worden behandeld zoals hierboven beschreven.

Bij het spelen met twee spelers kan het voorkomen dat er kaarten overblijven. Leg deze open op de aflegstapel. Bij een spel met meerdere spelers kan het ook voorkomen dat niet iedere speler een rij kan pakken.

Heb je tijdens je beurt een **verander-van-richting kaart** getrokken? Dan mag in plaats van je linker buur als eerste je rechter buur een rij pakken en in zijn uitlegrij leggen. Heb je twee verander-van-richting kaarten omgedraaid? Dan heft deze kaart de eerste kaart op.



Let op: in een spel met 2 spelers worden de verander-van-richting kaarten eruit gehaald.

Als je een kaart omdraait die je in geen enkele van de 3 rijen kan leggen omdat de kleur of het getal er al ligt, heb je te veel risico genomen. Je mag **geen rij** nemen en je moet zelfs met de **dobbelsteen** gooien. Je verliest alle kaarten van de gegooide kleur. De **rijen die je hebt gelegd** worden beurtelings onder je **medespelers verdeeld** (zie boven). Daarna is de volgende speler aan de beurt.



In plaats van kaarten om te draaien en in rijen te leggen, kun je kaarten ook **veiligstellen** in je uitlegrij. Zo bescherm je ze **tegen de dobbelsteen**. Kies **één kleur** en stapel al je kaarten van die kleur met de afbeelding naar beneden in je uitlegrij.

Het spel eindigt zodra de trekstapel op is en alle uitliggende rijen zijn verdeeld. Vervolgens telt iedereen de getallen die op zijn kaarten staan op (zowel openliggende als veiliggestelde). De speler met het **hoogste aantal punten wint het spel!** Bij een gelijke stand wint de speler met de meeste kaarten. Als er ook hier een gelijkspel is, zijn er meerdere winnaars.

Wil je nog meer spanning? Probeer dan de volgende variant: als je een ster gooit, moet je **je hele uitlegrij** op de aflegstapel leggen. Natuurlijk blijven veilig gestelde kaarten beschermd tegen de dobbelsteen. Wees dus voorzichtig en stel je kaarten op tijd veilig!

