

Ninjago Adventure Game Instructions

Object of the Game:

- Be the first to have all the golden weapons at the same time. This player is the winner.

Setting up the Game:

- Each player needs the following or its equivalent: a Ninjago weapon, character, character card, and spinner. If you have Ninjago battle cards you may use them as well. Place the weapon in your character's hand. **He will never lose this weapon. He may not use it for trading in or any other purpose.** You may not play a gold battle card (from the Ninjago spinner sets) unless you have a golden weapon card from this game (i.e. from the blacksmith).
- Separate the golden weapon cards and give them to a player who will double as the blacksmith. The cards must be kept separate from any other cards the player may receive during play.
- Shuffle the remaining cards and place them in a draw pile. All players start on the Dojo. Youngest player starts first.

Moving:

- Roll the die. Follow the instructions on the die and in the legend.

Cards:

- Receiving Cards:
 - Every time you land on your element, you receive one card. For example, if you are Kai (and therefore fire), you may pick up a card upon landing on the Fire Temple.
 - When you land on the Dojo you ***always receive*** two cards. If they are action cards, use them in the order received.
- Using Cards:
 - Action cards must be played on the turn received. They must be replaced on the bottom of the pile.
 - Weapon cards must be kept face up in front of you. If you do not have a weapon card you **may not fight**. In a battle the winner chooses which weapon to take. In trading weapon cards for a golden weapon card, cards are returned to the bottom of the draw pile.

Fighting:

- When you land on a space (excluding City or Forest of Tranquility) you **must** fight any opponent who is on that same place. The only exception is if you, they, or both, do not have any weapon cards. Then you **may not** fight. After one battle (when you or your opponent has lost a weapon) you **may** stop attacking. No matter what happens, both players remain on the place until their next turn. A player who loses all their cards is **not** out of the game. The winner chooses which weapon to take. See the Ninjago battle guides for instructions on who wins and how to spin.

Golden Weapons:

- Receiving golden weapons:
 - By trading: Three different weapon cards or three of the same weapon cards may be traded for any available golden weapon at the Blacksmith's shop. To trade you must be at the Blacksmith's shop.
 - By battle: If you win, you pick which weapon you want. If your opponent has a golden weapon, you may take it.
- Losing golden weapons:
 - You may only lose a golden weapon in battle. If you have a golden weapon, your opponent may take it after winning a spin.

Other Rules:

- Rest spots: Anytime you land on either the City or the Forest of Tranquility you may not fight.
- If your opponent has landed on your space and fought you, and you land on the same spot in your next turn, you must fight the player. If two people are already on one spot, and a third arrives, that player may pick who to fight. He may not fight both.

Have Fun!