

## introduction

In this game, you will be taking on the role of a martial artist who has mastered combat using the three elements: fire, water, and wood. Each game you will engage in a thrilling battle to determine who is the ultimate ninja master!

## overview

The cards you will play represent attacks or weapons. The attack cards have both a number and element. The numbers dictate play order and who will lose the round. The elements of the cards can combo or counter to stack massive amounts of damage on your opponents (or yourself).

## object

The object of San, Ni, Ichi! is to be the player with the fewest number of cards in his/her damage pile at the end of the game.

<See 'advanced scoring'>

## starting

Setting up the main deck:

Depending on the number of players, add cards based on the following table

# of players	element cards	weapon cards
3	1-5	6
4	1-7	7
5	1-8	11
6	1-10	12

Randomly select the weapons you will use each game, and display them face up so all players may see which are included. Shuffle the weapons and attack cards and deal all of the cards to each player.

After each game you can randomize the weapons that you will include in the main deck.

## gameplay

Each round, players will choose a card and play it face down in front of them. All face-down cards are revealed at the same time, then they are played from the lowest number to the highest number.

Most cards are attack cards and are played on players' sparring piles.

<See 'attack cards, pg. 6'>

Other cards are weapons and have special effects.

<See 'special weapon cards, pg. 8'>

After all cards have been played, the player(s) with the highest numbered card on the top of his/her sparring pile(s) will move the entire pile(s) face down into his/her damage pile(s).

<Important: sparring piles that are not taken as damage remain in play until they are taken as damage. Sparring piles that have not been taken as damage by the end of the game are discarded.>

The game ends after all cards have been played. The player or players with the least number of cards in their damage pile is/are the winner(s)!

<See 'advanced scoring'>

## attack cards:

After the face-down cards are revealed, players will take turns playing the cards they chose in number order (see "Breaking Ties, pg. 9"). Attack cards are placed on players' "sparring piles." The sparring pile is an area in front of a player that indicates combat is taking place. Weapon cards have special effects and either discarded, played on a sparring pile or taken as damage after playing them.

The rules for playing attack cards are as follows:

- 1) If a player does not have a sparring pile, ANY attack card may be placed to start a sparring pile.
- 2) To add to a pile, you must place a card with with a winning element\*.
- 3) You may start piles on yourself or place cards on your own sparring pile(s).
- 4) If you place a card on your own sparring pile, you may slide that pile to another player, as long as he or she DOES NOT have ANY piles in front of them.
- 5) If there are no legal plays you must discard your card.
- 6) You may choose to discard the card you played.

<\*Winning Element: In this game, fire beats wood, wood beats water, and water

beats fire. In other words, you may play fire cards on top of wood cards, wood cards on top of water cards, and water cards on top of fire cards.>

## special weapon cards:

Special weapon cards are played in numerical order, with the exception of the 'smoke bomb' (see below). Their effects resolve sequentially based on their number.

**Block:** No attack cards may be played on you this round. The shuriken and the tonfa may still target you. Your sparring pile may still be taken as damage if it has the highest card.

**Zen Attack (Wild Card):** You may place the Zen card on any sparring pile regardless of element. Zen Attack takes on the next logical element. You may not use the Zen card to give a pile to another player. **Tonfa:** Draw the top card of any sparring pile into your hand then discard a card. Tonfa is not affected by the block card.

**Sai:** Swap two sparring piles. <or, in a 3-player game, give any pile to a player that does not have a pile.>

**Shuriken:** Play directly to any player's damage pile. Shuriken is not affected by Block Card.

**-- Smoke Bomb:** Play immediately when you would take damage. You do not take any damage this turn; your sparring pile remains in play. The player(s) with the next highest number on his/her top card takes damage instead. Draw the lowest numbered card of your sparring pile into your hand.

<Important: Smoke bombs played as a player's final card are discarded.>

## breaking ties

When determining a tie for playing cards, play cards in alphabetical order of the letter located below the card's number.

## scoring piles and damage

Each round, after all cards are played, the player(s) with the highest numbered card on the top of their sparring pile(s) will take that entire pile(s) as damage. Sparring piles taken as damage are turned over so the cards are face-down in the damage pile.

<Important: Sparring piles that are still in play after the last round is over DO NOT become damage; they are discarded.>

Each card in a player's damage pile counts as one point against him/her at the end of the game.

<See 'advanced scoring'>

## team play:

If you are playing San, Ni, Ichi! with 4 or 6 players you can team up into 2 or 3 teams of 2 players, respectively. The game is played using the same rules, but team-mates can play the block and smoke bomb card for each other. Teams should refrain from sharing their hands.

## alternate gameplay:

You may alter the main deck of San, Ni, Ichi! to create a more interesting challenge. Using the following table during the set up to change the number of weapon cards during the game set up.

# of players	element cards	weapon cards
3	1-6	3
3	1-7	none
4	1-8	4
4	1-9	1
5	1-9	8
5	1-10	5

## advanced scoring

For advanced players, instead of counting the total number of cards in players' damage pile, you may count the total value of cards in damage piles to determine the winner. All weapon cards are considered to have a value of One when using this scoring method.

1

A.



attack - fire

≥3

2

A.



attack - fire

≥3

3

A.



attack - fire

≥3

4

A.



attack - fire

≥3

5

A.



attack - fire

≥3

6

A.



attack - fire

≥4

7

A.



attack - fire

≥4

8

A.



attack - fire

≥5

9

A.



attack - fire

≥6

10

A.



attack - fire

≥6

1

C.

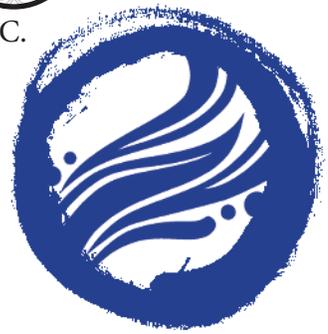


attack - water

≥3

2

C.

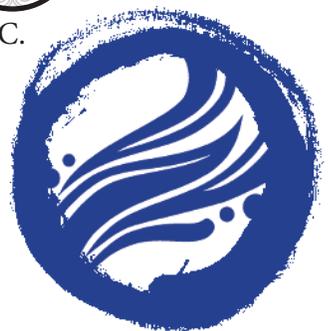


attack - water

≥3

3

C.



attack - water

≥3

4

C.

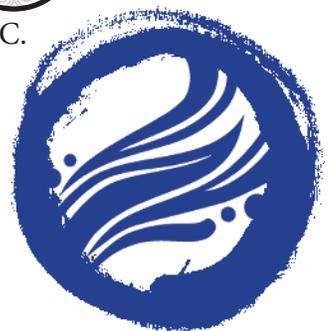


attack - water

≥3

5

C.



attack - water

≥3

6

C.



attack - water

≥4

7

C.

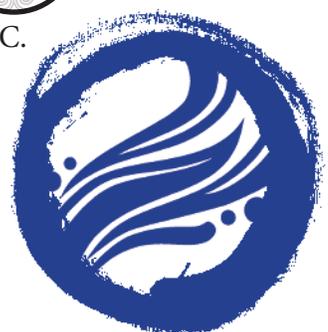


attack - water

≥4

8

C.



attack - water

≥5

9

C.



attack - water

≥6

10

C.



attack - water

≥6

1

B.



attack - wood

≥3

2

B.



attack - wood

≥3

3

B.



attack - wood

≥3

4

B.



attack - wood

≥3

5

B.



attack - wood

≥3

6

B.



attack - wood

≥4

7

B.



attack - wood

≥4

8

B.



attack - wood

≥5

9

B.



attack - wood

≥6

10

B.



attack - wood

≥6

15

weapon - attack  
zen attack



Play on top of any element.  
<You may NOT give a pile to another player with  
'zen attack'.>

19

weapon - attack  
zen attack



Play on top of any element.  
<You may NOT give a pile to another player with  
'zen attack'.>

23

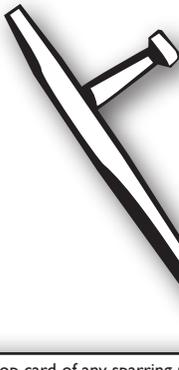
weapon - attack  
zen attack



Play on top of any element.  
<You may NOT give a pile to another player with  
'zen attack'.>

16

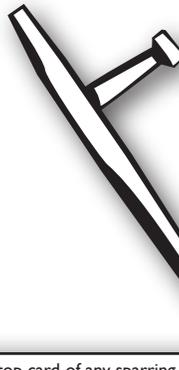
weapon - tenfa



Draw the top card of any sparring pile.  
Discard a card from your hand.  
<not affected by 'block'.>

20

weapon - tenfa



Draw the top card of any sparring pile.  
Discard a card from your hand.  
<not affected by 'block'.>

24

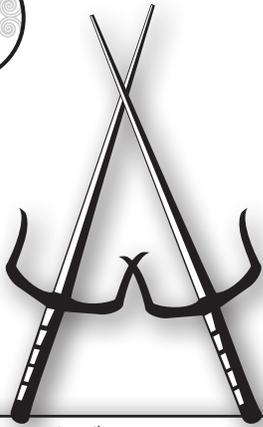
weapon - tenfa



Draw the top card of any sparring pile.  
Discard a card from your hand.  
<not affected by 'block'.>

weapon - sai

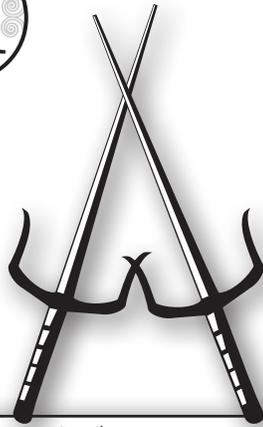
17



Swap two sparring piles.  
Or, in a three player game, move a pile to a player that does not have one.

weapon - sai

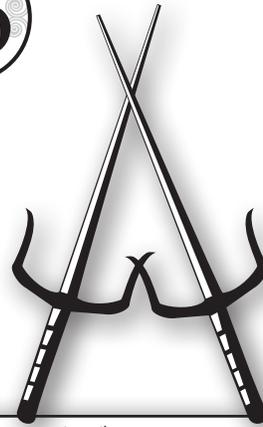
21



Swap two sparring piles.  
Or, in a three player game, move a pile to a player that does not have one.

weapon - sai

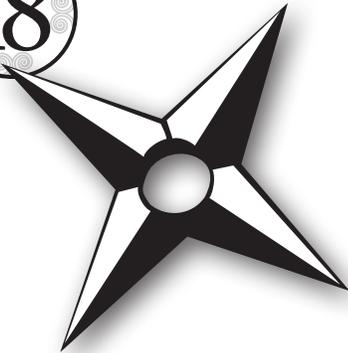
26



Swap two sparring piles.  
Or, in a three player game, move a pile to a player that does not have one.

weapon - shuriken

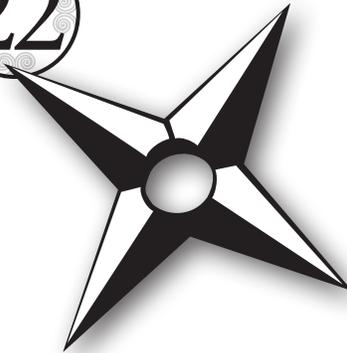
18



Play directly into a player's damage pile.  
<Not affected by 'block'.>

weapon - shuriken

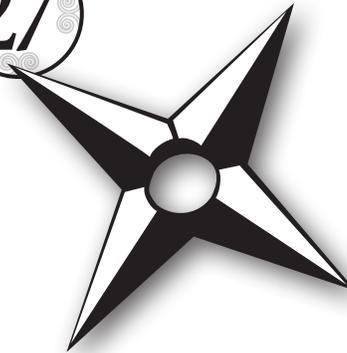
22



Play directly into a player's damage pile.  
<Not affected by 'block'.>

weapon - shuriken

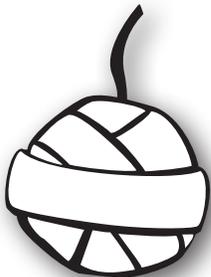
27



Play directly into a player's damage pile.  
<Not affected by 'block'.>

weapon - smoke bomb

∞



<Play only when you would take damage.>  
You do not take damage this turn.  
Draw the lowest numbered card in the pile that would have scored.

weapon - smoke bomb

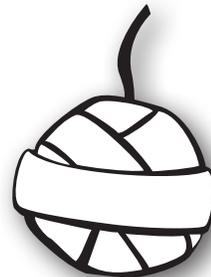
∞



<Play only when you would take damage.>  
You do not take damage this turn.  
Draw the lowest numbered card in the pile that would have scored.

weapon - smoke bomb

∞



<Play only when you would take damage.>  
You do not take damage this turn.  
Draw the lowest numbered card in the pile that would have scored.



weapon - block



Players may not play cards on you this turn.  
<You still take damage if you have the highest top card on your sparring pile(s) .  
Does not stop 'shuriken' or 'tonfa.'>



weapon - block



Players may not play cards on you this turn.  
<You still take damage if you have the highest top card on your sparring pile(s) .  
Does not stop 'shuriken' or 'tonfa.'>



weapon - block



Players may not play cards on you this turn.  
<You still take damage if you have the highest top card on your sparring pile(s) .  
Does not stop 'shuriken' or 'tonfa.'>