



NARUTO+ RULES AND INFORMATION

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THE CARDS

Here are the cards: <https://www.dropbox.com/s/z72g4izqq1ly2xl/Naruto%2B.zip?dl=0>

The zip folder will contain two documents: updated cards, and a full set. If you have the previous full set download, you only need the updated cards to replace the old versions you have. Otherwise, take the full set.

DISCLAIMERS

General

First off, I want to thank the community for keeping the excitement going for this project. It's been a long three months, and I felt like quitting at many stages during the entire process. Once I started showing the set, many of you expressed great interest, and it's that interest that kept me going.

Secondly, **this set is NOT funded by anyone nor will it cost anything to play.** This means that the set will not be physically printed unless you go out and print it yourself, and that is was done for the fans of the Naruto CCG, by the fans of the Naruto CCG, and for pure entertainment.

The upside to the above is that we can constantly update the cards. If something is unbalanced, we can rebalance it by releasing a new, updated version. This means the game will function something like a cross between a living CCG (Android: Netrunner) and a digital CCG (Hearthstone). I have to stress here that **Naruto+ will only get better with YOUR input!**

Thank you for all your assistance in creating what I feel will be the greatest Naruto set ever made!

How to Provide Feedback

Win or lose, we all have a hand in making the game better. All of the power to shape and mold the game is in YOUR hands this time around, so providing feedback for balance is an important part of playing the game. Be sure to have some paper and a pen around you while playing, and if you see something particularly unbalanced, be sure to write it down and submit it to the design/development team!

You can submit your feedback via this form here: <http://goo.gl/forms/fgSjnYIKs7>

Submit one form for each card you are reporting on. The final question is for any other suggestions you may have.

GENERAL GAMEPLAY

Rules Changes

In order to play Naruto+ appropriately, several rules changes were made to better balance the game. They are detailed here. If a card effect says to ignore the rules below, or it bends/breaks a rule, the card effect wins.

General Rules:

1. Maximum hand size is now 7.
2. Players start the game with 7 cards in hand.
3. After both players have drawn 7 cards, the second player (the player not going first) may charge the top card of their deck.
4. Turn flow is the same, except that just before you draw a card, there is a "Chakra Phase". At the start of this phase, you may charge the top card of your deck by moving it face up to your chakra area.
5. The player going first skips the Chakra Phase during their first turn.
6. You CANNOT charge cards out of your hand.
7. Overwhelming Victories are only gained by winning by 8 or more total team power.
8. Teams that win battle rewards only win 1 battle reward. Teams no longer win 2 battle rewards by going unblocked, regardless of their team size.
9. The chain now functions as the stack, meaning that players may respond at any time while the chain is resolving. Mechanically, this means that once an effect/card resolves from the chain, priority goes back to the active player once again. Players must still "pass" consecutively for the game to move forward and process an effect/card on the chain, or move to the next step/phase.

Affinity:

1. "Entrance cost" is now called "Affinity".
2. At the end of your turn, after all "until the end of turn" effects have been removed, you must choose one of the five elements (earth, fire, lightning, water, or wind). Your affinity for that element increases by 1.
3. In order to play a non-jutsu card, your affinity for that ninjas prime element (indicated as being the top right-most elemental symbol on the card) must meet or exceed the indicated affinity amount.

Deckbuilding:

1. New deck size is 60 cards.
2. You may have up to 4 copies of the same card (as in same card number) in your deck.
3. The sideboard and reinforcement deck are combined and are now the "sideboard".
4. Sideboard size is now 20 cards.

New Card Type: Tools

Tools are a brand new card type in Naruto+ that show various weapons, scrolls, equipment, and even training methods in the Narutoverse. The following are rules on how to play and use Tools:

1. All tools are colorless, meaning that any element's affinity can meet the requirement to play a tool.
2. Tools can only be played during your mission phase while nothing is on the chain.
3. When you want to play a tool, you must meet the affinity requirement, as well as pay the hand cost (if any).
4. Playing a tool uses up your 1 mission per turn.
5. You may "equip" a tool to a ninja you control either when you play the tool or during your mission phase while nothing is on the chain.
6. Equipping a tool that is in play uses up your 1 mission per turn.
7. When a ninja wielding a tool dies or is removed from play in any way, the tool remains in play, and is moved to its **owner's** side of the board, but no longer attached to anything.
8. If you gain control of an opponent's ninja that has a tool equipped, you also gain control of that tool. (note, this does not mean that you own that tool.)

How to Play Naruto+ Cards with Old Rules

Fairly short list for this one:

1. Any reference to “affinity” of any type simply refers to “entrance cost”.
2. All keywords still function the same under the old rules. Masked does nothing under the old rules.
3. The Senjutsu keyword follows the old rule version.
4. The Mastery keyword follows the new rule version.

How to Play Old Cards with New Rules

This list is fairly long, and will get a bit longer as players find other areas that need explanation.

1. All cards now only have their prime elemental symbol on them (indicated as being the top right-most elemental symbol on the card). All other symbols are considered to not be printed.
Ex. Mizukage (Series 25) is now only Water and not Water/Earth/Fire
2. Ambush, Mastery, Mental Power, and Surge are removed.
3. Any card that is referenced to being able to be played from chakra (Striking Shadow Snake, Chidori from Series 19) are now banned.
4. Any instances of jutsu stating “target: X ninja” where X = any number now say “target X opposing ninja”, where X = the same number.
5. Any instances of “this ninja is unaffected by” is now “this ninja cannot be the target of”. This only affects a few cards, and should be pretty easy to distinguish.

Keywords List

The following is a list of all keywords in the Naruto+ set, as well as what that keyword entails.

<u>Effect Name</u>	<u>Effect Text</u>
Affinity	If you meet the affinity requirement, the ninja gains the written effect.
Ascendant	Jutsus used by this ninja cannot be negated.
Clone	Put a copy of the user in play. That copy gains Masked.
Companion	This ninja does not count towards the team maximum.
Crush	When this ninja wins any victory, you win 1 battle reward.
Evasive	Cannot be the target of jutsus your opponent controls.
Execute	When a ninja would receive damage from this ninja or a jutsu used by this ninja, kill it instead.
Expert	This jutsu gains additional effect text if the user is the indicated ninja.
Guardian	This ninja cannot attack.
Infiltrate	While this ninja's team includes only ninjas with Infiltrate, its team cannot be blocked except by teams that include 1 or more ninjas with Sensor or Infiltrate.
Legion	Legion (This ninja may be put in play, even if you control a ninja with the same name.)
Marionette	Valid: While this ninja is not in the same team as a "Manipulation" ninja, its base power becomes 0/0. This effect cannot be negated
Masked	Any element's affinity can meet this ninja's affinity requirement.
Mastery	Discard card with same name as card with mastery for an effect.
Reinforce	This ninja can be deployed during your opponent's turn.
Senjutsu	When this ninja uses a jutsu, you may remove cards in your discard pile from the game to help pay for it. Each card you remove from the game pays for (1) or 1 chakra of the removed cards element.
Sensor	This ninja's team may block ninjas with Infiltrate.
Shield	Reduce all showdown damage this ninja receives by 1.
Specialist	When this ninja uses a jutsu requiring its combat attribute, you may give it +1/+1 until the end of turn.
Veteran	When this ninja is played, you may discard an in play ninja with the same name as this ninja. If you do, this ninja does not count as a deployment, and it enters play in the same status as the other card.)

REVISION HISTORY

Version 1.1

045 - Inabi Uchiha

- Name has been corrected.

076 - Gama

- Combat attribute has been changed to "Oil".

088 - Fukasaku

- Text has been fixed.

111 - Jugo

- Now correctly has the Sound village symbol.

265 - 8 Inner Gates

- Text has been changed. Now when a player with this mission in play would pay for something with chakra, that chakra is removed from the game instead.

Tool cards

- An icon has been made for Tool cards! Thanks goes to **Nick Botchis** for creating!

Rule document

- Under affinity, #3 has been changed to accurately reflect that affinity must be followed for all "non-jutsu" cards.