

Taco Ninja Adventure: The Rules



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In Taco Ninja Adventure, you play on two teams of 2 Taco Ninjas each. Your objective is to reduce the life of the opposing Taco Ninjas to 0 and send them both to the afterlife.

Set Up:

Start the game off by splitting players into 2 teams and picking Taco Ninjas. Each team takes turns picking Taco Ninjas. The person that smells most like ground beef picks a Taco Ninja first. The team who picks a Taco Ninja second gets to decide which of their Taco Ninjas plays first. The Taco Ninja to go second is that Taco Ninja sitting across from the Taco Ninja that plays first. Play passes back and forth between the teams each time a Taco Ninja takes a turn.



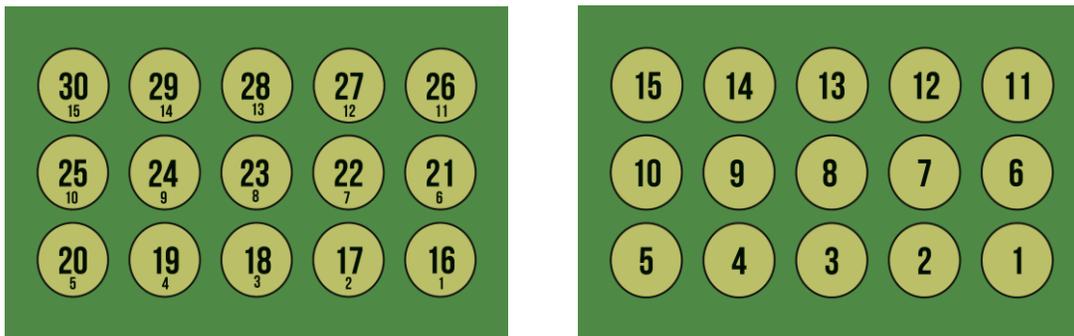
Shuffle the item card pile and give 2 item cards to each player. Then set the rest of the item cards face down off to the side. Shuffle the attack cards and place the pile face down off to the side. Then flip 3 attack cards face up in front of the attack card pile.

Set Up

- Deal each player 2 item cards
- Flip over 3 attack cards
- All Taco Ninjas Start on the Field of Battle
- Play passes between players of each team.
- On their turn, players may either Attack another Taco Ninja or train in the Dojo.

The diagram shows a 2x2 grid of Taco Ninja cards for each player. Player 1 has Zen Taco and Ancient Taco. Player 2 has Ancient Taco and Beefy Taco. Player 3 has Fire Taco and Beefy Taco. Player 4 has Beefy Taco. To the right, there are stacks of Item Cards and Attack Cards. The Attack Cards are labeled 'KUNAI', 'LETUCE', and 'SABER'. The Item Cards are labeled 'ITEM CARD'.

Place all Taco Ninjas in the center of the table – they all start together on the field of battle. Each Taco Ninja starts at 30 life – mark this on the life tracker using the brown life tracker marker. Taco Ninjas may not go above their starting life total of 30. Once a Taco Ninja goes below 16 health, they must flip over their life tracker. Once their life tracker is flipped, they may not heal above 15 health.



Special Abilities:

Special abilities are unique to each Taco Ninja. It is the Taco Ninja’s responsibility to remember their own special ability and use it when applicable. If an opportunity to use a special ability is missed, a Taco Ninja may not "go back in time" to use the ability (unless this is a friendly game, in which case, do whatever you want). Check out the last page for a detailed description of each special ability.

What can you do on your turn?

On your turn you can move locations and take an action in a location. The 2 locations are the Field of Battle and the Dojo. Once you take an action in a location, you can no longer move locations.

The Field of Battle:

On the Field of Battle the action you take is attacking another Taco Ninja. A Taco Ninja starts an attack by declaring that he or she is attacking a specific Taco Ninja on the opposing team on the Field of Battle. If all opposing Taco Ninja's are in the Dojo - see section below. The attacking Taco Ninja will roll five die, up to three times – keeping any combination of die over the course of the three rolls.

After three rolls, if the numbers on the die match the condition for a hit, the corresponding damage is dealt to the attacked Taco Ninja. After three rolls, if the numbers on the die match the condition to heal, the Taco Ninja rolling will heal themselves. Every Taco Ninja is able to execute the same base attacks and healing abilities, listed on the reference card. All the die combinations are explained in detail at the end of this rule book. If a Taco Ninja rolls 2 pairs, but does not land an attack, they draw an item card.

Example of an Attack

Fire Taco Ninja selects Zen Taco as the Taco Ninja she will attack.

Fire Taco's Ninja first roll yields: 

Fire Taco Ninja keeps the two 4's and rerolls three die.

Fire Taco's Ninja second roll yields:

Second Roll: 

From First Roll: 

The Fire Taco Ninja did not hit 3 of a kind on the second roll, so she rolls a third time:

Third Roll: 

From First Roll: 

Because Fire Taco Ninja saved the two 4's from the first roll, she has a total of three 4's by her third roll. She lands a base attack of 3 of a kind for 2 points of damage to the Zen Taco Ninja.

BASE ATTACK	HEALTH
3 of a Kind 	-2
4 of a Kind 	-4
Full House 	-5
5 of a Kind 	-9
BASE HEALING	HEALTH
Small Straight 	+2
Large Straight 	+4

No one on the field of battle?

If there are no Taco Ninjas from the opposing team on the Field of Battle, (because they are all in the Dojo or afterlife), a successful attack by the opposing team will deal damage, equally, to all Taco Ninjas in the Dojo. In the example above, if both Taco Ninjas were in the Dojo, each would take 2 points of damage.

The Dojo:

The action that a Taco Ninja takes in the Dojo is drawing a card - either an Item Card or an Attack Card. If a Taco Ninja did not attack this turn, they may move from the Field of Battle into the Dojo. Once an Item Card or Attack Card is drawn in the Dojo, the Taco Ninja must end their turn in the Dojo. An Item Card must be drawn from the top of the Item Card pile. An Attack Card may be selected from the three available face up Attack Cards or from the top of the Attack Card pile.

What's the deal with Item Cards?

- On their turn, a Taco Ninja may go to the Dojo and draw an Item Card. This after drawing the item card, their turn is over.
- Item cards can be handed between teammates any time that the two Taco Ninjas are in the same location. You can hand item cards back and forth during the opposing team's turn.
- There is no limit to the number of Item Cards a Taco Ninja may have.
- Each Taco Ninja may only play one item card per turn, this includes the other team's turns.
- Item cards can be played on anyone's turn unless otherwise specified on the card.
- Item cards may be played the same turn that they are drawn.
- The effect of an Item Card occurs immediately after it is played.
- The effect on the Item Card can only be applied to the Taco Ninja playing the card unless otherwise specified.
- Once an Item Card is used, it is placed in a discard pile.
- Once the Item Card is empty, shuffle the discard pile and place all the Item Cards in the Dojo.
- If an attacking Taco Ninja rolls 2 pairs, but does not land an attack, they draw an item card.

Learning a new Attack Card:

A Taco Ninja may learn a total of three Attacks Cards. If a player decides to draw/learn a fourth Attack Card, they must discard one Attack Card they have learned to make room for the new Attack Card. Once a Taco Ninja starts to learn an Attack Card, they must finish learning the Attack Card before leaving the Dojo. Only one Attack Card may be learned at a time. If a Taco Ninja is sent to the Afterlife before an attack is fully learned, they lose that attack card and it does not go with them to the afterlife. The Afterlife is explained in more detail below.

There are 2 Tiers of Attack Cards that can be learned. The Tier of the Attack Card is determined by the number of symbols/combinations listed on the Attack Card. The red Flaming Jalapeno icon indicates that an attack is SPICY.

Tier 1 Attack Card



Tier 2 Attack Card



Tier 1 Attacks

To learn a Tier 1 attack, a Taco Ninja must spend full 1 turn in the Dojo learning the Attack Card. The turn spent drawing the Attack Card counts towards learning the Attack. A Taco Ninja may draw a Tier 1 Attack and be available to exit the Dojo on their next turn with the Tier 1 Attack Card fully learned and attack the other team.

Tier 2 Attacks

To learn a Tier 2 Attack, a Taco Ninja must spend 2 full turns in the Dojo learning that Attack. The turn spent drawing the Tier 2 Attack Card counts towards learning that Attack. Because the action you take in the Dojo is drawing a card, during the second turn in the Dojo spent learning a Tier 2 Attack, a Taco Ninja draws an Item Card for their turn. See the example below.

How to indicate that you're learning an Attack Card:

To track the number of turns remaining to learn an Attack Card, start by covering all the combinations on the Attack Card with the Taco Ninja so that none are showing. On the next turn spent in the Dojo, reveal one symbol. Each subsequent turn, reveal another symbol on the Attack Card until none are left to reveal. The turn when you reveal the last symbol on the Attack Card, the Taco Ninja will be ready to come onto the Field of Battle and attack. Alternatively, on that turn, the Taco Ninja may stay in the Dojo to learn a new Attack Card or draw an Item Card.

Example: Learning a Tier 2 Attack Card

Turn 1: The Fire Taco Ninja enters the Dojo and selects a face up Tier 2 Attack Card.



Turn 2: The Fire Taco Ninja reveals the first line on the Attack Card and draws an Item Card for their turn.



Turn 3: The Fire Taco Ninja reveals the last line on the Attack Card and is now able to exit the Dojo and attack, begin learning another Attack Card, or draw an Item Card.



Increased damage with learned attacks:

If a Taco Ninja has learned any Attacks, and the combination of numbers on the die match multiple successful combinations of Base Attack (on the reference card), and learned Attacks, the damage is dealt for the largest combination listed on each Attack Card and the Base Attack/Base Healing Card.

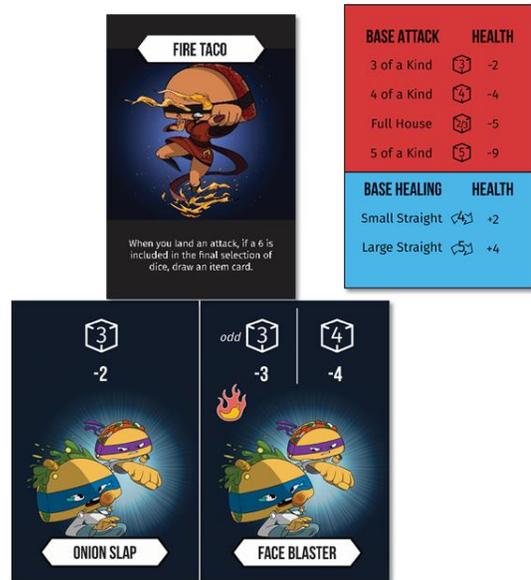
Example: How to figure out damage with learned attack.

The Fire Taco Ninja has learned 2 attacks.

- Tier 1 Attack: Onion Slap
 - o 3 of a kind deals 2 damage
- A Tier 2 Spicy Attack: Face Blaster
 - o Odd 3 of a kind deals 3 damage
 - o 4 of a kind deals 4 damage

If, over the course of 3 rolls, she is able to roll a 4 of a kind. She would deal:

- 2 damage for the 3 of a kind on the Tier 1 Attack, "Onion Slap". This is because 3 of a kind is contained within a 4 of a kind and it's the largest combination listed on the Attack Card.
- 4 damage for the 4 of a kind on the Tier 2 Attack, "Face Blaster."
- 4 damage for the 4 of a kind on the Base Attack.



If, over the course of 3 rolls, she is able to roll a large straight (5 numbers in a row), she would heal herself for +4 for her base healing. Healing abilities on the attack cards are also additive in the same way as the attack abilities described above.

The Afterlife:

When a Taco Ninja's life points go to 0 they are sent to the Afterlife. They keep any attacks they have fully learned and may hand all of their Item Cards to their teammate if they are in the same location. If a teammate is not in the same location they lose all their Item Cards.

On their turn in the Afterlife, a Taco Ninja declares a teammate on the Field of Battle and rolls as usual. If they are able to roll a healing ability, the Taco Ninja teammate on the Field of Battle gains the health. Healing abilities of learned Attack Cards count towards healing teammates from the Afterlife.

If a Taco Ninja in the Afterlife is able to roll 5 of a kind over the course of their three rolls, they return to the Field of Battle as a Nacho Ninja with all their learned Attack Cards and 15 life.

1 Player with 2 Taco Ninjas:

You can play 1v1, 2v1, or 3v1 by having one player control 2-3 Taco Ninjas. Just make sure to keep track of which Item Cards are held by which Taco Ninja and announce when you are trading cards between Taco Ninjas.

Taco Royal: 2v2v2 (3-6 Player Variant)

This is played with 3 teams of 2 Taco Ninjas. Before starting the game, remove all attack cards with straights/healing abilities from the game. All the other rules for the base game are the same.

Short Game (20-30min): The game ends when 2 Taco Ninjas from one team are both in the Afterlife. At that point, each team with surviving Taco Ninjas adds their surviving Taco Ninja's life totals together. The team with this highest life total is the winner.

Long Game (30-40min): The game ends when all Taco Ninjas on the other teams are in the Afterlife. When one team has both Taco Ninjas in the Afterlife, they may roll to land a 5 of a kind and return to the field of battle.

Big Teams: 3v3 (2-6 Player Variant)

This is played with 2 teams of 3 Taco Ninjas. All Taco Ninjas start at 20 life and they may heal up to 30 life. Before starting the game, remove all attack cards with straights/healing abilities from the game. All the other rules for the base game are the same.

Symbol Reference Sheet:

3 of a kind

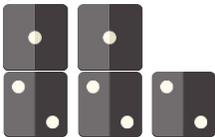


3 of a kind: even (2's, 4's, 6's)

3 of a kind: odd (1's, 3's, 5's)

Full House:

(2 of a kind + 3 of a kind)



4 of a kind



4 of a kind: even (2's, 4's, 6's)

4 of a kind: odd (1's, 3's, 5's)

5 of a kind



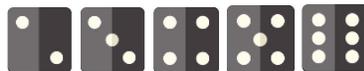
Small Straight

(4 numbers in a row)



Large Straight

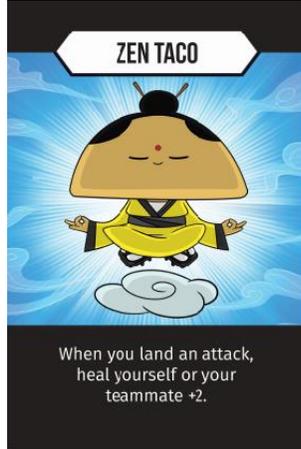
(5 numbers in a row)



- Spicy attacks are more powerful, but damage can be reduced by "Milk" Item Cards.

BASE ATTACK		HEALTH
3 of a Kind		-2
4 of a Kind		-4
Full House		-5
5 of a Kind		-9
BASE HEALING		HEALTH
Small Straight		+2
Large Straight		+4

Taco Ninja's Special Abilities:



The Zen Taco Ninja may heal himself or his teammate whenever he successfully lands an attack (not a healing ability/straight). This counts even if he does no damage as a result of Item Cards being played.



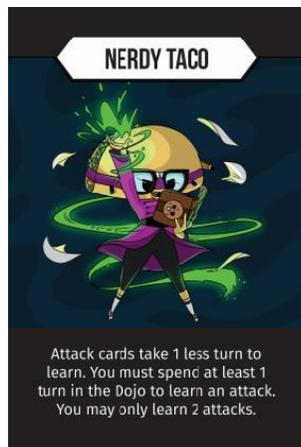
Whenever the Ancient Taco Ninja draws Item Card, he may roll the dice up to 2 times, keeping any combination of die after each roll. If he is able to roll a 3 of a kind over the course of two rolls, he may draw another Item Card. If he successfully rolls 3 of a kind, and draws an Item Card, he triggers his ability again. He may only use his ability 2 times per turn.



The Fire Taco Ninja draws an Item Card whenever there is at least 1 dice with the number 6 included in the final selection of die for an attack she lands. This occurs even if she does no damage as a result of Item Cards being played. (Ex. A 3 of a kind with 3,3,3,6,5 would allow the Fire Taco to draw an item card.)



Every time the Beefy Taco Ninja lands an attack for 4 of a kind, Full House, or 5 of a kind, he increases the damage dealt by his base attacks by 1 damage. The additional damage is added to his next attack. The added damage accumulates over the course of the game. There is a separate orange marker used for keeping track of the additional damage on the life tracker. The added damage stays with the Beefy Taco Ninja if he returns from the Afterlife.



The Nerdy Taco Ninja learns all Attack Cards 1 turn faster. She must still spend 1 full turn in the dojo to learn attacks. She may only learn 2 Attack Cards.



The Sneaky Taco Ninja gains an orange Dodge Token whenever there is at least 1 dice with the number 1 included in the final selection of die for an attack she lands. The Dodge Token may be removed to prevent up to 5 damage from the next attack done to her. She cannot have more than 1 Dodge Token at a time. (Ex. A 3 of a kind with 3,3,3,1,5 would allow the Sneaky Taco to gain a Dodge Token.)