

EXPANSION FOR: NARUTO NINJA ARENA



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ROLL &
CLASH

RULEBOOK

SENSEI PACK

DONT
PANIC
GAMES

NARUTO

VINJA ARENA

SHONEN JUMP

SENSEI PACK

While the apprentice ninjas are busy in the Chūnin Exams, the sensei, these accomplished fighters, observe their pupils behind the scene.

Soon, the desire to measure themselves against each other, or against the most promising students becomes irresistible!

Thanks to this expansion, discover the devastating abilities of 6 powerful sensei from the world of Naruto. Unleash new attacks, new techniques and fearsome powers!

OVERVIEW

Naruto: Ninja Arena – Sensei Pack introduces 6 new characters. They work according to the same rules as those presented in the basic game or the Sensei Pack.

COMPONENTS

In addition to this rulebook, here is what you will find in this box:

- 6 double-sided Ninja boards
- 6 double-sided Power tiles (one for each sensei)
- 1 Bite token
- 2 Snake tokens
- 1 Guy's Coin token

TSUNADE'S POWERS

4	2	2
---	---	---

4	2	2
---	---	---

HEAVENLY FOOT OF PAIN
Give 4 Damage tokens ♦ to one player
AND take 2 Damage tokens ♦ for yourself.

2	2	-3
---	---	----

2	2	-3
---	---	----

MYSTICAL PALM TECHNIQUE
Give 2 Damage tokens ♦ to one player
AND remove 3 Damage tokens ♦ from
your own Damage Pool.

5	2	2
---	---	---

5	2	2
---	---	---

NERVOUS SYSTEM RUTTURE
Next time a Power is activated, give 5 Damage
tokens ♦ to the player who hit the Uzumaki
tile (螺旋) just before you.

JIRAIYA'S POWERS



RASENGAN

Give Damage tokens ♦ to one player according to the number indicated next to your injury level.

SUMMONING: FOOD CART

DESTROYER

Give 2 Damage tokens ♦ to the other players AND divide 3 Damage tokens ♦ among the other players.

NEEDLE JIZO

This special Technique gives 1 Damage token ♦ to a player AND remove 3 Damage tokens ♦ from your own Damage Pool.

OROCHIMARU'S POWERS

SPECIAL:

When Orochimaru gets up from a KO, he restarts on the first space of his wound track.



HIDDEN SHADOW SNAKE HANDS

If you didn't roll either or , give 2 Damage tokens and a Snake token to a player if it is not already assigned (see next page).



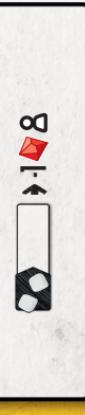
CURSEMARK

Give 3 Damage tokens and the Bite token to a player if it is not already assigned (see next page).



SUBSTITUTION JUTSU

Each time you activate a Technique, remove 1 Damage token from your own Damage Pool.



SNAKE TOKENS:

A player who has a Snake token must place one of his dice on that token as soon as he gets it. In order to retrieve that die and use it again, he must lose the Snake token by rolling a 1 result. Then, give back the Snake token to Orochimaru.



BITE TOKEN:

When resolving the Damage Tally, the player with the Bite token is considered to have 3 more Damage tokens. However, these tokens, and therefore this Bite token, are not discarded. He can get rid of them by rolling 3 6s on his dice set. Then, give back the Bite token to Orochimaru.



KAKASHI'S POWERS



SHARINGAN

Give 1 Damage token to all players.

They must form a tower with all their dices not yet assigned to Techniques or Powers before they are allowed to re-roll them.

LIGHTNING CUTTER

Give 2 Damage tokens to a player for each .

GENJUTSU

Randomly take a Power tile from a character not used in this game and place it, active side up, on your Power tile. You will benefit from its effects until you lose your Power (when this happens, place it back in the box).



GUY'S POWERS

SEVERE LEAF HURRICANE

Throw Guy's Coin Token. If the token lands on  give 4 Damage tokens  to a player and take 1 Damage token . If the token lands on  give 2 Damage tokens  to all players.



DYNAMIC ENTRY

Hit the Uzumaki tile . It's a feint! Each other player who hit the tile is given 3 Damage tokens .



ROCK-PAPER-SCISSORS

When a player deals you Damage tokens, play a round of Rock-Paper-Scissors against them. If you win, remove 3 Damage tokens  from your own Damage Pool.



THE THIRD HOKAGE'S POWERS

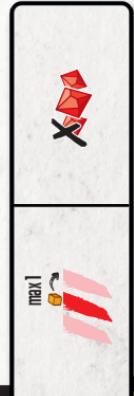
EARTH STYLE: GREAT MUD RIVER
Give 3 Damage tokens  to a player.
This player must reroll one of his dice placed
on a Technique or Power.



FIRE STYLE: DRAGON FLAME BOMBS
Give 5 Damage tokens  to a player
OR give 2 Damage tokens  to
the player who has his active
Power and then, deactivate
his Power.



REAPER DEATH SEAL
During the Damage Tally, after receiving
one injury, discard all your remaining
Damage tokens .



ALTERNATIVE RULES

FOR PROS: Shout out the name of the Technique you're using before you can apply its effects!

FOR SUPER PROS: Apply the above rule, but you also have to do the appropriate gestures!

A Naruto: Ninja Arena expansion by **TEAM KAEDAMA**

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★ GENIN PACK

ALSO AVAILABLE:
NEW CHARACTERS TO PLAY UP
TO 6 PLAYERS!



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If you are in North America, these characters are already included in the complete box.

Kadonaga