

Ninja Math Island Rules

Story

Over many centuries there has been unrest on Ninja Math Island, but the day has come to decide who is the greatest Math Ninja. Enter Ninja Math Island and take on your friends in the dreaded Math Pit to decide who will rule the world's fiercest land.

Object

The object of the game is to be the first player to get around the board and back to the finish.

Game Requirements

- Game board and rules
- Missin' Ninja & Shinobi Hunter cards
- A ninja game token for each player
- A six sided dice
- Two counters
- Victory and Defeated cards (for Advanced Play only)

Game Set Up

All players start on the Start space.

Game Play

- Players all take turns flicking one spinner, the highest score goes first.
- Each turn players roll the dice to see how far they will move.
- To win the game you must roll the exact amount required, otherwise you will bounce back the remaining amount.

Spin Space - If a player lands on a 'spin' location they must spin all three spinners and correctly answer the question. If they fail to answer correctly within three seconds they will miss their next turn.

Math Pit - If a player lands on a 'Math Pit' space, they must enter the dreaded Math Pit! To help you remember where you came from, you must then place a counter on the Math Pit space you came from

Once in the 'Math Pit' the player must wait for another player to land on any of the 'Math Pit' spaces – both player will then face off in battle.

- One player will spin the operations spinner
- Each player will then spin a spinner and will compete to answer the resulting question correctly first. It is a best two out of three.

- If you win the challenge and your opponent was further ahead you switch places with them, if not you return to your place.
- If you both came from the same Math Pit space, the defeated player must miss their next turn.

Missin Ninja: If a player lands on the Missin' Ninja space they must become the Missin' Ninja:

- Return to the 'start' space as the loveable rogue Missin' Ninja
- As the Missin' Ninja - when you land on the same space as any other player you will send that player back to the start space, this lasts for the rest of the game. (Or until caught by Shinobi Hunter)
- To indicate your new powers you will be given the Missin' Ninja card.

There can be only one Missin' Ninja, so once a player has chosen that path it becomes a regular space.

FAQ

What if I am Missin' Ninja and I land on the same Math pit space as somebody else already in the Math Pit? If you win you they will go back to the start, if you lose you miss a turn on your next go as per normal and you both return to the same Math Pit space.

What if I am the Missin' Ninja and I land on the Shinobi Hunter space? Nothing, you cannot be both.

Shinobi hunter:

Shinobi hunter has one goal in life, to hunt Missin' Ninja.

- If you land on this space you become the Shinobi Hunter – to indicate this, the player is now given the Shinobi Hunter card.
- You will go back to the Start space, with the objective of landing on the same space as the Missin' Ninja.
- If you accomplish this mission: The Missin' Ninja will return to start and lose all Missin' Ninja powers; the Shinobi Hunter will get a bonus roll and take a victory card*

*You only take a Victory card if you are using Advances Play rules.

FAQ

What if the Missin' Ninja lands on the same space as the Shinobi Hunter? The Missin' Ninja has been caught. Lesson learnt: if someone is hunting you, stay away from them!

What if the Missin' Ninja and the Shinobi Hunter end up in the Math Pit together? The defeated player must go back to the start, but keeps their powers.

What if the Shinobi Hunter and Missin' Ninja are on the 'Start' space at the same time? Nothing, this is a safe space.

Advanced Play:

In advanced play you bring out the 'Victory' and 'Defeated' cards. You will put these cards in two piles to the side of the board. In the event of a battle in the 'Math Pit', the player who is victorious will take a victory card and the defeated player....you guessed it takes a 'Defeated' card.

The Victory cards will give an advantage to the player, sometimes immediately and others at the players chosen time. The advantage is explained on each card.



Cards that have the Genin face must be played immediately.



While cards that have the Suprim Masuta will be played on the players next turn - if stated - or at the players discretion.

FAQ

Can I use the swap card to get out of the Math Pit? No, you can only swap spots on the game board.

The Defeated card will usually result in some sort of penalty, which is also explained on the card.

Ninja Math Pit Island Board Game Advised

Order of Play:

For students to easily understand off the nuances of the game we suggest you introduce and play the game in the below order. We would also advise teachers to use the 'Fish Bowl' method to explain game play, this is where the teacher demonstrates the game the three other students and the rest of the class surrounds the game looking in at how the game is played:

Basic Play

When students first play the game tell them the basic rules (which includes the Math Pit and Spin spaces) then explain that they are to ignore the Missin' Ninja and Shinobi Hunter spaces and treat them as blank spaces.

Level Two Play

Now explain the Missin' Ninja and Shinobi hunter spaces and how they work (We would suggest to use the Fish Bowl method once again)

Advanced Play

Now introduce the Victory and Defeated cards and explain how they are used.