

"MASTER NINJA"

Gameplay:

Using the black house dice as normal each round you will add an additional red house die. Round 1 = 4 Black + 1 Red, Round 2 = 5 Black + 2 Red, Round 3 = 6 Black + 3 Red.

Rule Changes:

All red house dice are rerolled every time you reroll skill dice even if they were beat previously. The Fortune face now boosts by 5, not 4, making those seemingly impossible houses now beatable. Scoring remains the same; gain 1 treasure for every red or black house die beaten.



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Requires: Ninja Dice, a fast-paced, push-your-luck
dice game with a unique mechanic:

where the dice land is important!

www.greenbriargames.com/ninjadice