



Flavien Dauphin



Margo Renard

Combo Mino



6+



2-4



15 min





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Today, at the Ninja School, the Grand Master puts his students to the test by teaching them two secret sequences: the **Serpent Combo** and the **Bull Combo**.

To master them, players must line up 4 Ninjas of the same color or 4 symbols of the same shape.

Which student will prove their mastery and perform the most combos?

Objective of the Game: Score the most victory points at the end of the game.

Setup:



1. Shuffle all the Ninja cards, then deal 2 cards to each player. Players place these cards face up and side by side in front of them: these are the first cards of their **training area**.
2. Shuffle the remaining Ninja cards together with the Special cards, then form a face-down draw pile in the center of the table. Reveal the top 3 cards of the draw pile and place them face up, side by side, in front of the pile.
3. Place the Victory Point tokens next to the draw pile.

Game Play:

The last player who saw a Ninja goes first. Play then continues clockwise.

A player's turn:

On their turn, the active player chooses either **1 Special card** (see Special Cards) or **2 Ninja cards** from the 3 face-up cards in the center of the table.

They then place this card or these 2 cards (one after the other if two cards were taken), face up, in their training area, adjacent to at least one card already present.

- If the player **completes a combo** during their turn, they immediately remove from their training area the cards used for that combo and **gain the corresponding victory points** (see Combos and Victory Points).

The other cards in the training area do not move, even if “gaps” appear, and the player's turn ends.

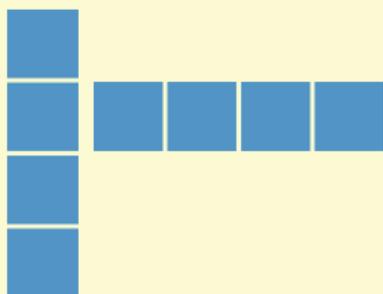
Note: It is possible to complete several combos in a single turn, but a **card** may only be used for **one combo**.

- If placing the cards does not allow the player to complete a combo, the player's turn ends.

Then reveal as many Ninja cards as needed to have 3 face-up cards again in the center of the table, and play passes to the next player.

Combos:

Serpent Combo: Formed in a straight line — 4 adjacent cards in a horizontal or vertical line.



Bull Combo: Formed in a square — 4 adjacent cards forming a 2 x 2 square.



Victory Points:

Completing a combo earns victory points:

- **Color Combo:** 4 Ninja cards featuring ninjas of the same color earn **1 point**.



- **Shape Combo:** 4 Ninja cards with the same symbol shape earn **1 point**.



- **Super Combo:** 4 identical Ninja cards (same Ninja and same symbol) earn **3 points**.



3 points



1 point

Special Cards:

There are two types of Special cards that make it easier to complete combos.

Because these cards are powerful, if a player chooses to take one, they only take that single card and therefore choose only one card during their turn.

“**Super Ninja**”: This card is a wildcard and can replace any Ninja card.



“**3-Card Combo**”: These cards allow players to complete a Serpent Combo with only 3 aligned cards instead of 4.



Note: These Special cards can be used to complete shape combos, color combos, and Super Combos.



End of the Game:

The game ends immediately when the draw pile is empty. Each player then counts their victory points.

The player with the most points becomes the **best Ninja apprentice of the day and wins the game.**

In case of a tie, the player with the fewest face-up cards in their training area wins.

If there is still a tie, victory is shared.



Credits:

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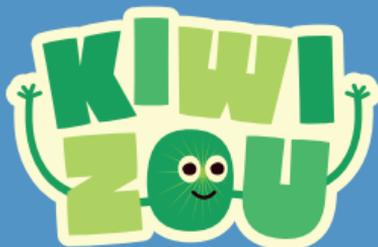
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Combo Mino



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