

**SHONEN JUMP'S**  
**NARUTO**™  
**COLLECTIBLE CARD GAME**

名人

**FAQ**

**General Rules**

**Game Notes**

***Path to Hokage (Series #1)***

***Coils of the Snake (Series #2)***

***Curse of the Sand (Series #3)***

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# General Rules FAQ

## General Game Questions

### > **Is this the same game as the Japanese Naruto CCG?**

*Not quite, When looking for rulings, refer to this FAQ and the rulings in the Rules Q&A section. Rules for the Japanese CCG may not apply to the English Language Version.*

### > **How can you determine the rarity of the cards?**

*Look on the middle of the bottom of the card.*

*0 dots= Common*

*1 dot= Uncommon*

*2 dots= Rare*

*3 dots= Super Rare*

*1 red dot= Starter Exclusive*

### > **How many copies of each card can I have in my deck?**

*You can have up to 3 copies of a card. This is based on name, not card number.*

*(Example: You can have one each of Naruto Uzumaki Cards numbered N001, N-019 and N-025 but you cant have three of each of them That would be 9 Naruto Cards in your deck and you can only have 3.)*

## Anatomy of the Cards

### > **What exactly do the combat attributes of a ninja affect? Are there certain Jutsu that require a certain combat attribute?**

*Yes, there are. Certain Game effects may require that a Ninja have a Combat Attribute.*

### > **What are the different ranks a Ninja can have?**

*The order of ranks, from lowest to highest, is: Ninja Academy Student, Genin, Chunin, Special Jonin, Jonin, Satoosa(Village Leader)/Sannin. Sannin is considered to be the same rank as Satoosa.*

### > **Is Special Jonin the same rank as Jonin?**

*Special Jonin are not considered Jonin. A Special Jonin is one rank lower than a Jonin. So anything that targets a Jonin or Higher would not target a Special Jonin.*

**> Does a Ninja's effect work all the time? What is "Valid:" when listed before an effect?**

*A Ninja card's effects work if they are uninjured (upright on the table). However when a Ninja becomes injured and is turned sideways, the Ninja's effect no longer works.*

*If a Ninja card has the word "Valid:" before the effect, then the effect works even though that Ninja is injured.*

**> Can a Ninja have more than 1 "Status" (Clone Status, Animal Status etc...)?**

*Yes, the Ninja can have more than 1 Status.*

**> What is meant by "Power" of a Ninja? Don't Ninja have a "Combat and a Support?"**

*A Ninja's Power is found by adding together their Combat and Support numbers. So a Ninja with a "Combat" number of 1 and a "Support" of 1 would have a "Power" of 2.*

**> What is the Hand Cost for Missions and Ninjas?**

*The Hand Cost is a Discard you must make when playing the Mission or Ninja. Also, the Hand Cost must be of the same Symbol as the Mission or Ninja.*

## **Phases of the Game**

### **Start Phase**

**> When is the "Beginning of the turn?"**

*It is the very beginning of the turn, before a card is drawn.*

### **Mission Phase**

**> Can I play a Mission if I can only meet some of its requirements or if I cannot specify a target?**

*No, you must meet all requirements and specify a valid target.*

**> When you use Missions, do they go to the Chakra area or discard pile?**

*They go to the Chakra area when they resolve. Permanent Missions stay in the village.*

**> Can I play "Counter" Mission cards on my turn?**

*No, you cannot. "Counter" Missions may only be played during your opponent's Mission Phase.*

**> Can I have more than 1 copy of a Permanent Mission in play?**

*Yes, you can and their effects are cumulative.*

**> If I have a Ninja in play under my control, can I discard that Ninja to play another version of it?**

*You cannot discard your Ninja to play another copy of it. You cannot deploy a Ninja to your Village if there is already one there with the same name.*

*You can play a Ninja to your village if your opponent has one with the same name.*

### **Organization Phase**

**> Can Teams be any combination of three ninjas or just the teams in the show?**

*Teams can be up to 3 ninjas, and can include any ninja, unless otherwise stated.*

**> Does the Blocker organize their teams during the Organization Phase?**

*No, only the Attacker may organize their teams during their turn. Once they are organized they must remain in these teams until that player's next Organization Phase.*

### **Battle Phase**

#### **Send out Attacker's Team(s)**

**> Can an Injured Ninja Battle?**

*Yes, but they use their injured "Combat" or "Support" values in the Battle.*

**> Can I reorganize my Team before I attack?**

*No, but once you send out a team to attack, you can choose the "Head" Ninja and "Back" Ninja in each team. Those Ninja must stay in the same team through.*

**> Can a Ninja be used to attack on the turn it is played?**

*Yes. Remember, though, that the player who goes first cannot attack on turn 0.*

### **Send out Blocker's Teams(s)**

**> Can the number of Ninja on a Blocking Team be greater than the number of Ninja on the Attacking Team that is being blocked?**

*Yes, the blocking team can be larger than the attacking team.*

**> Can I reorganize my Team before I block?**

*No, you have to organize your teams during your Organization Phase. But, just like the attacking teams, you can choose the "Head" Ninja and "Back" Ninja in each team.*

### **Exchange of Jutsu**

**> How do I pay for Jutsu?**

*You discard Chakra (cards in your Chakra area) equal to the cost of the Jutsu. You discard 1 Chakra of a specific symbol for each specific symbol in the Jutsu's cost. In addition you discard Chakra of any type equal to the number in the red circle. You discard Chakra immediately when you put the Jutsu in play.*

**> Can Ninja in my Village Play Jutsu?**

*No, a Ninja has to be in the battlefield to play a Jutsu.*

**> Can I select my opponent's Ninja as the User of my Jutsu?**

*No, you cannot. Ninjas you control must be the users of your Jutsu cards.*

**> Can Non-Battling teams use Jutsu?**

*Yes, they can. But they must be in the Battlefield.*

**> Can a Ninja in the Battlefield use a Jutsu and Target a Ninja in my opponent's Village?**

*Yes, unless the Jutsu specifies that the Target must be in some other area.*

**> Can a ninja with a specific Symbol use a Jutsu with a different specific Symbol?**

*A Ninja can use any Jutsu as long as the Ninja satisfies the "Requirements" listed on the Jutsu card.*

**> Can I play a Jutsu if I can only meet some of its requirements or if I cannot specify a target?**

*No, you must meet all requirements and specify a valid target.*

**> Can you use multiple Jutsu in the same Battle Phase with the same Ninja as the User?**

*Yes, you can.*

**> Can you add more Jutsu to a chain after you have begun resolving the chain?**

*No, you cannot.*

**> Do Jutsu on a Chain go to the Chakra area after all Chains have resolved?**

*No, Jutsu go to the Chakra area as they resolve.*

**> How long does the addition or subtraction to power from a Jutsu last?**

*It lasts until the end of the turn.*

**> If the User of the Jutsu is removed from the battlefield before the Jutsu resolves, what happens?**

*The Jutsu would no longer have a valid User, so it would not take effect. It still goes to the Chakra area.*

**> If the Target of the Jutsu is removed before the Jutsu resolves, what happens?**

*The Jutsu would no longer have a valid Target, so it would not take effect. It still goes to the Chakra area.*

### **Showdown**

**> When a team has 1 ninja, do you add the Combat and Support of the Ninja together?**

*No, you only use the Combat.*

**> Can a Ninja's combat or support score go below 0?**

*Yes, they can.*

**> Does a Back Ninja become the Head Ninja when my Head Ninja is removed before showdown?**

*No, you still use the Back Ninjas' Support when there is no longer a head ninja.*

**> If the Blocking Team is removed before Showdown, does the Attacking Team score a Battle Reward?**

*Yes. The Attacking team is no longer blocked and therefore "gets through" and scores Battle Rewards in relation to the team's power.*

**> If a Battling team becomes Stand-By because of a card effect, can it still block/attack on the next Battle Phase?**

*Yes, Stand-By means the Ninja are no longer in the Battlefield.*

**> During the Showdown, what order do the individual teams battle? Is it the Attacker's choice, the Blocker's choice?**

*The attacker may choose in what order the showdowns between Ninja Teams occur. Please note that once the Battles begin to resolve in the Showdown Step, no more Jutsus may be played.*

**> If an attacking team suffers Defeat during Showdown, does the head ninja take Damage?**

*Yes, the head ninja takes 1 damage.*

**> Do Ninja who have taken 2 Damage go to the Chakra Area?**

*No, they go to the discard pile.*

**> If I win a Victory or an Outstanding Victory, do I get a Battle Reward?**

*No, Victory or Outstanding Victory happens when there are Battling Teams. (or that attacking team is blocked) You only get Battle Rewards when your Ninja teams are non-battling (not blocked) at the beginning of the Showdown Step.*

**> Can a Team with 0 Power still earn Battle Rewards?**

*Yes, that team would score 1 Battle Reward, since the team power is less than 5.*

**> When a team of Ninja return from battle, do they stay in the same team?**

*Yes. Teams stay together. Team can only be re-organized during the Organization Phase. (or through individual card effects)*

### **End Phase**

**> During the End Phase, when I discard down to 6 cards in my hand, where do the discarded cards go?**

*They go to the Discard pile.*

**> How does the Turn Indicator work?**

*Each player has their own Turn Indicator. At the end of the turn, the player increases the number of his own Turn Indicator by 1. The first value for the Turn Indicator is 0. This represents “no turns have been taken.”*

## **General Game Rule Notes**

**Game Rule Note 1:** Once played, Clients cannot be removed from play except by a card effect.

**Game Rule Note 2:** You cannot Injure an already Injured Ninja.

**Game Rule Note 3:** If a Healthy Ninja takes 2 Damage during the Showdown with an Outstanding Defeat, the Ninja does NOT go to Injured status, but is immediately Discarded.

**Game Rule Note 4:** Once the Exchange of Jutsu begins, Jutsu effects are treated as “Attacks.” At this time, the Teams are considered to be Battling.

**Game Rule Note 5:** The order of the Battle Rewards cannot be changed unless by an effect. The only exception is if they are searched or looked at by a card effect (i.e., Unwanted Child), then, when replaced the order again cannot be changed

**Game Rule Note 6:** All Optional Ninja and Mission effects can only be activated ONCE per turn, unless the effect states otherwise. All Mandatory effects activate when the condition presents itself, and can activate multiple times in a turn if the condition occurs multiple times.

**Game Rule Note 7:** “Charging Chakra” and “Moving a card to the Chakra area” are two different things. Effects that activate from “Charging Chakra” will only activate when a card is “Charged”, not when it is “Moved”.

**Game Rule Note 8:** “Deploy” is when you deploy a Ninja from your hand during your Mission Phase, or if a card specifically states that the Ninja is 'deployed'. Per the Rulebook, when you "deploy" a Ninja (or Client) you must meet all hand and turn costs for that Ninja (or Client).

“Put in Play” is anytime you put in play a Ninja from one zone to the Village/Battlefield. This includes terms such as, but not limited to, "move", "send", and of course "put in play". When you "put in play" a Ninja, you ignore all Hand and Entrance costs, unless the effect states otherwise.

When an effect states "when a Ninja is deployed", this refers to ONLY when "a Ninja is deployed".

When an effect states "when a Ninja is put in play", this refers to the act of putting a Ninja in play, including, but not limited to, "move", "send", "put in play" and "deploy".

**Game Rule Note 9:** Sannin, Satoosa, and Village Leader are all consider to be the same ranked level. When a card refers to “Sannin or higher rank”, it refers to Sannin, Satoosa, and Village Leader, or any Ninja ranked higher.

**Game Rule Note 10:** All Ninjas are Unique (unless the card states otherwise). You may not “put in play” a Ninja with the same name as one that already exists in your Village or Battlefield, unless the card effect allows you to, or the Ninja is non-Unique (i.e., Anbu).

# **Path To Hokage FAQ**

## **Ninja Cards**

### **(N-007): Konohamaru**

**> Does Konohamaru's effect work on Special Jonin?**

*No. Special Jonin are a lower Rank than Jonin.*

### **(N-012): Asuma Sarutobi**

**> Can I send Asuma Sarutobi out to Battle if both Battle Reward areas have an equal amount of cards?**

*Yes.*

### **(N-013): The Third Hokage**

**> When can I activate his effect?**

*You activate "The Third Hokage's" effect at the beginning of your turn, before you draw a card.*

**> The effect says "may", do I have to discard a card to activate the effect?**

*Yes.*

**> Can I activate his effect twice in the same turn?**

*No. You can only his effect once per turn.*

### **(N-016), (N-017): Haku**

**> What is Haku's rank?**

*Haku has no rank.*

**(N-19): Naruto Uzumaki**

**> If my Naruto Uzumaki takes a 2<sup>nd</sup> Damage, does his effect still activate?**

*Yes. Upon receiving the 2<sup>nd</sup> Damage, Naruto's effect triggers, activates and resolves prior to the time he is sent to the Discard pile.*

**> If Naruto Uzumaki is my Head Ninja and takes a 2<sup>nd</sup> Damage, while Iruka Umينو (Scapegoat) is a Back Ninja in the same Team, and Naruto's effect fails, can I still activate Iruka Umينو's effect before Naruto goes to the Discard pile?**

*Yes you can.*

**> Just to be certain, does Naruto's effect stop a resolving chain to trigger, activate and resolve? Also, does the effect trigger, activate and resolve when Naruto takes the 2<sup>nd</sup> Damage in the Showdown step?**

*Yes to both. Naruto's effect will trigger, activate and resolve as soon as he takes a 2<sup>nd</sup> Damage, but prior to being Discarded.*

**(N-020): Sasuke Uchiha**

**> Can he be sent to battle with other teams?**

*Yes, he can. He cannot have Genin or lower Ninja on his team.*

**> Can he be sent into battle with Haku or Akamaru?**

*Yes he can. Haku and Akamaru do not hold a Ninja rank. Therefore, they can be Teamed up with Sasuke Uchiha.*

**(N-021): Sakura Haruno**

**> Does Sakura get +0/+2 if there are two Genin Male Ninja in her team when sent to battle?**

*No. She only gets the bonus once, no matter how many Genin Male are in her team when sent out to battle.*

**(N-022): Iruka Umينو**

**> Iruka is one of my Back Ninja and he is injured. If the Team he is in suffers a complete defeat, can he still use his effect to prevent one damage to the Head Ninja?**

*Yes. Iruka (N-022) would be able to use his effect to reduce the damage. Iruka's effect activates as soon as Damage is assigned. So, the Damage to the Head Ninja will be reduced by 1. Then he would give 1 damage to himself, and go to the discard, regardless of whether or not he was going to receive damage as a result of Complete Defeat.*

**(N-023): Kakashi Hatake**

**> When my opponent's Ninja gets an addition to its Combat due to Transform Jutsu, does Kakashi get the addition too?**

*Yes. If the effects of Transform Jutsu alter the Power of the Ninja such that the Combat increases, Kakashi Hatake's Combat will increase an equal amount.*

**> If I play a Kunai on my Ninja, and Kakashi Hatake gets the same bonus, then the opponent plays Escape Jutsu on my Ninja, does Kakashi's bonus get negated as well?**

*No, it does not. Only the Targeted Ninja is affected by Escape Jutsu.*

**(N-024)Zabuza Momochi (edited 6/30/06)**

**> If the Damage is reduced by Iruka Umino's (N-022) or Naruto Uzumaki's (N-019) effect, does the originally Damaged Ninja still get discarded?**

*Yes it does. Iruka Umino's, and Naruto Uzumaki's effect reduce Damage, they do not negate it. The fact that Zabuza dealt damage, even if it was reduced, is what activates Zabuza's effect.*

**> When does Zabuza's effect resolve?**

*Zabuza's effect activates immediately after the Ninja receives Damage and before the Ninja might be sent to the discard pile.*

**(N-025): Naruto Uzumaki (Revised 07/09/06)**

**> What does "sent out to battle by itself" mean?**

*It means Naruto is in a 1 Ninja Team.*

**> When does the "X" get set?**

*The "X" is set when Naruto is sent out to Battle. At that time, the effect looks at the player's hand, and sets the "X" to the number of cards in the player's hand. If the player plays a Jutsu during the Exchange of Jutsu step, the "X" is unaffected by the change in hand size.*

**> If my opponent plays Escape Jutsu on my Naruto, will the "X" reactivate?**

*No, Since Naruto's "X" is set when he is sent out to battle (the first step in the Battle Phase) Escape Jutsu will negate that addition to his Combat Score. It will not reset during that turn but can then be affected by other Jutsu cards.*

**(N-028): Kiba Inuzuka**

**> This card has been errata'd to read:**

*“Valid: When this Ninja is sent out to Battle with a Ninja with "Animal," in the same team, this Ninja gets +1/+1 during the turn.”*

**> If I use Ninja Art of Beast Mimicry (J-028) on Kiba, is the “X” the printed Combat, or the current Combat with all modifiers?**

*Ninja Art (J-028) will use the current Combat of Kiba, including all modifiers in place when Ninja Art resolves.*

**(N-034): Konohamaru**

**> Can you draw a card if he is on the winning team as a blocker?**

*Yes, you can.*

**(N-039) : Might Guy**

**> If I play Transform Jutsu (J-016) on Might Guy while he's a Back Ninja with a Head Ninja of Genin which has a “Taijutsu” combat attribute, what is the Power of Might Guy?**

*Might Guy's Power would be 4/10. If the player uses a second Transform Jutsu, Might Guy's Power would be 10/8, and if a third is played in the same turn, Might Guy's Power would be 8/14.*

**> If the opponent's Targets Might Guy with Escape Jutsu, what would his Power be?**

*Escape Jutsu would negate ALL alterations to Might Guy's Power and the result would be 6/0.*

**> If, after the opponent plays and resolves Escape Jutsu (J-020), I then start a new Chain and play Substitution Jutsu (J-017) on the Head and Back Ninjas (which both meet Might Guy's effect requirements), does Might Guy's effect re-activate?**

*No. Might Guy's effect will not reset until he goes back to the Village, and it sent out to Battle the following turn.*

**(N-040): Zabuza Momochi**

**> Is his effect correct stating “...Mist Combat Attribute..”? Shouldn’t it say “... Mist Characteristic... ”? Is there an errata?**

*No, the text on the card is correct. There is no errata for this card.*

**> Can I use Escape Jutsu (J-020) on Zabuza to negate his effect?**

*No. You would have to use Escape Jutsu on the Team member of the Team that Zabuza is affecting.*

**(N-041): Rock Lee**

**> If Rock Lee is sent out and Injured, does he still get his ‘coin’ at the end of the turn?**

*Yes, Rock Lee would still get his +1/0 coin. The effect activates when Rock Lee is Sent Out to Battle. It resolves at the end of turn no matter if Rock Lee is Injured or Healthy.*

**> Would the coin still give an Injured Rock Lee a +1/0, since his effect is not “Valid”?**

*Yes, the coin itself is independent of the effect. The effect only gives the coin.*

**> If Rock Lee is removed from the Battlefield and moved to the Village during the Battle Phase, will he still get his coin?**

*Yes, Rock Lee would still get his +1/0 coin. The effect activates when Rock Lee is Sent Out to Battle. It resolves at the end of turn as long as Rock Lee is still in play.*

**(N-042): Neji Hyuga**

**> After this card gives a Tenketsu coin to an opponent’s ninja, what happens to the coin when this card is discarded?**

*The coin stays on the Ninja. Because Neji Hyuga (N-042) is gone, the Ninja can heal, but if a Neji Hyuga (N-042) is put into play, his effect will work again.*

**(N-043): Haku**

**> What is Haku’s rank?**

*Haku has no rank.*

## **Jutsu Cards**

### **(J-003): Sexy Jutsu**

**> When a Ninja's Combat becomes 0, does that count as a subtraction?**

*Yes.*

### **(J-004): Harem Jutsu**

**> When a Ninja's Power becomes 0, does that mean Combat, Support or both?**

*Both. A Ninja's "Power" means both its Combat number and its Support number. In this case both numbers become 0.*

### **(J-005): Multi Shadow Clone Jutsu**

**> Can the "X" be 0?**

*Yes. "X" can be chosen to be any position integer, including 0.*

### **(J-006): 8 Trigram Divination Seal Spell Formula**

**> If my Ninja is sent back to the top of my deck and its the Head Ninja, does the next "Back Ninja" move up and become the "Head Ninja?"**

*No. If the Head Ninja is removed, during the exchange of Jutsu, then the Back Ninjas stay where they are – counting their Support numbers toward the Team Power.*

### **(J-009): A Thousand Years of Death**

**> If the card I Target is no longer in the Battle Rewards area when this card resolves, can I Target another?**

*No. If the card is no longer in the Battle Rewards area, then the card has no effect.*

**(J-010): Fire Style: Fire Ball Jutsu (edited 6/30/06)**

**> Will this effect activate Zabuza's (N-024) effect?**

*Yes, if Zabuza, or one of his Team, was the user of the Jutsu card, and Zabuza was the Head Ninja when this card resolved. This card does Damage the Ninja, and therefore will activate Zabuza's effect.*

**> What is the meaning of the sentence "It cannot give any Damage to Ninjas with the "Flame" Combat Attribute? What does the word "it" refer to?**

*It means that this Jutsu card cannot give one damage to a Ninja that possesses the "Flame" Combat Attribute.*

**(J-012): Water Clone Jutsu**

**> Can the "X" be 0?**

*Yes. "X" can be chosen to be any position integer, including 0.*

**(J-013): Hidden Mist Jutsu**

**> Do I still pay the cost of the Jutsu that was negated by Hidden Mist Jutsu?**

*Yes. All costs are paid at the time the Jutsu is played. Negated Jutsu costs are not "reimbursed".*

**(J-014): Silent Killing Jutsu**

**> Does this affect every Ninja in the Battlefield?**

*No. Only the Ninjas in the Team that are currently battling against the "User" (i.e., the Ninja that used this Jutsu).*

**> What happens if a Ninja in the Team is already Injured? Does it get Discarded?**

*No. The effect has no effect on an Injured Ninja. This card does not give Damage to the Ninja; it only changes it to Injured Status.*

**> Will this effect activate Zabuza's (024) effect?**

*No. This card does not Damage the Ninja.*

**(J-016): Transform Jutsu (edited 6/29/06)**

**> If my opponent's Ninja gets an addition to its Combat due to Transform Jutsu, does Kakashi (N-023) get the addition too?**

*Yes. If the effects of Transform Jutsu alter the Power of the Ninja such that the Combat increases, Kakashi Hatake's Combat will increase an equal amount.*

**(J-017): Substitution Jutsu**

**> Does this move BOTH Back Ninjas into the Head Ninja position?**

*No. A Team may only have ONE Head Ninja at a time. In the case of a Team with Two Back Ninjas, the player will choose ONE of the Back Ninjas at the time that the card resolves.*

**> What if the Head Ninja was previously removed?**

*This card only Targets the Team, not the individual Ninjas. So, if the Head Ninja was removed earlier in the Exchange of Jutsu step, the player can move one of the Back Ninjas into the Head Ninja Position.*

**(J-018): Disguise Jutsu**

**> What happens if the Blocker was removed from the Battle?**

*The Attacking Team would NOT get a Battle Reward. The Attacking Team still skips the Showdown step.*

### **(J-020): Escape Jutsu**

**> Does “Escape Jutsu” negate the effect of Jutsu that say the Power or Combat “Becomes 0?”**

*Yes, Escape Jutsu negates the effects of Sexy Jutsu, (J003) Harem Jutsu (J004) Art of Shadow Imitation (J023) and Art of Water Prison Jutsu (J-032); as these are considered subtractions to the current values on the Ninja card.*

**> Does “Escape Jutsu” negate the additions and subtractions from Ninja’s card effects or coins?**

*Yes, it does.*

**> Does “Escape Jutsu” negate the effect of Shadow Possession Jutsu?**

*Yes. Escape Jutsu negates all current alterations to the Power of the Ninja at the time Escape Jutsu resolves. This card is considered to alter the Power of a Ninja.*

**> Does Escape Jutsu negate the effect of Transform Jutsu?**

*Yes. The change counts as an addition or subtraction, depending on whether the value is raised or lowered due to the effect of the Transform Jutsu.*

**> If my opponent plays Escape Jutsu on my Ninja, can I play an Escape Jutsu, Target my Ninja, and negate the effects of their Escape Jutsu?**

*No. If you play and resolve Escape Jutsu on a Ninja, all subs and adds will be negated. This is NOT a sub or an add itself, but a total negation of subs and adds previously applied to the Ninja. Since Escape Jutsu is not a sub or an add, playing another Escape will not 'reset' the adds and subs to the Ninja, since for all intents and purposes, those are lost and really cannot be retraced.*

### **(J-022): Mind Transfer Jutsu**

**> When I target a Ninja with “2 or less power” does that mean 2 Combat or 2 Support or both?**

*A Ninja’s power is the value of its Combat and Support added together. So Mind Transfer Jutsu will only work on a Ninja with the following combat and support: 2/0, 0/2, 1/0, 1/1, 0/1, and 0/0. In each of these cases the Ninja’s power is 2 or less.*

**> Do I keep the Ninja that I take with Mind Transfer Jutsu?**

*Yes, until it is sent back to the owner’s hand, to the discard pile or the Chakra area. Then it returns to the original owner’s specific area.*

**> What if my opponent uses an effect, and then I “cut in” with Mind Transfer Jutsu? Since Mind Transfer Jutsu will resolve first, what happens to the other Ninja’s effect?**

*It will depend on the Target. If the Target is “an opponent’s Ninja” then the Targeting will be lost, since the effect is now Targeting one of your Ninjas. If the Target is “ a Ninja” then the effect will resolve normally.*

**(J-023): Shadow Possession Jutsu**

**> Does “Escape Jutsu” negate the effect of Shadow Possession Jutsu?**

*Yes. Escape Jutsu negates all current alterations to the Power of the Ninja at the time Escape Jutsu resolves. This card is considered to alter the Power of a Ninja.*

**(J-024): Expansion Jutsu**

**> If I ‘cut in’ to a Jutsu that Targets my Ninja with Expansion Jutsu, what happens?**

*When the Jutsu tries to resolve, it will lose its Target since the Ninja that used Expansion Jutsu cannot be a Target.*

**> What happens if my Team is Targeted by a Jutsu, and I ‘cut in’ and Target one of the Team members with Expansion Jutsu?**

*When the Jutsu tries to resolve, it will lose its Target on the User of Expansion Jutsu since that Ninja cannot be Targeted. The remaining Team members will still be affected by the Jutsu normally.*

**(J-028): Ninja Art of Beast Mimicry: All-Four Jutsu**

**> I don’t see any card that have a “Beast” combat attribute, is this wrong?**

**>This card has been errata’d to read:**

*“The target gets “Animal” and +X/+0 during this turn. X=the Combat of the Target.”*

**If Kiba is in the same Team as Akamaru, and is sent out to Battle, What would be the “X” of Kiba for use with this card? Is it 3 or 4?**

*Barring no other effects, Kiba’s current Combat is 3 (Kiba’s 2/0 plus the +1/+1 bonus when Teamed with Akamaru). The Team Power is 4 (Kiba’s Combat of 3 plus Akamaru’s Support of 1). Therefore, if Kiba uses “Beast Mimicry”, the X would equal 3, and the total Team Power would be 3 (Kiba’s Combat) + 1 (Akamaru’s Support) + 3 (Beast Mimicry) = 7.*

**(J-030): Lightning Blade** (edited 6/29/06)

**> Can my Naruto use Lightning Blade?**

*No. The Requirement for Lightning Blade is “Kakashi Hatake”. Therefore, the User must be “Kakashi Hatake”.*

**(J-031): Guillotine Sword**

**> My Head Ninja uses Guillotine Sword and it resolves normally. Then, my Head Ninja is removed from the Team. Finally, if one of the remaining Back Ninjas use Fireball Jutsu, will that Ninja still be affected by the resolved Guillotine Sword?**

*Yes. First, the only Requirement for playing Guillotine Sword is the Head Ninja. When Guillotine Sword resolves, the effect affects the entire Team for the turn, no matter if the Head Ninja is present or not. Therefore, the “Sword’s” effect will activate if one of the remaining Back Ninjas uses Fireball Jutsu.*

**(J-032): Water Prison Jutsu**

**> Does “Escape Jutsu” negate the effect of Water Prison Jutsu?**

*Yes. Escape Jutsu negates all current alterations to the Power of the Ninja at the time Escape Jutsu resolves. This card is considered to alter the Power of a Ninja.*

**(J-033): Water Style: Water Dragon Jutsu**

**> Will this effect activate Zabuza’s (024) effect?**

*Yes, if Zabuza was the user of the Jutsu card. This card does Damage the Ninja, and therefore will activate Zabuza’s effect.*

**(J-034): Water-Style Giant Vortex Jutsu**

**> Does this return all my opponent’s Ninja in the Battlefield to their hand?**

*No. Only the Ninja in the one Team that is Battling against the Ninja “User” of this Jutsu.*

**(J-035): A Thousand Needles of Death**

**> Is "Changing to Injured status" the same as "Damaging" a target?**

*No. Changing a Ninja to "Injured Status" is not the same as giving Damage to a Ninja. This is important for cards that specifically target Ninja's that "receive damage." More specifically, if a player changes a Ninja to "Injured Status," that Ninja is not taking Damage.*

**(J-036): Crystal Ice Mirror**

**> Can I make a Ninja go below 0 using this card, or does a Ninja's Combat and Support stop at 0?**

*Ninja's Combat and Support numbers can drop below 0. It is possible for a Ninja to have negative Combat and Support values ( such as -3/-5).*

**(J-037) Shadow Shuriken Jutsu**

**> What happens if I 'cut in' on a Sharingan Eye that my opponent is 'cutting in' to my Jutsu card?**

*If the Shadow Shuriken Jutsu resolves, when the Sharingan Eye tries to resolve, it finds that its Targeted Jutsu card cannot now be Negated. The Sharingan Eye cannot resolve, and your original Jutsu card resolves normally.*

**(J-039): Parasitic Insect Jutsu**

**> How do I select cards at random from my opponent's deck?**

*When this Jutsu resolves, your opponent shuffles their draw deck, then holds the deck out in front of you with the cards fanned out, face down. You choose three of these cards, and discard them face up to his discard pile. Then your opponent collapses their deck in the order they were in and places the deck on their play-mat.*

**(J-041): Summoning Earth Style: Fanged Pursuit Jutsu**

**> Can I summon 2 copies of a Ninja dog with this card?**

*No, you may only have 1 copy of any Ninja in play.*

**(J-042): Byakugan**

**> Can I choose a card that my opponent has played with this card?**

*No. If a player plays a Jutsu card, and you “cut in” with Byakugan, it is too late to choose that card since it already has been played and is no longer in the Player’s hand.*

**> Can I play the card when he chooses it with Byakugan?**

*No. When the card effect resolves, the player then looks at the opponent’s hand at that time and chooses (1) Jutsu or (1) Mission card. Then the opponent Discards that card. Since the Chain is currently resolving, the Opponent may not “cut in” with a Jutsu that was chosen.*

## **Mission Cards**

### **(M-002): An Outcasts Dream**

**>If my Naruto Ninja Card has Ninja Blade Coin on him and he leaves play, what happens to this Mission card?**

*It stays in play.*

**>If the same card re-enters play, does he get the counters back?**

*No, he does not.*

### **(M-003): Leaf Headband**

**>Do I need to pay the Entrance Cost or Card Cost of the Ninja I play?**

*No, you do not but since this Ninja counts toward the 1 Ninja per turn restriction, you won't be able to play a Ninja from your hand in the same turn.*

### **(M-008): An Accident**

*(Note: "An Accident" targets all Ninjas that are currently in play when the effect resolves. Any Ninjas deployed or brought into play after "An Accident" resolves are unaffected.)*

### **(M-009): Lone Avenger**

**>When Lone Avenger negates a Mission, what happens to the card sent to the Chakra area to pay for the negated Mission?**

*The card stays in the Chakra area.*

### **(M-010): Exhaustion of Stamina**

**>What happens to the card sent to the Chakra area when putting this card in play? What about Exhaustion of Stamina itself? Does it get discarded?**

*When you play this Mission card, you send a card from your hand to the Chakra area to pay the card's Hand Cost. When the card resolves, all cards in your and your opponent's Chakra areas are discarded. This includes the card you just placed there as a Hand Cost. Then this Mission card is moved to your Chakra area.*

**(M-011): Bingo Book**

**>Do I have to show my opponent the Ninja card I choose from my deck?**

*Yes, you reveal the Ninja to your opponent and then place it in your hand.*

**(M-012): Gato Transport**

**>Do both players have to discard a card from their Chakra area for each team they send out, or just once for all teams?**

*Each player must discard 1 card from their Chakra area for every team that is sent out to battle. The discard is made after the Team is sent out. If there are no Chakra cards in the Chakra area at the time the Team is sent out, no discard is required. Each time a Team is sent out, the effect activates before the next Team is sent out.*

**(M-014): Intent to Kill**

**>Can Haku be sent out to Battle after “Intent to Kill” is played?**

*Yes. Haku, like Akamaru and others, have no Ninja Rank. These Ninjas are not affected by “Intent to Kill.”*

**(M-020): Ninja Academy**

**>Do I need to pay the Entrance Cost or Hand Cost of the Ninja I play?**

*No you do not.*

**(M-022): Leaf Ninja Forces**

**> Is this card effect cumulative?**

*Yes. Multiple copies in play for a player produce multiple effects for that player.*

**(M-023): Battle of Clones**

**> This card has been errata'd to read:**

*“The Target gets "Clone Status". When this card is put into play, put a Ninja Blade Coin symbolizing "Clone Status" on the target Ninja.”*

**>What does Clone Status do?**

*Clone Status is a loaded keyword, it in itself does nothing, but it is used to play other cards.*

**>If a Ninja has Clone Status, can I play another copy of the Ninja?**

*No, you cannot.*

**(M-025): The Hero Appears!**

**>This card has been errata'd to read:**

*“Effect: All Ninjas in both players' hands with an Entrance cost of 1 or more get +1 Entrance cost. This effect cannot be duplicated.”*

**(M-027): Blood of the Uchiha Clan**

**>This card has been errata'd to read:**

*“EFFECT: The Target gets Sharingan Eye. When this card is put into play, put a Ninja Blade Coin symbolizing Sharingan Eye on the target Ninja.”*

**>Can I play this Mission and target a Ninja that has the Byakugan Characteristic?**

*Yes, you can.*

**>What does “Sharingan Eye” do?**

*“Sharingan Eye” is a loaded keyword, it in itself does nothing, but it is used to play other cards.*

**>If the target ninja leaves play, then re-enters play, does he get the coin again?**

*No, he does not. Once the target leaves play, the Mission cannot re-target. Also, the Permanent Mission will remain in the Village until removed by a card effect.*

**(M-029): Seesaw Battle**

**> Can I play this if one player doesn't have any Battle Rewards?**

*No, each player must have at least one Battle Reward in their Battle Rewards Area in order to satisfy the "Target" on the card.*

**(M-030): Kakashi's Foresight**

**> When I play this, can I play 2 more Missions?**

*No, playing Kakashi's Foresight is included in the number of Missions that you can play during a turn. Therefore, you can only play one additional Mission in the current turn.*

**>Is this effect cumulative?**

*No, each Kakashi's Foresight gives you the ability to play 2 Missions per turn, it does not allow you to play one additional Mission, it just sets the number to 2.*

**(M-031): Gathering Herbs**

**> Can I play this card if my opponent has no cards in their deck?**

*Yes. Since there is no "target" listed on the card, you may still play it. This card simply gives players the ability to draw a card if there is one at that time.*

**(M-032): The Worst for Last**

**>Do I need to pay the Entrance Cost or Card Cost of the Ninja I play?**

*No, you do not.*

**(M-033): Public Execution**

**> Can I play this card if, after playing it, I have no cards in my hand?**

*Yes. Since there is no "target" listed on the card, you may still play it. This card simply causes players to discard, if they can at that time.*

**(M-036): Left Behind**

**> Can the removed Ninja still block during the current turn?**

*Yes.*

**(M-040): Shooting Star**

**> Can I play Shooting Star twice?**

*No, you may only have 1 copy of any Ninja in play; Shooting Star would change a Ninja's name to Shooting Star. If there already is a Ninja named Shooting Star in play in your village, you cannot change the name of another Ninja to Shooting Star.*

# Coils of the Snake FAQ

## Clients

*Please see Game Rule note #1)*

### (C-001): Inari

**> Does this effect activate only if the opponent wins 7 or more Battle Rewards in one turn?**

*No, it activates the moment when the opponent wins the 7<sup>th</sup> Battle Reward overall.*

**> When does the player draw cards?**

*After the opponent wins their 7<sup>th</sup> Battle Reward, the effect activates and you draw. If a 7<sup>th</sup> and 8<sup>th</sup> Battle Reward is drawn during the same Showdown, this draw is directly after the 7<sup>th</sup> Battle Reward, but before the 8<sup>th</sup> Battle Reward.*

**> Is this effect mandatory?**

*No.*

**> What happens if I run out of cards while drawing up to 6?**

*If you run out of cards due to this effect, you will only draw as many as you can. Remember that the game only checks decks for no cards at the end of the turn.*

**> What happens if after an opponent has won their 7<sup>th</sup> Battle Reward, then an effect discards a Battle Reward, making the total 6. Then on the next turn, they regain a 7<sup>th</sup> Battle Reward?**

*Then, the effect activates again, and you may draw up to 6.*

**Does the effect activate if they win an 8<sup>th</sup>, or 9<sup>th</sup>, or 10<sup>th</sup> Battle Reward?**

*No. The effect only activates the moment the 7<sup>th</sup> Battle Reward is won. The "...or more..." refers to if they win 7 or more during the same Showdown step.*

### (C-002): Tazuna

**> Does this mean that the opponent can only ever have a total of 3 Battle Rewards?**

*No, it means that in a given turn, the opponent can win no more than 3 Battle Rewards. . Any Battle Reward cards in excess of 3 are sent to the discard pile instead of the Battle Reward area.*

**> Who chooses the Battle Rewards to discard?**

*The player controlling the Tazuna Client Card chooses.*

**> When are the Battle rewards discarded?**

*At the end of the Showdown step, before the Return step, and after all Battle Reward are awarded for that turn. Then, from those just awarded and , without looking, the player who controls Tazuna Client Card chooses which of those cards to discard to bring the total Battle rewards equal to 3 and **not** more or less..*

**(C-003): Gato**

**> Who chooses the Battle Reward to discard?**

*The Player who controls the Gato Client Card chooses.*

**(C-005): Zori**

**> Zori's effect and Waraji's (C:006) effect are the same? Is that a misprint?**

*No. This is not a misprint. Both cards have the exact same effect.*

**> Who chooses the Ninja that will be damaged?**

*The Player that controls the Zori Client Card chooses.*

**> Does this effect activate every time I win three battle Rewards, or just the first time I have 3 Battle rewards in my Battle Reward area?**

*The effect activates any time you earn 3 or more Battle Rewards in the Showdown step of any turn.*

**(C-006): Waraji**

**> Waraji's effect and Zori's (C:005) effect are the same? Is that a misprint?**

*No. This is not a misprint. Both cards have the exact same effect.*

**> Who chooses the Ninja that will be damaged?**

*The Player that controls the Waraji Client Card chooses.*

**> Does this effect activate every time I win three battle Rewards, or just the first time I have 3 Battle rewards in my Battle Reward area?**

*The effect activates any time you earn 3 or more Battle Rewards in the Showdown step of any turn.*

## **Ninjas**

### **(N-044) : The Third Hokage**

#### **> Which Player discards their Ninja(s) first?**

*The controller of Third Hokage (N-044) discards their Ninjas first if necessary. Then the opponent discards their in-play Ninja. All Ninjas are considered to be discarded at the same time.*

#### **> Does the Controller of The Third Hokage choose which of their opponent's Ninja(s) to discard?**

*No. Each player chooses their own Ninja to discard.*

#### **> Does this effect count all Ninjas of one player?**

*No. The effect only pertains to the Genin and No Rank Ninjas controlled by each player. However, a player may choose to discard Ninjas other than Genin and No Rank Ninjas if they wish.*

### **(N-046): Naruto Uzumaki**

*(Note: This card's text should be read as "When there are no cards in your hand at the beginning of the Showdown step...")*

#### **> Does this effect trigger? If so, when?**

*No. It does not trigger. At any time during the Exchange of Jutsu step, if there are no cards in the player's hand who controls Naruto (N-046) Mental Power Battles cannot be performed. If however there are cards in the player's hand, Mental Power Battles CAN be performed. When the Showdown step begins, the player controlling Naruto (N-046) looks at their hand and if at that time a Mental Power Battle cannot be performed, any Jutsu or effects that tried to make the battle a Mental Power Battle will have no effect.*

#### **> What happens if Ibiki Morino (N-052) is on the Attacking Team, the Player controlling Naruto (N-046) has no cards in their hand, and it's the beginning of the Showdown step?**

*A Mental Battle cannot be performed, Ibiki's text has no effect and a Normal Battle occurs.*

**(N-047): Sasuke Uchiha**

**> Does this card's effect allow Ninjas that cannot be sent out to battle by themselves to block? For example, Akamaru (N-036) and Shikamaru Nara [Lazy Bum] (N-005)?**

*No, Sasuke's (N-047) effect says "if possible." In the example above, Akamaru and Shikamaru cannot be organized into a Team at that time due to game phases, and therefore cannot be sent out to Battle by themselves. They would be unable to block and therefore, not forced to.*

**(N-052): Ibiki Morino**

*(Note: This card's text should be read as "When this Ninja is Battling against the opponent as the Attacker, at the beginning of the Showdown step this Ninja's Team...")*

**> Does this effect trigger? If so, when?**

*The effect technically activates at the beginning of the Showdown step. When the Showdown step begins, the player controlling Ibiki (N-052) checks to see if Ibiki is still in-play and battling against the opponent's team as the attacker. If so, the Battle is changed to a Mental Power Battle. If not, then the Normal Battle will be performed as usual.*

**(N-053): Tortoise Ninja**

**>Is the Tortoise supposed to have the "Animal" Characteristic?**

*No. The Tortoise does not have the "Animal" Characteristic.*

**>Does the Tortoise have a Gender?**

*No. Non-human Ninjas do not have a Gender.*

**>Does the Tortoise have a rank?**

*No. The Tortoise has no rank.*

**>Is the Tortoise unique?**

*Yes. All Ninjas are Unique unless the card states otherwise.*

**(N-054): Crow**

**>What happens if the ‘Manipulation’ Ninja is removed from the Team?**

*The ability prevents Crow from being “sent out” to Battle. Once there, Crow will not be sent back to the Village if the “Manipulation” Ninja is removed from the Team.*

**>Does Crow have a Gender?**

*No. This Ninja does not have a Gender.*

**>Does Crow have a rank?**

*No. Crow has no rank.*

**(N-055): Dosu Kinuta**

**> Does Dosu’s effect trigger? If so, when?**

*Dosu’s effect activates during the Exchange of Jutsu step if at any time the conditions for his effect are met. (i.e. Dosu is the Head Ninja of an Attacking or Blocking Team and that Team is opposed by an opponent's Team).*

**>What happens if Dosu Kinuta is sent to the Discard pile or removed from a Team during the Battle Phase?**

*If Dosu's effect successfully activated during the Exchange of Jutsu step, then Dosu’s effect still resolves at the end of the Showdown step J(4) but before the Return Step K(5). Again, Dosu’s effect activates during the Exchange of Jutsu, and therefore if the conditions of Dosu’s effect are met at any time during the Exchange of Jutsu, the damage will occur after the Showdown.*

**> What happens if the opponent’s Head Ninja is discarded or returned to their hand?**

*If the Head Ninja of the Team that battled Dosu’s Team is no longer on the Battlefield at the end of the Showdown step J(4), but before the Return step K(5) Dosu’s effect still occurs, but since there is no longer a valid target and it has no effect.*

**> What happens if the Dosu becomes the target of a card like Curse Sealing (J-062)?**

*If Dosu's effect successfully activated during the Exchange of Jutsu step, then Dosu’s effect still resolves at the end of the Showdown step J(4) but before the Return Step K(5).*

**> What happens if Substitution Jutsu is played on the opposing Team?**

*Dosu's effect will activate again, and both Ninjas will take 1 Damage when Dosu's effect resolves at the end of the Showdown step J(4) but before the Return Step K(5).*

**(N-058): Gaara of the Desert**

**>Is the effect Mandatory?**

*Yes. If Gaara receives any Damage, that Damage is reduced by 1. Then you must discard any other in-play Ninja. Then the Damage is applied.*

**> What happens if my Gaara is Injured, and the team he is on suffers a Complete Defeat?**

*The Damage is received by Gaara, reduced by 1, then any other in-play Ninja is discarded. Damage is then applied. If at this time Gaara has taken a second Damage, Gaara is discarded as a result.*

**> What happens if Iruka (Scapegoat) is a Back Ninja and a Damage is given to Gaara? Can Iruka reduce the Damage before Gaara's effect activates?**

*No. Gaara's effect is Mandatory, whereas Iruka's effect is optional. As a rule, all Mandatory effects are resolved first, then all Optional effects can be activated and resolved. Therefore, Gaara's effect resolves and Discards an in-play Ninja under the player's control, then, before Damage is applied, the player may activate Iruka's effect (if he is still in-play) and reduce Gaara's Damage by 1. Then any remaining Damage is applied to Gaara.*

**> What happens if Zabuza's (N-023) Team gives a Damage to Gaara?**

*The Damage is received by Gaara's Team. Zabuza's effect then Activates. The Damage from the Battle is reduced by 1 by Gaara's effect, then any other in-play Ninja is discarded. Damage is then assessed and Gaara, and any other team members that took damage are discarded by Zabuza's effect.*

**> If I have a Gaara (N-058) targeted with Shooting Star, and another Gaara (N-058) in play at the same time, can one Gaara's effect discard the other? Or does the "except this Ninja" protect both Gaara's?**

*The exception (except this Ninja) listed on Gaara's effect only protects the Gaara card who's effect has activated. The effect of the second Gaara card will not protect it from being discarded by the effect of the second Gaara card.*

**(N-059): Kankuro**

**> Does this mean that Kankuro's Team can have 4 Ninjas?**

*Yes. If Kankuro is in a Team, that team may contain 4 Ninjas if one of the Ninjas has the "Puppet" characteristic.*

**(N-060): Temari**

*(Please see Game rule Notes 2,3 and 4 on Page 1)*

**> If Temari's Team uses a Jutsu that gives a damage or causes an injury to an opposing Ninja such as Fireball Jutsu (J-010) or A Thousand Needles of Death (J-035), will Temari's effect activate?**

*Yes. Temari's effect activates due to any damage or injuries caused by Jutsu, Ninja effects and from the results of Battling Teams as these are all considered forms of "Attack" from an opposing Team.*

**> What if Temari's Team uses a Jutsu that gives a damage or causes an injury to an opponent's stand-by Ninja? Will Temari's effect activate?**

*Yes. Temari's effect will activate.*

**> If the Ninja is Injured and takes a second Damage during the Showdown step, does Temari's effect activate?**

*No. Temari's effect only activates when a Ninja is Injured. A Ninja that is already injured cannot be injured again.*

**> Does Temari's effect activate if she is on a Blocking Team?**

*Yes. Temari's effect will activate while Battling another Team.*

**> If I have a Temari targeted by Shooting Star (M-040) and a second Temari in the same Team, does each of the effects activate?**

*Yes. The opponent must discard two cards: one from Temari's effect and one from the Temari targeted by Shooting Star.*

**> If the opposing Team suffers an Outstanding Defeat where multiple Ninjas take Damage, or an effect (i.e., Fire Style: Phoenix Flower Jutsu) gives multiple Damage, does Temari's effect activate for each Damage?**

*No. Temari's effect activates ONCE per occurrence or effect.*

**(N-061): Naruto Uzumaki**

**> Does this effect trigger? If so, when?**

*Yes. When Naruto (N-061) is in the attacking team during the step G. (1) “Send out the attacking Teams”, and the opponent sends out a Team to block that Team during the H. (2) “Send out the Blocking Team(s)” step, then Naruto (N-062) receives a +2/+0 bonus. If at any time the Team blocking Naruto’s Team is removed from the Battlefield, Naruto still retains the bonus.*

**(N-062) : Sasuke Uchiha**

**> If the opposing Team changes members will the effect go away?**

*Yes. This is a continuous effect that is only in play while the opposing Team is comprised of the appropriate Team members.*

**> If I play Transform on Sasuke Uchiha will the effect give the new Power the bonus again?**

*Yes. The effect is continuous. Once the ‘switch’ is made, Sasuke’s effect overlays the new Power with the same bonus.*

**> If I play Transform on Sasuke Uchiha, and then the opponent’s Team changes, will all the effects go away?**

*No, only the current bonus. The ‘switched’ numbers will remain the same.*

**(N-064): Kakashi Hatake**

**> Will Kakashi’s (N-064) effect give a player a Battle Reward even though Kakashi’s Team is Blocked?**

*Yes.*

**> Does this effect happen in addition to dealing damage to an opposing team’s Ninja for Victory or Outstanding Victory, or instead of dealing Damage?**

*The effect of Kakashi (N-064) happens in addition to the damage dealt by Victory or Outstanding Victory.*

**> If I Target Kakashi Hatake with “Make-Out Paradise” and Kakashi’s Team gets an Outstanding Victory, do I get an additional Battle Reward from Kakashi’s effect as well as Make-Out Paradise?**

*Yes. In this case, the conditions for Kakashi’s effect will be met and his effect will activate. So, two Battle Rewards will be awarded.*

> Does this effect occur while Kakashi is a member of a Blocking Team?

*Yes.*

> Does this effect occur if Kakashi is removed from the Team during the Exchange of Jutsu Step?

*No. Kakashi must be a part of the Team during the Showdown for his effect to occur. The Showdown Step is when a Victory or Defeat happens.*

#### **(N-065): Moegi**

> What if the card revealed is not a Ninja?

*If the card is not a Ninja card, the card will return to the top of the deck.*

> Do I get to see the card, too?

*Yes. Moegi's effect requires that you reveal the card. So both you and your opponent will see the revealed card.*

#### **(N-066): Udon**

> What if the card revealed is not a Jutsu?

*If the card is not a Jutsu card, the card will return to the top of the deck.*

> Do I get to see the card, too?

*Yes. Udon's effect requires that you reveal the card. So both you and your opponent will see the revealed card.*

#### **(N-067): Naruto Uzumaki**

> Can this card count as two Chakra of "any type" when you use it to pay for Jutsu?

*No. This card can count as 2 Chakra when the cost of the card is 2, but only if the Chakra are Lightning and/or "colorless". This card can also be used to pay for 1 Chakra if the player wishes to. Meaning, this card can be used as 2 Lightning Symbols for the purposes of paying for Jutsu cost: (Sexy Jutsu J-003) or 1 Lightning and 1 of any color: (Shadow Clone Jutsu (J-025). It can also count as 2 Chakra to pay for "colorless" Jutsu costs such as Cross-Shaped Shurikan (J-002). If used to pay for a Jutsu with 1 Lightning and X (Multi-Shadow Clone Jutsu ( J-005), the X must be set to 1. However, if the X is set to anything other than 1, Naruto Uzumaki (N-067) can **only** be used to pay for 1 Lightning like usual. The restriction isn't applied when Naruto is used normally.*

**(N-068): Sasuke Uchiha**

**> What does “...during the Exchange of Jutsu...” mean?**

*The term means: “At anytime during the Exchange of Jutsu step that you have Priority, along with between Chain steps as the Chain is resolving, or as an action when you have the opportunity to ‘cut in’ on a Chain.” The term also includes, anytime after the Exchange of Jutsu begins (once the Blockers have been determined) up and until both players pass in turn and the game moves to the Showdown step.*

**(N-069): Sakura Haruno**

**> What does “... during the Exchange of Jutsu...” mean?**

*The term means: “At anytime during the Exchange of Jutsu step that you have Priority, along with between Chain steps as the Chain is resolving, or as an action when you have the opportunity to ‘cut in’ on a Chain.” The term also includes, anytime after the Exchange of Jutsu begins (once the Blockers have been determined) up and until both players pass in turn and the game moves to the Showdown step.*

**(N-070): Ino Yamanaka**

**> Does this effect trigger? If so, when?**

*This effect is a continuous effect as long as the appropriate Team members are in Ino’s (N-070) Team. If at any time a Shikamaru and or Choji are removed from Ino’s Team, the effect ends.*

**> If I target Transform on this Ninja, will the effect add to the new Power?**

*Yes. The effect is continuous. Once the ‘switch’ is made, Ino’s effect overlays the new Power.*

**(N-071): Shikamaru Nara**

**> Does this effect trigger? If so, when?**

*This effect is a continuous effect as long as the appropriate Team members are in the Shikamaru’s (N-071) Team. If at any time a Ino and or Choji are removed from Shikamaru’s Team, the effect ends.*

**> If I target Transform on this Ninja, will the effect add to the new Power?**

*Yes. The effect is continuous. Once the 'switch' is made, Shikamaru's effect overlays the new Power.*

**(N-072): Choji Akimichi**

**> Does this effect trigger? If so, when?**

*This effect is a continuous effect as long as the appropriate Team members are in Choji's (N-072) Team. If at any time a Shikamaru and or Ino are removed from Choji's Team, the effect ends.*

**> If I target Transform on this Ninja, will the effect add to the new Power?**

*Yes. The effect is continuous. Once the 'switch' is made, Choji's effect overlays the new Power.*

**(N-073): Iwashii Tatami**

*Please see Game rule Note #5*

**> Does this effect allow me to look at my opponent's Battle Rewards any time?**

*No. You only get to look at the Battle Rewards one at a time as they are drawn by the opponent, but before the opponent places them in their Battle Reward area. This card does not allow you to look at your opponent's Battle Rewards (Your Cards) once they are placed from your Draw Deck to the Battle Reward Area.*

**(N-074): Mozuku**

**> Does this count as "Charging Chakra?"**

*No. Only a card that is sent from your hand to the Chakra area counts as being Charged. A card is placed in your Chakra area from any other area does not count as being "Charged."*

**(N-075): Giant Snake**

**> Is the Giant Snake supposed to have the "Animal" Characteristic?**

*No. The Giant Snake does not have the "Animal" Characteristic.*

**> Does the Giant Snake have a Gender?**

*No. Non-human Ninjas do not have a Gender.*

**>Does the Giant Snake have a rank?**

*No. The Giant Snake has no rank.*

**> If Giant Snake is in-play, then is returned to my hand, then is discarded, where does it go?**

*The effect only activates when the card was in-play in the Village or the Battlefield at the time it is discarded to the Discard pile. The effect will not activate if the card is in a player's Chakra area, Battle Reward area, or in a player's hand at the time it is discarded.*

**>Is the Giant Snake unique?**

*Yes. All Ninjas are Unique unless the card states otherwise.*

**(N-079): Oboro**

*(Note: This card's text should be read as "... receive any Damage due to the Showdown.")*

**> Can the back Ninjas of this Ninja's Team receive Damage as a result of Jutsu cards?**

*Yes. Jutsu that give Ninja Damage occur in the Exchange of Jutsu step, and therefore are not affected by Oboro's effect.*

**> Can the back Ninjas of this Ninja's Team receive Damage as a result of Zabuza's (N-024) effect?**

*Yes, but only if Zabuza's effect activates during the Exchange of Jutsu step. The back Ninjas of this Team cannot receive damage in the Showdown step, so any effect that activates due to Damage from a Victory, or Outstanding Victory never activates.*

**> If Iruka (Scapegoat) is a Back Ninja, and Iruka reduces 1 Damage during the Showdown, does Orobo's effect prevent Iruka from receiving Damage from Iruka?**

*No. As noted with the "Note" above, only Damage caused by the Showdown is prevented. Iruka's Damage is by Iruka's effect, so Orobo cannot prevent that Damage.*

**(N-080): Kagari**

**> Does this effect only work when both points of Damage occur at once; such as a Outstanding Victory/ Complete Defeat?**

*Yes. Both points of Damage must occur as a result of the same effect at the same time - such as Outstanding Victory/ Complete Defeat. If one Damage occurs as a result of Battle, and another occurs as a result of a Ninja effect, Kagari's effect will not activate.*

**(N-081): Mubi**

**> Does this effect only work when both points of Damage occur at once; such as a Outstanding Victory/ Complete Defeat?**

*Yes. Both points of Damage must occur as a result of the same effect at the same time - such as Outstanding Victory/ Complete Defeat. If one Damage occurs as a result of Battle, and another occurs as a result of a Ninja effect, the effect will not activate.*

**(N-082): Anbu**

**> Can I actually have all 3 Anbu from my deck in play at once?**

*The effect is continuous for any Anbu cards that are in-play. Therefore, you could have 3 in play in your Village at one time.*

**> Does Anbu have a rank?**

*No. Anbu has no rank.*

**> If two Anbu's are in play, and Curse Sealing (J-062) resolves on one of the Anbu's, what happens?**

*The Targeted Anbu would be discarded.*

**(N-083): Anko Mitarashi**

**> If a Jutsu Card has a two Water as its Jutsu Cost, do I have to pay for both Waters with Lightning?**

*No. When this Ninja uses a Jutsu card, you have a choice to pay for any one Water symbol cost with any one Lightning symbol cost, even on the same Jutsu card. So, if a Jutsu card has a two Water symbol Jutsu cost, one or both can be paid using a Lightning symbol Chakra instead. The other must be paid using a Water symbol Chakra.*

**> If Anko Mitarashi allows me to pay Lightning for Water, and I wish to pay for a two Water Jutsu with two Lightning, can Naruto Uzumaki (J-067) be used to pay for the two Lightning?**

*Yes.*

**(N-084): Orochimaru**

**> If there are multiple Ninja effects I wish to activate at the “beginning of turn” can I choose which ones to resolve first?**

*Yes. The ‘beginning of turn’ is before a player draws their card. If there are multiple effects you wish to activate at the ‘beginning of turn’, you can activate them in any order you wish. Once you have drawn your card, you may not ‘back up’ and activate any other ‘beginning of turn’ effects.*

**> What does “This effect cannot be negated.” mean?**

*No effect can prevent Orochimaru’s effect from activating.*

**> Can a player deploy Orochimaru with Summoning Jutsu (J-074)?**

*No. Although Orochimaru has a Snake Combat Attribute, Orochimaru is NOT a Snake Ninja. At this time, only Giant Snake can be brought out with Summoning Jutsu.*

## **Jutsu**

### **(J-043): Shadow of the Dancing Leaf**

#### **> Does this negate all additions previously applied?**

*No. After Shadow of the Dancing Leaf (J-043) resolves, no additions can be made to the Power (i.e. Combat/Support) of the Ninja for rest of that turn.*

#### **> Can I “cut in” with a Kunai (or any other Jutsu that adds to the Combat/Support) to the Jutsu Chain with Shadow of the Dancing Leaf?**

*Yes. Shadow of the Dancing Leaf’s effect is only in effect after Shadow of the Dancing Leaf resolves. Any bonuses that resolve prior to Shadow are applied normally.*

### **(J-044): Windmill**

#### **> Does the card go directly to the hand?**

*No. Actually, the card does move to the Chakra area, then it is immediately moved to the player's hand.*

#### **> Can the Jutsu card that was returned be played again?**

*Yes, as long as the Jutsu cost can be paid.*

### **(J-045): Leaf Instant Move Jutsu**

*(Note: This card’s text should be read as “... must be no more than 2 when the Target is placed.”)*

#### **> What happens if the number of Ninjas in the Team increases to 3 before Leaf Instant Move Jutsu resolves?**

*The Jutsu card will not resolve. Leaf Instant Move Jutsu still moves to the Chakra area.*

### **(J-046): Genjutsu**

#### **>When does the opponent discard a card from their hand to Negate Genjutsu?**

*A Player wanting to Negate this Jutsu’ cards effect must discard a card from their hand as this card begins to resolve. Since the opponent is not negating the Jutsu card, but the effect only, the player of Genjutsu (J-046) must wait until the effect begins to resolve, then negate the effect at that time by discarding 1 card from their hand. The Genjutsu card will still move to the Chakra area.*

**>If the Ninja's "... Jutsu cards cannot be negated..." can the opponent still discard to negate?**

*Yes. You are not negating the Jutsu card, but negating the effect of the card. The timing for this is different from when you negate a Jutsu card.*

**(J-047): Evil Illusion: Misleading Jutsu**

**> If I have a Ninja in a Team with Mental Power: 1, and another Ninja in the same Team with Mental Power: -1, the Total Team Mental Power is 0, do ALL of the Ninjas of that Team become Stand-By Ninjas or only the Ninjas in the Team that have Mental Power: 0 or less?**

*If the total Mental Power of the Team is 0 or less, no matter the individual Mental Power of any single Ninja in the team, all of the Ninjas in the target's Team return to the Village as Stand-by Ninjas.*

**> Can a player 'cut in' and raise the Mental Power of a Team before Evil Illusion: Misleading Jutsu resolves?**

*Yes. The card will check for the legality of targets at activation and resolution. If the target has become illegal (i.e., Mental Power > 0) then, Evil Illusion will have no affect on that Team.*

**(J-048): Sharingan Eye**

**> Does the new User have to meet the Requirements of the Jutsu?**

*No. The Ninja playing Sharingan Eye ( J-048) is simply applying the effect of the Jutsu card that was played, targeted and resolved. The "User" of Sharingan Eye is not "using" the other Jutsu card, just stealing its effect.*

**> Can I play Sharingan Eye (J-048) on my own Ninja's Jutsu card? For example: So my Kakashi can play Lightning Blade, then one of my own Ninjas can steal the effect and get +7?**

*Yes. The Target of Sharingan Eye only specifies "1 Jutsu card being played..." This can be by either player.*

**(J-049): Shadow Clone Jutsu**

**> When does Shadow Clone Jutsu (J-049) count the Ninjas to arrive at X?**

*The value of X is set when Shadow Clone Jutsu (J-049) resolves.*

**(J-051): Senbon**

**> When does the player have to decide which of the two effects they want to use?**

*The player will select either the +1/+1 bonus or to Heal the Target when the effect resolves.*

**(J-052): Slicing Sound Wave**

**> Do the Ninjas, when removed, stay in the same Team?**

*No. They become individual Stand-By Ninjas. (Teams of one)*

**(J-054): Wind Scythe Jutsu**

**>When does the opponent discard 2 cards from their Chakra area to negate Wind Scythe Jutsu?**

*A Player wanting to negate this Jutsu' cards effect must discard 2 cards from their Chakra area as this card begins to resolve. Since the opponent is not negating the Jutsu card, but the effect only, the player of Wind Scythe Jutsu must wait until the effect begins to resolve, then negate the effect at that time by discarding 2 cards from their Chakra area. The Wind Scythe Jutsu card will still move to the Chakra area after resolving.*

**> When does the opponent discard to negate this Jutsu?**

*You discard as this card resolves. You are not negating the Jutsu card, but the effect, so you must wait until the effect begins to resolve, then negate the effect at that time by discarding 2 cards from your Chakra area.*

**> Where does Wind Scythe Jutsu go if the effect is negated?**

*Wind Scythe Jutsu will still go to the Chakra area.*

**>If the Ninja's "... Jutsu cards cannot be negated..." can the opponent still discard to negate?**

*Yes. You are not negating the Jutsu card, but negating the effect of the card. The Timing for this is different from when you negate a Jutsu card.*

### **(J-055): Puppet Master Jutsu**

*(Note: This card's text should be read as "... must be no more than 2 when the Target is placed.")*

**> What happens if the number of Ninjas in the Team increases to 3 before Puppet Master resolves?**

*The Jutsu card will not resolve. Puppet Master Jutsu still moves to the Chakra area.*

### **(J-056): The Third Eye**

**>When does the Jutsu count the cards for X?**

*The value of X is set when The Third Eye (J-056) resolves.*

### **(J-057): Sand Shield**

**> Does this card prevent the Target from being "turned to injured status?"**

*No. "Receiving Damage" and "Being Turned to Injured Status" are two different things.*

### **(J-058): Stone Bullet**

*(Note: this effect will go back and change the original Combat of the Ninja from the time that Ninja was sent out to Battle. Then, afterwards, all current bonuses are reapplied in the same order that those bonus occurred.)*

**> The above ruling states that the Ninja is assumed to have been at this Power from the beginning of the Exchange of Jutsu step?**

*Yes. Any effects that were based on the original/healthy values being what they were at the time of the Jutsu, are assumed to have been met. Any effects of Sexy Jutsu are still applied as well. This card will not reset the current Combat to Injured Status values, only the base Combat.*

**>Does the Ninja change to Injured Status?**

*No. You only use the Injured Combat value, but the Ninja still remains in Healthy status.*

**> Will this effect negate any current additions to the Ninja's Combat?**

*No. The effect only changes the printed number. All current bonuses and alterations are reapplied in the order that they were played.*

**(J-060): Cheating**

**> Once this effect has resolved, is there any way to perform a normal Battle?**

*No, with certain exceptions. Once this effect resolves, the two Teams will perform a Mental Battle only. One exception would be Naruto (N-046) if the controlling player has no cards in their hand.*

**(J-061): Shadow Clone Jutsu**

*(Please note that the card effect reads "... with the same name in your Village." This actually should read "... with the same name under your control.")*

**> What happens to the current Head Ninja of the User's Team?**

*The current Head Ninja becomes a Back Ninja of the Team.*

**> What happens if the new Head Ninja is removed from the Team, does the old Head Ninja move back?**

*No. The Head Ninja will remain a Back Ninja.*

**> Does this card's effect permit me to place a 4th Ninja in the User's Team?**

*Yes. The User's Team may contain 4 Ninja.*

**> If I play another Shadow Clone Jutsu (J-061), can there be more than 4 members in the user's Team?**

*Yes. If it is possible to play Shadow Clone Jutsu (J-061) if the user is in the same Team as a previously played Shadow Clone Jutsu, you may have 5 Ninja on the Team until the end of the turn.*

**(J-062): Curse Sealing**

**> How does this card work?**

*Any effect listed on the Target Ninja card cannot be used or activated for the remainder of the turn. In effect, the text box of the targeted Ninja becomes blank. Any bonuses, abilities or effects that the Ninja possesses as a result of the text on their card are negated for the turn.*

**> If two Anbu's are in play, and Curse Sealing (J-062) resolves on one of the Anbu's, what happens?**

*The Targeted Anbu would be discarded.*

**> What happens if a player uses Sharingan Eye (J-063) to steal the effect of a Ninja that has been affected by Curse Sealing (J-062)?**

*Sharingan Eye (J-063) will resolve, but since the Targeted Ninja has no text or effect as a result of Curse Sealing (J-062), nothing will happen.*

### **(J-063): Sharingan Eye**

**> What happens if I use Sharingan Eye (J-063) to steal the effect of a Ninja that has been affected by Curse Sealing (J-062)?**

*Sharingan Eye (J-063) will resolve, but since the Targeted Ninja has no text or effect as a result of Curse Sealing (J-062), nothing will happen.*

**> What happens if I copied a Ninja's ability using Sharingan Eye (J-063) then Curse Sealing is played on that Ninja?**

*If Sharingan Eye (J-063) resolved and has gone to the Chakra Area, then Curse Stealing (J-062) will not affect your ability to use the effect given to you by the use of Sharingan Eye (J-063). If Curse Sealing is played as a "cut in" in the Jutsu chain, then it will resolve first, in which case Sharingan Eye will copy the blank text box of the Targeted Ninja, having no effect.*

**> What happens if my Kakashi (N-023) steals my opponent's Kakashi (Copy Ninja) effect?**

*You will effectively have TWO of the same effect that will activate giving you double bonuses.*

### **(J-065): Smoke Pellet**

**> Does this end the Exchange of Jutsu step immediately?**

*No. The Exchange of Jutsu step continues and Jutsu can still be played normally after Smoke Pellet (J-065) has resolved. However, when the Exchange of Jutsu step ends, if Smoke Pellet resolved during the Exchange of Jutsu, the Showdown step is skipped and all Teams in the Battlefield immediately return to their Villages (Return step.)*

### **(J-067): Paper Bomb**

#### **>What happens if the Target Ninja has previously used a Jutsu card in the turn?**

*The effect of Paper Bomb (J-067) will not occur. Paper Bomb's effect will account for the use of any Jutsu card by the target before and after Paper Bomb resolves.*

#### **>What happens if a Jutsu is played and is negated?**

*Paper Bomb will not resolve. Technically, the Ninja did play a Jutsu card, although the card or effect was negated.*

### **(J-068): Chakra Concentration**

#### **> Can I negate the effect of target (1) Jutsu card?**

*No. You would have to negate the effect of Chakra Concentration (J-068) for the effect of Target (1) Jutsu card from the Chakra area to be negated..*

#### **> Do the “Requirements” of Target (1) Jutsu Card have to be correct at the activation of Chakra Concentration?**

*Yes.*

#### **> Does the target of Target (1) Jutsu card have to be “User”?**

*Yes.*

### **(J-069) : Paralysis Jutsu**

*(Note: the text of this card should read: Target: Every Chunin and lower Rank Ninja in a Team.)*

#### **> Does this Target Chunin OR lower rank Ninjas, or both?**

*The Target of Paralysis Jutsu (J-069) is all Chunin and lower Rank Ninja in one Team.*

#### **> Does this Jutsu card target all Teams?**

*No. Paralysis Jutsu (J-069) Targets Chunin and lower Rank Ninja in one Team only.*

**> Can this card target Ninja with no Rank? (i.e. Haku, or an Animal/Beast etc.)**

*No. These Ninja have NO rank, therefore, they cannot be targeted by Paralysis Jutsu (J-069).*

**(J-070): String Control Jutsu**

**> Can this Jutsu Target a Ninja in My Village?**

*No. The Target (2) must be a Ninja in the Battlefield – that has been sent out to Battle.*

**> Will this allow my “Target (2)” Team to contain more than 3 Ninjas?**

*Yes.*

**> What happens if the “Target (1) User” is a Head Ninja of a Team?**

*When the effect of String Control Jutsu (J-070) resolves; that Team will no longer have a Head Ninja.*

**(J-072): Sharingan Windmill Triple Attack**

**> What does “...change the order of the target’s Ninjas...” mean?**

*The effect of this Jutsu card allows the player to re-arrange the Target Team’s Head and Back Ninjas, after the determination of the type of Victory and before Damage is applied.*

**> If the Head and Back Ninja are re-arranged, won’t that change the Team Power?**

*No. At the time this Jutsu Card resolves the Team Power for both teams has been determined, and Damage is about to be applied. During the Showdown, the Teams’ power has been set and cannot be changed.*

**(J-073) : Fire Style: Dragon Flame Jutsu**

**> Can I reduce the Damage with Iruka (Scapegoat) before it is applied?**

*Yes. The Damage will be received by the Ninja, then a player may activate Ninja Effects that reduce or negate Damage before that Damage is applied. (e.g. Iruka (N-022) or Naruto (N-019) Gaara of the Desert (N-058))*

**(J-074): Summoning Jutsu**

**> Can I choose not to find a Snake Ninja?**

*Yes. If you choose, you may 'fail to find' the Snake Ninja.*

**>What happens if I choose to “fail to find” a Snake Ninja?**

*When Summoning Jutsu resolves, the player may search through their draw deck, choose to not find a Snake Ninja, shuffle their deck, and replace it on their side of the Table.*

**> Can a player bring out Orochimaru (N-084) with Summoning Jutsu?**

*No. Although Orochimaru has a Snake Combat Attribute, Orochimaru is NOT a Snake Ninja. At this time, only Giant Snake can be brought out with Summoning Jutsu.*

**(J-076): Striking Shadow Snake**

**> Can the User of this card be my Opponent’s Attacking Ninja?**

*No. The user of a Jutsu card you play must always be a Ninja(s) you control. The User of Striking Shadow Snake (J-076) must be a Ninja that you control that is on a Team that is attacking.*

**> Will this allow the Team battling against the user to contain more than 3 Ninjas?**

*Yes.*

**> Does the Target stand-by Ninja have to be alone in the Village?**

*No. This Jutsu Card may Target a stand-by Ninja that has been organized into a Team in your opponent’s Village. In that case, the Striking Shadow Snake removes the Ninja from the Team and places it in the other Team.*

**> In the case where the Target stand-by Ninja becomes a new team of one Ninja, does the Ninja return to the Team it was originally in if it returns to the Village after the Showdown?**

*No. The Target Ninja, will return to the Village as a Team on one.*

**(J-078): Sand Coffin**

**> When does a player choose which effect they will use?**

*At the time that Sand Coffin resolves.*

**> If the Ninja is already Injured, can I use Sand Coffin (J-078) to injure it again?**

*No. The first choice of effects of Sand Coffin Jutsu is to “change the Ninja to Injured status.” If the Ninja is already in Injured status, this will be impossible, so it will have no effect.*

**(J-079): Wind Style: Great Breakthrough**

**> Does this Jutsu target all Ninjas in play, in the Village AND on the Battlefield?**

*Yes.*

**(J-080): Endless Path Jutsu**

**> Does this Jutsu negate the effects of cards that provide bonuses to Battle Rewards? (e.g. Make-out Paradise (M-007))?**

*Yes. This card prevents an opponent’s Target non-battling Team from winning any Battle Rewards. No Battle Rewards may be won by any means including extra Battle Rewards as a result of other cards.*

**(J-081): Misty Follower Jutsu**

**> When do I remove the Coin to reduce damage done to the Target Ninja?**

*After the Damage is done, but before Damage is applied.*

**> Does removing the Coin negate the Damage to the Target Ninja?**

*No. The effect only reduces the Damage, it does not negate the Damage.*

**(J-082): Face Stealing Jutsu**

**> What happens if the User has bonuses or alterations as a result of other in-play effects or cards?**

*Face Stealing Jutsu (J-082) will cancel any and all changes or alterations (additions and subtractions) to the User’s current Power, then replace the User’s Power with the printed Power of the discarded card.*

**> How long does the effect of Face Stealing Jutsu last?**

*The effect of Face Stealing Jutsu lasts until the end of the Turn.*

### **(J-083): Formation Ino-Shika-Cho**

*(Note: The Requirements of Formation Ino-Shika-Cho should read: “Either Ino Yamanaka, Shikamaru Nara, or Choji Akimichi)*

**> Can this Jutsu card be played if the Ninja are NOT in the same team together?**

*Yes. Formation Ino-Shika-Cho (J-083) can be played by any ONE of the Ninja listed in the Requirements whether they are on the same team or not.*

**> Does this Jutsu allow any of the Ninja listed in “Requirements” to use any of the Jutsu with the specific Combat Attributes? (i.e. Can Choji use Jutsu that require “Mind” combat attributes)?**

*No. The Requirements for the Jutsu that may be played for free must still be met. (i.e. Choji may only play Jutsu with the Requirement: “Food” Combat Attribute for free, Ino may only play Jutsu with the Requirement: “Mind” Combat Attribute for free and Shikamaru may only play Jutsu with the Requirement: “Shadow” Combat Attribute for free.)*

**> What if there is an “X” in the Jutsu cost? Can I choose any number as “X” and then not have to pay it?**

*No. If an effect allows a player to play Jutsu cards without paying their cost, and the Jutsu cost contains a “X” then “X” equals 0. If you choose any other number as “X”, then you must pay the entire Jutsu cost.*

### **(J-084): Curse Mark Jutsu**

**> Does the Target Ninja go into the Battle Reward face up?**

*No. Battle Rewards are always face down. The Ninja would be placed in the Battle Reward area face down.*

**> At what time does a player discard 2 Battle Rewards to negate the effect of Curse Mark Jutsu (J-084)?**

*A player wanting to negate the effect of Curse Mark Jutsu (J-084) must discard 2 Battle Rewards when the effect of the Jutsu resolves. Since a player is not negating the Jutsu card, but its effect, the player must wait until the effect begins to resolve, then negate the effect at that time by discarding 2 cards from your Battle Rewards area.*

**> Where does Curse Mark Jutsu (J-084) go if the effect is negated?**

*Curse Mark Jutsu (J-084) will still go to the Chakra area, since only the effect of the Jutsu card was negated, not the card itself.*

## Mission Cards

### (M-043): Combat in Extreme Conditions

> **If I have Kakashi's Foresight (M-030) in play, can I play 2 Combat in Extreme Conditions (M-043) and move my Turn Marker up by 2?**

*Yes.*

### (M-044): Mission Refusal

> **Where does the Client card get discarded to?**

*The Client would be discarded to the Discard pile.*

### (M-045): Broken Seal

> **Is this effect Mandatory?**

*No. The effect is optional.*

> **If I choose to activate this effect, can I activate it after I draw a card in the Start Phase?**

*No. "at the beginning of your turn" means before the Draw a Card step in the Start Phase. If there are other effects that can occur "at the beginning of your turn", you may choose in what order they resolve.*

### (M-047): Stay Out of This!

> **Does the player still get to deploy a Ninja during their Mission Phase?**

*Yes. The player still gets to use their "1 Ninja per turn" deployment. The effect of Stay Out of This (M-047) prevents the player from deploying a Ninja with the same name as the Target of this Mission card during that same turn.*

> **Does the player still pay Hand Costs of the Ninja that was returned?**

*Yes. Since Stay Out of This! (M-047) is a Counter Mission, the player will pay all costs and deploy the Ninja. Then, this Mission Card is played to counter that deployment. Any Hand Cost that was paid to deploy the Ninja remains in the Chakra area.*

**(M-048): Examination Rule**

**> Does this Mission Card affect a Team of Ninja that *contains* a Chunin or *contains* a lower Rank Ninja?**

*No. Examination Rule (M-048) prevents one-Ninja Teams of Chunin or lower rank from scoring any Battle Rewards.*

**> Does this prevent Ninja with “no rank” from winning Battle Rewards? (e.g. Haku, or an Animal/Beast/ etc.)**

*No. Examination Rule will have no affect on Ninja that have “no rank.”*

**(M-049): Surprise Attack**

**> Is the Entrance cost the printed Entrance cost on the card, or the modified Entrance cost applying any in-play modifiers?**

*The Player must discard cards from their Battle Reward area equal to the Entrance cost that is printed on the card; without modifiers.*

**(M-050): A Tool Called “Ninja”**

**> If target (1) is removed from play before the effect resolves, does the effect still resolve?**

*Yes. A player must complete as much of the effect of the card as possible when it resolves. If Target (2) is removed from play, a player will still send Target (1) to the Chakra pile; even though the player will be unable to heal target (2).*

**(M-052): The End of the Demon**

**> If Target (1) or (2) is removed from play before the effect resolves, does the effect still resolve?**

*Yes. A player must complete as much of the effect of the card as possible when it resolves. If Target (1) and or (2) is removed from play, a player will still send the remaining Target, or no Target to the discard pile.*

**(M-054): Cheating Prevention**

**> Does this Mission card prevent Teams from being sent out to Battle only if there is going to be a Mental Power Battle?**

*No. This Mission card's effect prevents Teams of 2 or less mental Power from being sent out to Battle no matter what type of Battle will be fought.*

**(M-057): Forbidden Technique**

**> Does this Mission card's effect prevent Jutsu cards that have the chosen symbol in the Jutsu cost from being played?**

*No. It prevents Jutsu cards that have the symbol on the upper right corner of the card from being played.*

**> Doesn't a Jutsu card with the symbol in the Jutsu cost count?**

*No. A "Symbol" is the icon in the upper right of every card. Any of these icons that appear as a Jutsu Cost are not called "Symbols", they are defined as the "Jutsu Cost." So they cannot be selected as "Symbols."*

**(M-062): No Lunch**

*(Note: This Mission card's effect should read "Neither player can draw any cards during their Start Phase.")*

**> If Leaf Ninja Forces (M-022) is in play, can any Player draw the extra cards?**

*No. No Lunch (M-062) prevents any cards from being drawn during the Start Phase. Including "extra" cards.*

**> Does No Lunch (M-062) prevent cards from being drawn "at the beginning of your turn?" (e.g. Broken Seal (M-045))**

*No. "The beginning of your turn." happens before the Start Phase, and therefore is not during the Start Phase.*

**> When the final counter is removed, is No Lunch (M-062) discarded before I draw my cards for the turn?**

*Yes. After No Lunch is discarded, you are able to draw your card for the turn during the Start Phase.*

**(M-063): All Nine Rookies Face Off**

**> Does a player have to pay the Entrance/Hand cost of the additional Ninja?**

*Yes. This is not a “special deploy” so the entrance cost must be paid.*

**(M-064): Survival Exercise**

**> What happens if there is not an even number of Genin Ninjas in the Village?**

*If a player has 2 or less Genin Ninja, there is no effect. If a player has 3 to 5 Genin Ninja, they choose one, and move it to the bottom of the deck. If a player has 6 to 8 Genin Ninja they will move 2 Genin Ninja to the bottom of the deck etc.*

**(M-066): Weeding**

**> Do the players choose to send a second card after they have seen the first?**

*No. Before sending any cards, the player will say whether they are sending 1 or 2 cards. Then, that player sends those cards, one at a time, to their Chakra area.*

**(M-067): Heaven Scroll**

**>Where does a player discard the cards?**

*The Cards are sent to the Discard pile.*

**>Can a player discard both Heaven Scroll (M-067) and Earth Scroll (M-081) to get both effects of both the Scrolls?**

*No. You must pay the cost to activate the effect of one, and by that time, you cannot activate the second since the cost to activate the second no longer exists.*

**(M-068): Beyond the Goal**

**> When does this effect resolve?**

*Beyond the Goal (M-068) resolves directly after you win the Battle Reward, but before the Ninjas are returned to the Village.*

**(M-069): Sweet Tooth**

**> Is this effect Mandatory?**

*No. The effect is optional.*

**(M-072): Revive, Sharingan!**

**> Can I choose not to find a “Sharingan Eye?”**

*Yes. If you choose to, you may ‘fail to find’ the “Sharingan Eye.”*

**>What happens if I choose to “fail to find” a Ninja?**

*When Revive Sharingan (M-072) resolves, the player will discard all the card in their hand, then search through their draw deck, choose to not find a Ninja with the “Sharingan Eye” attribute, shuffle their deck, and replace it on their side of the Table.*

**(M-073): Survival in the Forest of Death**

**> Who selects the Ninja that receives 1 Damage?**

*Each player chooses which of their Ninjas are to receive Damage.*

**> Does the Ninja that receives 1 Damage from Survival in the Forest of Death have to be in the Team that was sent out?**

*No. Any of the player’s in-play Ninjas can be chosen.*

**> Are both players affected by Survival in the Forest of Death?**

*Yes.*

**> Does the effect activate when a player sends out a Ninja to Attack as well as Block?**

*Yes. “Send out to Battle” can mean either as an Attacker or as a Blocker.*

**(M-074): Striking a Deal**

**> When does the player who plays Striking a Deal (M-074) select “X”?**

*The player who plays this Mission Card decides the value of “X” when they play the card.*

**> What happens if some of the targets are no longer in play when Striking a Deal resolves?**

*A player must complete as much of the effect of the card as possible when it resolves. If Target (1) and or Target (2) are removed from play, a player will still send Target (1) to the Discard pile; even though the player will be unable to heal Targets (2).*

**(M-075): Observer**

**> Does Observer (M-075) allow the Chakra cards in my Chakra area to be used as two Chakra to pay for Jutsu cards?**

*No. The effect of Observer (M-075) allows you to use the additional symbol, OR the printed symbol, but not both.*

**(M-077): Ninja Poem Titled “Ninja Opportunity”**

**> When is Ninja Poem Titled “Ninja Opportunity (M-077) played?**

*This Mission is a Counter Mission and can be played during the opponent’s Mission phase. It is a condition that is set that will affect how Ninjas are Organized during that player's turn.*

**> Can a Ninja be added to the Team later in the turn by a Card or Ninja effect?**

*Yes. This Counter Mission only prevents an opponent from including Ninjas with different symbols in a Team during the Organization phase. Any effects that add Ninja to the Team will resolve normally no matter what symbol they have.*

**(M-079): The Fastest Ones**

**> Can an Opponent play this card while a player already has one in play?**

*Yes. The sentence “This effect cannot be applied to the opponent” means that the effect of this Mission card does not apply to the opponent as well. The opponent may play this card also, and get the effect of the Mission on their side of the field.*

**(M-081) Earth Scroll**

**> Where does a player discard the cards?**

*The Discarded cards are sent to the Discard pile.*

**>Can a player discard both Heaven Scroll (M-067) and Earth Scroll (M-081) to get both effects of both the Scrolls?**

*No. You must pay the cost to activate the effect of one, and by that time, you cannot activate the second since the cost to activate the second no longer exists.*

**(M-083): Promise from the Past**

**> Can I choose not to find a “Female” Ninja?**

*Yes. If you choose to, you may ‘fail to find’ the “Female” Ninja.*

**(M-084): Starving**

**> Do BOTH players give 1 Damage to their Ninja at the end of each Players turn?**

*No. This effect should read: “Each Player gives 1 Damage....at the end of their turn.”*

**> When exactly is “...at the end of their turn.”?**

*“The end of a players turn” is defined as “after N.(3) Move the Turn Marker, before the start of the next player’s Turn. When Starving (M-084) is in play, players must count the number of cards in their hand after they move the Turn Marker. Damage will be applied at that time.*

**> Can this Damage be prevented or negated with in play effects?**

*Yes. The Damage will be received by the Ninja, then a player may activate Ninja Effects that reduce or negate Damage before that Damage is applied. (e.g. Naruto (N-019 Gaara of the Desert (N-058)).*

# **Curse of the Sand FAQ**

## **Clients**

Please note that C-007 will be released in an upcoming booster release.

### **(C-008): Genzo**

#### **> When does this effect activate?**

*The effect activates, and resolves, the moment when the player wins the 2nd Battle Reward in the turn. This effect activates with “2 or more Battle Rewards in a turn”, so the effect can only activate once per turn.*

### **(C-011): Ageha**

#### **> Does this card activate when I “Move” a card to my Chakra area (Himatsu, C-012)?**

*No. Please see the “Game Rule” at the beginning of this FAQ.*

### **(C-012): Himatsu**

#### **> When does this effect activate?**

*The effect activates, and resolves, the moment when the player wins the 3rd Battle Reward in the turn. This effect activates with “3 or more Battle Rewards in a turn”, so the effect can only activate once per turn.*

### **(C-013): Shizuku**

#### **> When does this effect activate?**

*The effect activates, and resolves, the moment when the player wins the 2nd Battle Reward in the turn. This effect activates with “2 or more Battle Rewards in a turn”, so the effect can only activate once per turn.*

## Ninjas

### (N-095) : Neji Hyuga

**> Does this only count for 1 Head Ninja, meaning, what happens if the Head Ninja is switched with another Ninja?**

*Only the current Head Ninja of the opposing Team is affected by this effect. If the Head Ninja is switched, then the new Head Ninja is affected, and the prior Head Ninja is not affected anymore.*

### (N-097): Suzume

**> Does this effect trigger? If so, when?**

*The effect activates when the Battle is processed. At that time, the player controlling Suzume (N-097) checks to see if Suzume is still in-play, healthy and battling against the opponent's team as the blocker. If so, the Battle is changed to a Mental Power Battle. If not, then the Normal Battle will be performed as usual.*

**> Does Suzume (N-097) need to be the Head Ninja for the effect to activate?**

*No. There is nothing in the text that states that Suzume (N-097) must be in the Head Ninja position.*

### (N-098): Iyashi

**> Does Iyashi's effect trigger? If so, when?**

*Iyashi's effect activates when Iyashi is "sent out to Attack".*

**>What happens if Iyashi is sent to the Discard pile or removed from a Team during the Battle Phase?**

*If Iyashi's effect successfully activated when "sent out to Attack", then Iyashi's effect still resolves at the end of the turn whether or not Iyashi is still in play.*

### (N-100): Hayate Gekko

**> Does this effect trigger? If so, when?**

*The effect activates when the Ninja in this Ninja's Team is sent to the Discard pile. After the card is placed in the Discard pile, then card will then be sent to either "... the top or bottom of its original owner's Deck."*

**(N-101): Jiraiya**

**>Should this read “Genin and lower ranked”?**

*No. The card is to be played the way it reads.*

**(N-102): Gama**

*(Note: this effect should read “... the bottom of its original owner’s Deck.”*

**> Does this effect trigger? If so, when?**

*The effect activates when the Ninja is sent to the Discard pile. After the card is placed in the Discard pile, then card will then be sent to “... the bottom of its original owner’s Deck.”*

**>Does the Gama have a Gender?**

*No. Gama (N-102) has no Gender.*

**>Does the Gama have a rank?**

*No. Gama (N-102) has no rank.*

**(N-103): Dosu Kinuta**

**> Can a player negate the Damage?**

*Yes. Dosu Kinuta’s effect only prevents the reduction of Damage received. If the Damage was negated, it was never received, and therefore could not be reduced.*

**(N-105): Kin Tsuchi**

**>If my effect allows me to flip a coin multiple times, does Kin Tsuchi’s effect activate each time I flip?**

*No. As the effect reads “This effect can only be applied once per... effect”.*

**(N-106): Yoroi Akado**

**> Yoroi Akado does not list a rank. Was this a misprint?**

*No. Yoroi Akado (N-106) has no rank.*

**(N-107): Misumi Tsurugi**

**> Misumi Tsurugi does not list a rank. Was this a misprint?**

*No. Misumi Tsurugi (N-107) has no rank.*

**> Do I have to activate the effect twice at the same time?**

*No. You may activate the effect once. Then, later in the Exchange of Jutsu, you can choose to activate the effect for the second time.*

**(N-108): Kabuto Yakushi**

**> Kabuto Yakushi does not list a rank. Was this a misprint?**

*No. Kabuto Yakushi (N-108) has no rank.*

**(N-109): Kakashi Hatake**

**> Can I use an effect to bring Kakashi Hatake (N-109) into Battle during the Exchange of Jutsu on the turn that Kakashi Hatake (N-109) is put in ?**

*No. This would be “included in any Teams”. Please note that all individual Ninjas are in a one-Ninja Team by default, per the Game Rules. Kakashi Hatake (N-109) breaks this Game Rule by disallowing Kakashi Hatake (N-109) to even be in it’s own Team during the turn that it is put in play.*

**(N-112): Gaara of the Desert**

**> Can I activate this effect if Gaara’s Team is unblocked?**

*No. A Team must be opposed when the Battle is processed in order to win a Victory or Outstanding Victory. Unblocked attacks do not win Victories or Outstanding Victories, they win Battle Rewards.*

**> When does Gaara’s effect activate?**

*After all Showdown Damage for that Battle is processed and applied.*

**(N-115) : Naruto Uzumaki**

**> When does this effect activate?**

*The effect activates as soon as the Battle is Processed. The Game is still in the Showdown when this occurs.*

**(N-119): Sasuke Uchiha**

**> Does the effect work with Sharingan Eye (J-048)?**

*Yes. When any Jutsu card states "... negate target Jutsu card..." then Sasuke Uchiha's effect forces the player to "... discard 2 Chakras in addition...". Sharingan Eye states "Negate the target", where the target is "1 Jutsu card being played...", so therefore the effect is actually "Negate 1 Jutsu card being played...".*

**> If the player does not have the additional 2 Chakra, can they just pay for the card with the Jutsu cost of the card?**

*No. This is not like Gato's Transport (M-013), or Gaara of the Desert (N-058). When your Ninja uses a Jutsu, the cost is paid at the time. The additional cost must be paid at that time as well. If the player cannot play the cost and the additional cost, the Jutsu cannot be used.*

**(N-120): Sakura Haruno**

**> Do you move the Injured Ninjas, too?**

*No. You total the number of Injured Ninjas you have in play when the effect resolves, then take that same number of cards in your Discard pile (or as many as you have if the number is less), and move those cards to the top of your Deck.*

**> Can I choose less than the number of Injured Ninjas?**

*No. You must do the same amount (or up to the amount in your Discard pile) or none at all.*

**(N-125): Hanabi Hyuga**

**> Does Hanabi Hyuga (N-125) have a rank?**

*No. Hanabi Hyuga (N-125) has no rank.*

**(N-126): Hiashi Hyuga**

**> Does Hiashi Hyuga (N-126) have a rank?**

*No. Hiashi Hyuga (N-126) has no rank.*

**(N-128): Gamabunta**

**> Can I “put in play” Gamabunta with a different card effect?**

*Yes. Gamabunta’s effect prevent Gamabunta from being deployed during the Mission Phase when you deploy Ninjas. Gamabunta can still be ‘put in play’ with other effects as well as appropriate.*

**> Do all Ninjas need to be ‘Oil’ to send Gamabunta out to Battle?**

*Yes. ALL the other Team members of Gamabunta’s Team must be Oil. If one of the Ninjas do not have the ‘Oil’ Combat Attribute, that Team cannot be sent out to Battle.*

**> Can I bring Gamabunta into Battle with another card effect?**

*Yes. Gamabunta’s effect only prevents Gamabunta from being ‘sent out to Battle’.*

**(N-129): The Fourth Hokage**

**> Can I Damage “The Fourth Hokage” if he is already Injured?**

*Yes, since “The Fourth Hokage’s” effect is “Valid:”. If so, then this would discard “The Fourth Hokage” since it would be his second Damage.*

**(N-130): Baki**

**> How does this effect work?**

*First, Baki must be Healthy and “sent out to Attack”. This activates his conditional effect. Then, at the end of the turn, if Baki has moved back to the Village, the game checks to see if he is still in play. If so, the opponent will then select (not target) and discard 1 of their in-play Ninjas.*

**(N-131): Shibuki**

**> Can I bring Shibuki into Battle with another card effect?**

*Yes. Shibuki’s effect only prevents Shibuki from being ‘sent out to Battle’.*

**(N-133): Murasame**

**>Does Murasame (N-133) have a rank?**

*No. Murasame (N-133) has no rank.*

**(N-134): Kirisame**

**> Does Kirisame (N-134) have a rank?**

*No. Kirisame (N-134) has no rank.*

**> Is this a continuous effect?**

*Yes.*

**> If I use Transform Jutsu on it, will the effect 'overlay'?**

*Yes.*

**(N-135): Hisame**

**> Does Hisame (N-135) have a rank?**

*No. Hisame (N-135) has no rank.*

## **Jutsu**

### **(J-085): Naruto Uzumaki Barrage**

#### **> After the 2<sup>nd</sup> Damage, does the Damage count?**

*Yes. Remember that there are effects that can reduce Damage, or may count how much Damage an effect does, whether to one Ninja or to a group of Ninja.*

### **(J-087): The Eight Inner Gates**

#### **> How does this effect work?**

*The effect, when resolved, will go back and change the original Combat of the Ninja, then all of the effects that resolved afterwards during the turn are overlay'd in the order they resolved. Example: If Sexy Jutsu resolved previously in the turn, then the Combat would be tripled, but Sexy Jutsu would then change that value to 0.*

### **(J-088): Food Pills**

#### **> Can I negate the effect of Food Pills with Escape Jutsu?**

*Yes, but only during the turn that Escape Jutsu resolved. If **in** the first turn, Escape Jutsu resolved, then Food Pills effect would be negated for that turn, but since Food Pills effect is for two turns, during the second turn, the effect would return.*

#### **> Is Food Pills a continuous modifier, and if so, will it overlay with Transform Jutsu?**

*Not quite, and no. Although the effect runs for a duration, Food Pills will give the bonus at the time Food Pills resolves, but is actually a one-shot modifier.*

#### **> How long does Food Pills' effect last?**

*For two turns. The turn that it is played, and the turn directly following. So, if you play Food Pills on your turn, then the effect will last through this turn, through your opponent's turn, then end before you start your following turn.*

### **(J-091): Lion's Barrage**

#### **>If I get no heads, how do I give -1 Damage?**

*You don't. In this case -1 is considered to be the same as 0.*

**(J-092): Five Pronged Seal**

**> If Anko Mitarashi (N-083) uses Five Pronged Seal, can she change the Water to a Lightning?**

*Yes, although Anko does not ‘change’ anything, she is only able to pay for the Water Symbol on the Jutsu card with a Lightning Chakra.*

**> ok, then, can I use Naruto Uzamaki (N-067) to pay for the Lightning and the Water (from Anko’s effect)?**

*No. Remember that Naruto can only be used for 2 Lightning when the Jutsu cost is exactly 2 Chakra.*

**(J-093): Shadow Senbon**

**> When do I determine the effect/mode of the card?**

*When the Shadow Senbon resolves.*

**(J-097): Fog Clone Jutsu**

errata: Target: Every one of your Battling Ninjas

**> How does this work with targeting?**

*This effect protects every individual Ninja from affects that target individual Ninjas (i.e., Every Ninja, 1 Ninja, Every Ninja Battling against the User, etc.). If the effect targets the Team (i.e., All Teams... , etc.), this effect will not prevent the effect from resolving.*

**(J-099): Sand Armor**

**> Can I remove as many Coins as I want when my Ninja takes Damage?**

*No. You can only remove 1 Coin to reduce the Damage by 1 per Damage occurrence.*

**(J-107): Silent Killing**

Errata: the Card name is changed to “Silent Killing Jutsu”.

**(J-109): Summoning Jutsu**

**> Can I put in play another “Ninja Toad” Ninja if I already have one in play?**

*Yes, but only if the names of the “Ninja Toad” Ninjas are different.*

**(J-110): Sexy Jutsu**

**> Is the Ninja returned to the original Team, if the Ninja was Discarded or removed from play?**

*No. The target is only returned if the target is still in-play.*

**(J-114): Crescent Moon Dance**

**>Are the effects cumulative?**

*No. The effect which resolves depends on the number of “Heads” results produced from the coin flips.*

**(J-122): Cliff-Climbing Training**

(Note: the text should read “... Then, from your hand, move the same number of cards that you just drew to the Chakra area.”)

**(J-124): Earth Style Jutsu**

**>Does the opponent get to see the Battle Rewards?**

*No. Only the player that played Earth Style Jutsu sees the Battle Rewards when the cards are searched.*

**(J-126): Five Pronged Seal Release**

**> If Anko Mitarashi (N-083) uses Five Pronged Seal Release, can she change the Water to a Lightning?**

*Yes, although Anko (N-083) does not ‘change’ anything, she is only able to pay for the Water Symbol on the Jutsu card with a Lightning Chakra.*

**> Can I use Naruto Uzamaki (N-067) to pay for the Lightning and the Water (from Anko's effect)?**

*No. Remember that Naruto (N-067) can only be used for 2 Lightning when the Jutsu cost is exactly 2 Chakra.*

**> How does this effect work?**

*Since your opponent's Battle Rewards are actually your cards, you will be returning 5 cards to your hand. At that time, you must discard down to 6 or less cards. Also note, if an opponent's card got into the Battle Rewards by an effect, then the opponent does not discard down to 6.*

**> Do I get to search the Battle Rewards?**

*No. At the time the Jutsu is used, you will target 5 'face down' cards. You do not get to search the Battle Rewards for any 5 you wish.*

**> Can my Ninja use the Jutsu card if there are less than 5 Battle Rewards?**

*No. At the time the card is played, there must be 5 legal targets in the Battle Reward area.*

**> What happens if one of the cards were removed prior to the effect resolving?**

*Then you will only get the remaining cards that were originally targeted. You may not retarget other cards.*

## Mission Cards

### (M-106): Jonin's Intervention

**> Do you deploy the Ninja when the other Ninja is discarded? If not, then when does the effect activate?**

*Please note that this is not a 'deployment'. The effect moves the Jonin to the Village from your hand, in essence, the card effect puts the Jonin in play. Also, this is an optional effect, not mandatory. But the opportunity to activate the effect only occurs the first time that one of your Ninjas are discarded after the Mission resolves.*

*You cannot 'float' the effect to a time you wish during the turn.*

**> When I activate Growth on a Ninja, does this allow me to activate “Jonin's Intervention”?**

*No. The Ninja card that is replaced is moved to the Chakra area, not discarded.*

### (M-109): Kunoichi Battle

(Note: this effect should read: "... Your opponent can organize Teams when this card resolves.)

### (M-111): For Someone Precious to You

**> What happens if the target is no longer in play?**

*You only move the target back to the Village at the end of the turn if the target is still in play.*

### (M-113): Skillful Coordination

**> So I can change the Ninja from Healthy to Injured?**

*No. The 'position' refers to Head Ninja or Back Ninja. Healthy and Injured are refer to the 'status' of the Ninja, not the position.*

### **(M-116): Power of the Nine-Tailed Fox Spirit**

#### **> How many times can I ‘charge’ Chakra through this effect?**

*Although most Mission cards are activated, Power of the Nine-Tailed Fox Spirit is a continuous effect. Therefore, like in the Mission Phase, you can charge your Chakra during the Exchange of Jutsu at any time. Furthermore, you can charge Chakra as a Chain is forming, as a Chain is resolving, or any time you have Priority to do something. Similar to the Mission Phase, you cannot, however, charge Chakra while an effect is resolving.*

### **(M-117): Legacy of the Hero**

#### **> Does the Ninja actually get discarded?**

*No. This is a replacement effect that redirects where the Ninja goes. “Instead” of the Ninja going to the Discard pile, the Ninja is sent to the Chakra area*

### **(M-123): Coward**

Please use the following ruling:

**‘Effect: When your opponent uses a Mission card, the value of your opponent's Turn Marker is considered to be reduced by X, X = the number of coins on this card.’**

*The printed text means if you play a Mission, the Turn Counter 'becomes' **the current Turn Count minus the number coins on Coward**. The effect alters the Turn Count "for the Mission card usage only". Then, a check is made on whether the altered Turn Cost is correct and whether the Mission card can still be played. If the altered Turn Counter is lower than the Turn Cost for the Mission card, the Mission card is returned to the player's hand.*

*In other words, Coward (M-123) increases the Turn Cost of the Missions in your opponent's hand by the amount of coins that are currently on Coward.*

### **(M-124): A Grain of Courage**

#### **> What happens if the target is removed from the Battlefield?**

*The effect activates, and sets a condition, when the target is ‘sent out to Block’. After that, if the target is removed from the Battlefield the effect still resolves.*

**(M-128): Disarmament**

**> Do the player's choose any Ninja?**

*No. Each player chooses any of their Ninjas. A player may not choose their opponent's Ninjas for this effect.*

**(M-132): Disgrace of the Village**

**> For multiple flips, when do I decide which flip to make tails?**

*You make the choice at the time the coin is flipped. The opponent should ask if you are going to use the effect of Disgrace of the Village at that time, prior to flipping again. Once decided, you cannot 'go back' and change a previous coin flip.*