

THE INCREDIBLE NINJA DRINKING GAME



By JJ Prince

The Incredible Ninja Drinking Game

You hold before you the sacred words of the
Shinobi ancients.

Ninja, you are duty bound to your clan to prove your might.

You have been chosen for
The Challenge of the poisoned Chalice.



A Light Hearted Game Chef 2006 Entry

Ingredients: Ancient, Glass, Emotion
Time Frame: Two hours (probably less)

By JJ Prince

www.princeofdarknessgames.com

Cover Art by Chad Barber

www.ookytentacles.com

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Elements

As all ninja know, the universe is governed by the four elements:

Ka -> Fire -> Clubs
Chi -> Earth -> Diamonds
Sui -> Water -> Hearts
Fu -> Air -> Spades

Kuji-in

Ninja battle one another in this challenge using ninja magic - Kuji-In.

There are 9 primary Kuji-In techniques:

Rin -> Strength of mind and body -> Two
Hei -> Concealing directed energy -> Three
Do -> Balance - Universal harmony -> Four
Cha -> Healing, self & others -> Five
Kai -> Premonition of Danger -> Six
Jin -> Telepathy -> Seven
Retsu -> Psychokinesis -> Eight
Zai -> Control of natural elements -> Nine
Zen -> Enlightenment -> Ten

This page should be available for reference to all ninja.

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The First Action: Name your clan.

Each ninja in turn announces:

“I, the <adjective> ninja of the <clan name> clan, come to prove my might to the ancients and honour the ancestors.”

Once announced ninja are only referred to by their chosen adjective or their clan affiliation. To do otherwise is to displease the ancients and incur their wrath.

Once all ninja are introduced then the chalice of poisoned emotion is placed in the centre (a pint glass will do).

Each ninja is given a smaller glass, this will hold the poison known as alcohol.

All ninja's glasses are filled.

A deck of cards is shuffled and dealt out into a circle around the chalice of emotion. A basic Gaijin 54 card deck will suffice.

The challenge now begins in earnest.

The first ninja draws a card and looks at it. The ninja now has two choices - to reveal and play the card or take a shot of poison (drink) and conceal the card. If choosing to conceal, play then passes to the next ninja.

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Card Play

When a ninja plays a card of value 2 -10 then it represents an attack upon another ninja. The attacker must correctly announce their ninja magic as per the card,

e.g. 10 of clubs would be Ka-Zen

And the attacker must correctly nominate their target. To speak incorrectly is to incur the wrath of the ancients.

The target ninja can Take the blow and consume two drinks OR can defend himself by playing a card of equal or greater value. This starts an attack chain. A card used to defend must be properly announced as always.

If the card played is the same colour as the attack card then the attack is reversed against the attacker. If the defence card is a different colour to the attack card then the attack is deflected onto another ninja (card players choice but not the attacker).

The ninja now targeted by the attack chain can now either Take the blow and consume one drink plus one for every card in the chain OR defend herself as before.

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Special Cards

Jack. The jack represents a thief. By playing a jack card, the ninja may steal one card off another ninja (without looking). Concealed Jacks can be played at any time. Jacks are announced as

“<element> Thief“

e.g. Jack of diamonds would be “Chi Thief”.

Queen. The queen is a powerful card. When played the queen is turned upright in view of all ninja, but is not announced. Whoever played the queen becomes either the thumb mistress or question mistress. If choosing thumb, the player puts their thumb onto their nose and the last ninja to do so incurs a penalty. If choosing a question, the ninja asks a question of a fellow ninja and if they fail to answer with a question then they incur a penalty. If however, they do answer with a question the queen player incurs a penalty.

Ace. Aces are mighty personifications of the elements. Playing an ace allows you to automatically win an attack chain, as the suit dictates. Alternatively an ace can be thrown as a shuriken at a rival ninja. If they are struck by the shuriken they must drain their glass.

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Special Cards

King. The kings are the most important cards in the game. Whenever a king is played the ninja adds to the poisoned chalice. A ninja may add whatever drink his emotions tell him to. Whoever plays the last king, or has it in their hand at the end of the game must imbibe the poisoned chalice, they have failed, but must not disappoint their clan. Kings can be played to deflect or reverse a chain and beat everything barring an ace.

Joker. Jokers are wild, they can be played as any non-king card OR a ninja playing a joker can invent a rule and have it introduced to the game. The rule must affect all ninja equally though.



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Ending the Game

When there are no cards left around the chalice then each ninja must play one card from their hand every go. If any ninja runs out of cards completely then the game ends.

The loser must imbibe the poisoned chalice, whilst the winners can return triumphantly to their clans.

Wrath of The Ancients (Penalties)

Throughout the game, players will incur the wrath of the ancients (also known as penalties). Each group can set their own exact rule for penalties, here's what the ancients suggest.

A player who incurs a penalty must first take a drink and then refill all the glasses. Being unable to drink due to your glass being empty constitutes a penalty.

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Disclaimer

While true ninja will have no problem completing the challenge, the same does not hold true for filthy gaijin dogs. The author accepts no responsibility for non-ninjas playing this game.

Mo Game Chef

Well, it seems to be the cool thing to do, write more than one entry and make sure one includes alcohol! I couldn't let the opportunity to write a drinking game loosely disguised as a RPG pass me by. And as some of the other entries were so good I did the only natural thing to compete-

Put ninjas in the game!!!

Thanks to top ninja website www.entertheninja.com

Happy gaming and remember to drink often.
-JoE



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Some Bad Ass Ninja kids yesterday.

