

Turtles Power Cards

RULES

[\[Details of players\]](#)

2-4 players

6+ years

15+ minutes

[\[Contents\]](#)

Contents: 33 cards, rules

[\[Object\]](#)

Aim of the game

To be the only player left with cards.

[\[Setup\]](#)

Setup

Shuffle the cards and deal them evenly between the players. A possible leftover card is placed on the table between the players, and given to the winner of the first round. Hold your deck character side up, so that only the top character is visible, and so that only you can see it. The youngest player starts.

[\[How to play\]](#)

How to Play

- The player in turn picks one of the 4 powers on the top card (but not the Ninja value) [\[Picture\]](#) and reads out the value.
- The other players read out the value of the same power on their own top cards.
- The player with the highest value wins and **all players** give their top cards to that player.
- If there is no winning player because of a tie, all players place their top cards on the table. Only the players who tied take part on the following round which is played with the same power, and the one who wins collects them also!

[\[Collecting sets\]](#)

Collecting Sets

During the game, the players try to collect sets of 4 different weapons (Katana swords, Sai, Bo staff, Nunchuks) with a single background colour (purple or green). When you win a round, check the backs of the cards you've won (including your own), to see if there are any weapons you can use for your set. Place any cards you want to use on the table in front of you. Once one of the players adds the 4th weapon to their set, they check the cards they win or have just won to see if any one of them features a single turtle. If there is one place it turtle side up on the set and start a Ninja Round!

[\[Ninja round\]](#)

The Ninja Round

The Ninja Round is played with the Ninja power found in the top left corner of each card. The player with the complete set plays with the turtle card that was placed on the set. The other players use their own top cards.

- **If the player who started the Ninja Round wins**, that player wins all the cards on the table – including other players' sets, and places them in the bottom of their deck. The game then continues from an empty table.
- **If one of the other players wins**, they only collect the turtle card and the normal top cards. All sets remain intact on the table. The game then goes on as normal.

[New round]

A new round

The player who won the previous round always starts the new round by reading out a value from their new top card.

[Winner]

Winning the game

When a player is totally out of cards they are also out of the game. The last player with cards wins!

[Figurine expansion]

Power Cards Figurine Expansion

- Shuffle the Figurine Card in with the rest of the deck before dealing the cards.
- Place the figurine in the centre of the table and play normally.
- As soon as one of the players wins the Figurine Card, this player takes the figurine.
- When the player with the figurine has a card with a matching picture, they automatically win that round.
 - o **Then the figurine is returned to the centre of the table.**
- When any player wins the Figurine Card, the figurine is passed to them.

[The properties]

Size

Party

Stealth

Skill

Ninja