

NO OTHER FAST-FOOD CHAIN HAS
DIM-MAK DEATH TOUCH!

NINJA BURGER™

THE ROLE-PLAYING GAME



WWW.NINJABURGER.COM

Ninja Burger™ is devoted to customer service, quality food and quick delivery. We hope you enjoy ordering from us, because at Ninja Burger™ your satisfaction is important to us. If you have any comments about your Ninja Burger™ experience, please be sure to let us know! Keep in mind, however, Ninja do not take criticism well, and loud-mouthed gaijin who offer it inevitably end up regretting it.

NINJA BURGER™ MENU

Ohashi and napkins (serviettes) are included free of charge with every order, but a minimum of \$10 (¥1,068) must be spent with every order or we will mock you. And please keep in mind that although Ninja Burger™ provides free delivery in most areas, a nominal delivery charge may be applied depending on your delivery location. Finally, no, we do NOT serve fortune cookie with our food. Fortune cookies are Chinese. Ninja Burger™ is Japanese. *Stupid gaijin!*

ITEM	DESCRIPTION	PRICE*
1. Ninja Burger	Our specialty. Two soy-meat patties hand-broiled in the traditions of our ancestors, special sauce, lettuce, cheese, pickles, onions and Kung-Fu Grip! All inside a roll. Wasabi sauce extra.	\$3.50 (¥374)
2. Double Ninja Burger	Four soy-meat patties cooked over an open flame fueled by the bones of our enemies, special sauce, lettuce, chese, pickles, onions and Kung-Fu Grip. All inside a roll. Wasabi sauce extra.	\$5.50 (¥588)
3. Junior Ninja Burger	A single soy-meat patty with special sauce, cheese, pickles and onions (no lettuce or Kung-Fu Grip), inside a roll. No wasabi sauce, it is to potent for young gaijin.	\$2.00 (¥214)
4. Samurai Chicken Sandwich	Get it? Samurai chicken? Hahahahahahaha. Erk. Does not contain real Samurai (stupid FDA regulations), but does contain a spicy coating, lettuce, tomato and wasabi sauce.	\$3.50 (¥374)
5. French Fries of Our Ancestors	Crispy French Fries cooked in a secret Ninja Burger™ style, sprinkled with a secret selection of spices.	\$2.50 (¥267)
6. Onion Death Blossom	Specially requested by our Ninja friends Down Under. Sliced by katana and deep-fried. It's ninjariffic!	\$5.50 (¥588)
7. Large Cola	What were you expecting? Sake? We do not offer sake. When we offer sake, old gaijin lady, spill hot sake on her lap. Sue Ninja Burger™ for million yen. You will drink cola! Cola is good enough for Ninja, and it is good enough for you too.	\$1.50 (¥160)
8. Ninja Burger Combo Meal #1	Ninja Burger, French Fries of Our Ancestors, and Large Cola. Do not ask for better perfection because there is none, also we would kill you for asking. Enjoy!	\$7.00 (¥756)
9. Ninja Burger Combo Meal #2	Double Ninja Burger, French Fries of Our Ancestors, and Large Cola. Meal made for a sumo, a large Ninja, and suitable for most gamer appetites!	\$9.00 (¥972)

* Although the currency rate changes daily, for the purposes of Ninja Burger™ 1 US Dollar is approximately equal to 120 Yen.

Ninja Burger™

THE ROLE-PLAYING GAME

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Foreword & Content from www.ninjaburger.com

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Special Thanks To

aethereal FORGE, the colour blue,
anyone who's ever dubbed a
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laws that allow us to do this without
making a profit

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BEER ENGINE! rules and mechanics ©2001 9th Level Games.

FOREWORD

As I write this foreword, Ninja Burger is exactly one year old. It was invented in one of those spur-of-the-moment silliness sessions during which we (the creators) were discussing how useful it would be to have a fast food delivery service that could deliver inside a locked building. Out here in Silicon Valley, this is a real issue, so we took it upon ourselves to flesh out the idea even further by creating the website (www.ninjaburger.com) for this imaginary restaurant.

Though it started out small, Ninja Burger quickly took off like an untethered pig balloon at a Pink Floyd concert (except it had nothing to do with pigs, balloons or rock music). What it did involve was ninja and fast food. And if there's one thing everybody in the world knows and loves, it's ninja and fast food. Two things. Sorry. The point being, as an astute Hollywood representative told us a few months ago, Ninja Burger is "high concept." Meaning, it's something that everyone immediately understands.

When you're growing up, you're given a steady dose of swordfights with sticks, pseudo-karate chops on your friends and fast food hamburgers (hold the rehydrated onion). And at some point, you're expected to give all that up and behave like a sensible adult. Which is a true tragedy, as far as we're concerned, because no one should ever have to give up something they love. Unless it involves gerbils. Because that's just wrong.

And that's exactly why you now hold a copy of the Ninja Burger RPG in your hands (the ninja thing, not the gerbil thing). Because aethereal FORGE and 9th Level Games both agree that there is a time and place for acting like a responsible human being, and there is a time and place for drinking beer, eating pizza and pretending you're a ninja deliveryperson. The time for the latter is right now. We haven't figured out the other part just yet.

At this point in its history, Ninja Burger has been seen by over 100 thousand people, across all 50 states and in 24 countries around the world (and those are just the ones who admit it). We're happy that you've chosen to join our rapidly growing clan. Please feel free to fill out an application, polish your spatula, and get ready to kick some Samurai oshiri. And most importantly, be sure to tell your friends. Ninja Burger is nothing without you, and with the rate at which we lose ninja during delivery missions, we need all the help we can get.

Domo Arigato.

-Michael 'Aeon' Fiegel



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The NINJA BURGER™ EMPLOYEE DIFFERENCE

Employees who remain loyal to Ninja Burger™ are treated with honor and respect. The company offers a free cafeteria-style lunch, a comprehensive health plan (with dental!), 401K (with matching up to 4%), stock options, regular raises every 6 months and a complete employee uniform package, including black outfit and face mask, tabi boots, and a standard equipment package. Besides, no other fast food chain has Dim-Mak Death Touch!

INTRODUCTION

Who wouldn't want to be a Ninja - master of the martial arts, capable of becoming one with the night, fearless, possessing great martial and spiritual powers to amaze and terrify your enemies? All that, plus a kickin', black costume and a bad-ass sword!

The problem is, of course, to become a Ninja you have to be born into a Ninja clan. Furthermore, you have to start your training at age five, instead of going to kindergarten. Forget cartoons and tree houses; you spend years learning to be silent and motionless while hanging from a tree branch by your toes. Instead of learning to play nice with other children in a friendly game of *Duck-Duck-Goose*, you learn survival techniques from a man yelling Duck! Duck! DIE! In lieu of naptime, you learn to hold your breath for hours underwater. And while other kids play at cat's cradle, you must master the nine finger-knitting positions of kuji-kiri in order to focus your energies. Don't forget about your social skills, which are sure to suffer, due to the hours spent alone in silent contemplation. But it all seems worth it when you don that slick black costume and slay your first enemy. The discounts on fast food are pretty cool, too.

As great as all that sounds, we can't go back in time to relive our lives, so we at 9th Level Games offer you this game as an alternative to becoming a Ninja. And best of all, it only takes minutes to master, instead of years, unless you're a really slow reader.



To: Newly Appointed Ninja Burger™ Franchisee-san
From: Enlightened Ninja Burger™ Management

Welcome, honorable Ninja Burger™ franchisee! You are now an owner/operator of your own simulated Ninja Burger™ delivery service. Ninja Burger: The Role-Playing Game is in every respect a realistic and historically accurate simulation of the actual Ninja Burger™ delivery business.

The real Ninja Burger™ business has very strict hiring practices; it says right on the application that you must be Ninja to work for Ninja Burger™, for Buddha's sake! (Actually, hiring guidelines do not demand that you be Ninja, but suggest that you be able to kill an opponent with single bare-handed technique. See www.ninjaburger.com for complete details.)

We realize that not everyone is lucky enough to have been born into an honorable Ninja clan and to have begun training at age five. Therefore, we (The Enlightened Board of Ninja Burger™ Masters) created Ninja Burger: the RPG (with the help of some stupid gaijin game designers from 9th Level Games) so non-Ninja could experience the satisfaction of working for our company. We, the enlightened Ninja Masters at Ninja Burger™, sincerely hope that those of you not trained in the arts of ninjutsu or bunjinkan will enjoy this simulation instead of trying to work for us, since we are tired of having to dispose of your bodies.

As a Ninja Burger: the RPG owner/operator you have important responsibilities. First, you must find employees (often referred to as players by our gaijin game designers). Next, you must decide who will be the Ninja Manager. The Ninja Manager is in charge of telling the employees what is happening in the simulation as they work toward their objectives. You will also need to provide other mission-critical supplies like pens, pencils, paper, six-sided dice and a conference table (a kitchen table will do in a pinch). Our insipid game designers suggest you offer suitable snacks and beverages, such as beer and pretzels (and wasabi!), as part of your comprehensive employee incentive program (as if the rewards of working for Ninja Burger: the RPG were not enough!)

Once the employees are assembled, the Ninja Manager selected and the supplies provided, everyone should gather around the conference/kitchen table, create their Ninja and start making deliveries (in 30 minutes or less, or you WILL commit Seppuku.)

HOW TO ~~BAKE~~ AND PRETZELS ROLEPLAY!

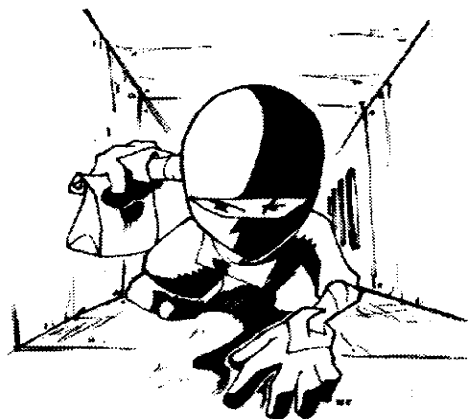
Most role-playing games promise that you'll be swept into a world of fantasy and adventure, where you will take up the roles of mighty heroes and wizards, wielding power and weapons, beyond the ken of mortal men. Some other games promise that their sublime storytelling will be a source of uplifting joy for the player, allowing you to embark upon a journey of personal growth and emotional heartbreak. Ninja Burger: the RPG uses the BEER ENGINE: Beer and Pretzels Role-Playing Game System, which only promises to waste a few hours of your life, and let you get right down to the fun. We also promise that the game will be simple enough to play inebriated, and getting your character sheet covered in grease and pretzel salt will only heighten the experience. In BEER ENGINE™ games, your character has four stats - STRENGTH, AGILITY, KI, and EXTRANEIOUS. To do things in the game, like sneaking past a security guard, you will try to roll under a stat on a number of six-sided dice. The harder an action is to perform, the more d6 (a fancy gamer term for six-sided, "regular", dice) you need to roll. Add the dice together, if the result is less than your stat, you succeed. Now that you understand the basics of Beer and Pretzels Role-Playing, PREPARE YOURSELF FOR AN EXCITING CAREER AT NINJA BURGER™!

CREATING YOUR NINJA!

Grab a Ninja Employment Reference Form™ (NERF) Located in the center of the book, a pencil, and at least 3 six-siders. Roll 3d6, 4 times, and write down the results next to the four stats on your NERF. The higher your stat the better, but it's not worth cheating to get good stats since your honor as a Ninja would be besmirched if you lied on your job application like that. All employment with Ninja Burger™ and Ninja Burger: the RPG is "at will" - at the will of the Ninja Manager, that is. If you have no honor, and decide to cheat, Ninja Burger™ management reserves the right to fire you (without benefits or notice) and lop off your stinking, honorless head! *If you cheat, you WILL DIE!*

THE FOUR STATS!

STRENGTH (S) - Is a measure of how big, mean, tough and strong a Ninja is. When you want to break something, lift something, hurt something, or otherwise act macho, you roll against STRENGTH. It also determines how hard your character is to kill. Each Ninja starts with a number of HITS equal to their STRENGTH. HITS are a gauge of your Ninja's life, whenever you take damage (DAM) you reduce the number of HITS your Ninja has. (See the HOW TO KILL THINGS! section for more information on HITS and damage.)



AGILITY (A) - Is a gauge of how flexible, athletic and dexterous your Ninja is. When you want to sneak, dodge, or melt into the shadows; you roll against AGILITY. It also determines how difficult it is for others to strike you by governing your Combat Dice (CD). CD indicates the number of dice others need to roll to strike your Ninja. To determine your Ninja's CD consult the Handy CD Chart. (See HOW TO KILL THINGS! for more information on COMBAT DICE.)

Handy CD Chart	
AGILITY	CD
0-4	1
5-9	2
10-14	3
15-19	4
20-24	5
25-29	6

KI (K) - Is a measure of the Ninja's intelligence, knowledge, self-control, and centeredness with the very nature of the earth. KI determines how well you do at mental feats like using Ninja Magic, or pondering the spiritual ramifications of Fries of Our Ancestors. (See NINJA WUJENITSU! for more information on Ninja Magic.)

EXTRANEIOUS (E) - Is a useless stat (or is it?) used for things like daydreaming or repairing holes in your Ninja gear when it's torn apart by terrorist gunfire. When you're doing something that has no bearing on killing stuff, getting hurt or blowing things up, roll against EXTRANEIOUS. It also determines how fast your Ninja is by governing their MOVE. Most Ninja Burger: the RPG take place on a map with neat little square drawn in. MOVE determines how many 5 foot squares a Ninja can move in one action. (See THE TAKING OF ACTIONS! for more information on MOVE.) To determine your Ninja's MOVE consult the Handy MOVE Chart.

Handy MOVE Chart	
EXTRANEIOUS	MOVE
0	1
1-4	2
5-8	3
9-12	4
13-16	5
17-20	6
21-24	7

Ninja SKILLS!

All Ninja are trained from the age of five in the twenty Arts of the Ninja. These skills are areas of knowledge in which the Ninja Masters have deemed all Ninja must be proficient. In fact, Ninja train so hard in these areas that they are unable to perform any other action! If a player can't make a case that one of these skills can explain their Ninja's action, the Ninja Manager should forbid the player from attempting the action.

Each skill is governed by one of the four stats. When a Ninja wants to use a skill, the Ninja Manager tells them how many dice to roll - the DIFFICULTY. Then the Ninja tries to roll UNDER their stat using that number of d6 and adds them together, if the result is less than the stat in question, the action is successful.

All Ninja are particularly talented in four disciplines, and are said to have mastered these skills. When creating your Ninja, roll 1d6 for each of the four attributes (STRENGTH, AGILITY, KI, and EXTRANEIOUS), and circle the skill listed under that stat on the NERF. Congratulations, you are now a master of that skill! As there are only 5 skills per category, if you roll a 6, you may pick any of the skills under that stat to master. When a Ninja masters a skill, they receive a bonus die to all actions involving that skill - the DIFFICULTY of performing those actions is reduced by 1 die. If you are already a master of a particular skill (through your clan, for example) and you roll for the same skill again you are an unlucky Ninja. There is no double mastery and you may not choose a new one!

Example: Ryuken wants to silently shatter a window to enter a building without being noticed. Being a Ninja, he knows CHOHO, a KI skill. The Ninja Manager tells Ryuken that the DIFFICULTY of silently shattering the window is 4 dice; so Ryuken rolls 4d6, trying to score under his KI of 9. He rolls a 12 and causes quite a commotion, as he loudly shatters the window. Ramen wants to try the same maneuver on the opposite side of the building. As a master of CHOHO, Ramen gets to reduce the DIFFICULTY of the action by one die. The Ninja Manager said it was 4 dice of DIFFICULTY, so for Ramen it is reduced to 3 dice. She rolls 3d6 and gets an 8; her KI is 15-- she silently shatters the window.

STRENGTH Skills

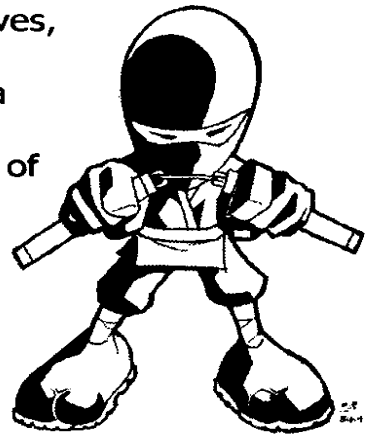
BO-JUTSU - Intensive combat training in the use of Ninja staves, sticks and, most importantly, spatulas.

KENPO-JUTSU - Intensive combat training in the use of Ninja swords and daggers.

KUSARIGAMA-JUTSU - Intensive combat training in the use of a variety of Ninja chain weapons.

TAI-JUTSU - A lifetime of mystical training has forged your body into finely honed killing machine. Your strike with the speed and swiftness of a small convenience store but with the strength and power of a multinational fast food chain. (AKA unarmed combat) It's also used for jumping and climbing.

YARI-JUTSU - Intensive combat training in the use of Ninja spears, lances, and chop sticks.



AGILITY Skills

BAJITSU - All Ninja are trained in the care and handling of horses but in today's crazy world a good horse is hard to find; thus, all Ninja are trained in "horsepower" as well, and are required to take a course in driver's ed.

INTONJITSU - While no true Ninja would hide from combat, there are times when it is necessary for them not to be seen. The use of this skill allows the Ninja to hide from sight behind even the smallest bit of cover.

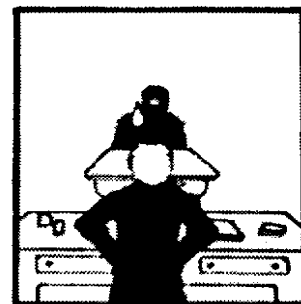
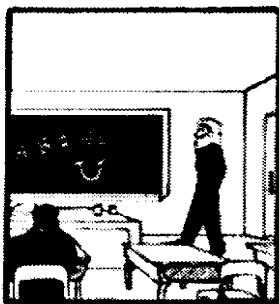
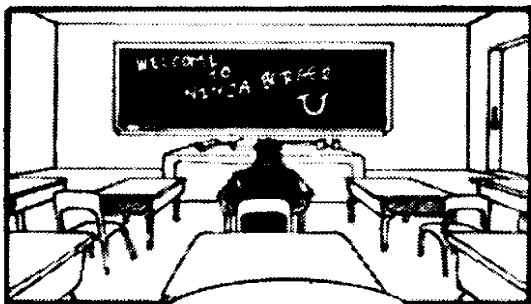
SHINOBI IRI - The art of the Ninja is the art of stealth; this skill allows the Ninja to perform acts of stealth and sneakiness.

SHURIKEN-JUTSU - Intensive combat training in the use of a variety of Ninja throwing weapons; stars, blades, eggshell grenades, etc. A Ninja may throw up to 3 shuriken per attack (without the usual penalty for multiple actions) but must make a hit roll for each. (Yes, Mr. Rules Lawyer, they can be made at multiple targets!)

SUIREN - All Ninja are required to complete a basic water safety course before they are sent on their first mission. This skill gives Ninja the ability to swim and perform all manner of aquatic feats (including refilling the water cooler). Whenever a Ninja fails a SUIREN roll, he loses 1 HIT, a great deal of respect and the element of surprise due to his coughing out of inhaled water.

KI Skills

CHOHO - Prior to discovering their true calling, the Ninja were extensively used to gather intelligence and infiltrate enemy houses. The use of this skill allows the Ninja to perform all the functions of a spy; this includes forgery, lock picking, safe-cracking, eavesdropping, and other sleights-of-hand that a Ninja or the honorable Bond-James-Bond-san might find useful.



HENSOJITSU - Masters of disguise, all Ninja are schooled in the various techniques used in altering their physical appearance. The DIFFICULTY of the roll is determined by the Ninja Manager but should take two things into account: the person's general familiarity with the person trying to be mimicked, and the appropriateness of the situation. (You might think it's clever to disguise yourself as a copy machine repairman, but anyone who works in an office will tell you that the odds of them showing up at all, let alone on time, are next to nothing; in this case, the DIFFICULTY to have your disguise believed would be high!)

KAYAKU-JUTSU - Ages ago, the honorable ancestors of the Ninja discovered gunpowder and began to unravel its many uses. While Ninja are opposed to guns and explosives as a general rule, their ability to function in the modern world would be severely impaired if they weren't given a thorough instruction in their use.

SEISHIN TEKI KYOYO - A good deal of every Ninja's day is spent in silent meditation, where they reflect upon their ancestors and the trials and tribulations of everyday life. This constant meditation has greatly increased their inner strength and wisdom. The use of this skill allows a Ninja to pull a specific item out of one of their numerous Ninja Pockets. The DIFFICULTY of this skill is equal to the number of points the Ninja wants to modify his Ninja Pockets roll by. These points can be used as the Ninja sees fit to increase or decrease either roll. (See Ninja Equipment for more information on Ninja Pockets.)

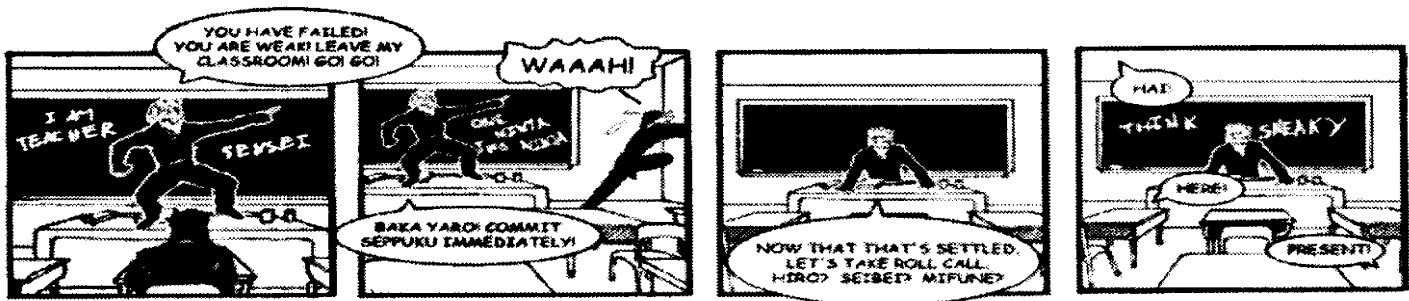
Example: A Ninja could make a 3 dice SEISHIN TEKI KYOYO roll; after he succeeds he can modify his rolls on the Ninja Pockets chart by up to 3 points.

WUJENITSU - "The most rigorous of all the Ninja training is without a doubt Ninja Magic 101." (As reported by a survey done in an unnumbered issue of Ninja Weekly on an undisclosed date by an undisclosed number of Ninja.) This skill allows the Ninja to use any of the Ninja Magics. (See the Ninja WUJENITSU! section for more information on Ninja Magic.)

EXTRANEIOUS Skills

BO RYAKU - From a very young age Ninja are instructed in all aspects of warfare, and in the playing of GO; this gives the Ninja knowledge of various strategies used in all levels of warfare. When a Ninja attempts to take multiple actions in a single turn, and then something happens that makes them want to stop, they have to make a BO RYAKU roll in order to see the error in their battle plan. The DIFFICULTY of the roll is equal to the number of actions that the Ninja attempted to take that turn. (See the Rolling Dice Ceremony, for more information on The Taking of Actions.)

CHIMON - Before beginning a mission, a Ninja will study all available maps and schematics of the target area and the surrounding continent. Using this skill allows the Ninja to find his way virtually anywhere in the world.



KYOJITSU TENKAN HO - No Ninja's education would be complete without a humanities course; unfortunately the only course offered in that discipline is Philosophy. The use of this skill allows the Ninja to effectively mingle at cocktail parties and to spout quotations at dramatically appropriate times. The practical application of this skill is the ability to lie and con others convincingly.

MAKUDONARUDO - Arguably the most important training a Ninja receives is in the creation of fast food and the efficient running of a fast food establishment. This skill allows the Ninja to perform any function required in the running of a franchise.

TENMON - Unbeknownst to many outside of their circles, Ninja are all trained in the field of Ninja Meteorology. This skill allows them to predict the weather with amazing accuracy, unlike the gaijin "weathermen" trained in Western Meteorology, which are only accurate about 2% of the time. Over time this skill has been broadened to encompass the following areas: should a Ninja ever be in the unfortunate situation where they were about to be annihilated by a meteor, they can make a 6 dice TENMON roll to escape the catastrophe! Also, the time spent in quiet contemplation of the weather has given Ninja the ability to enter a deep meditation to regain lost KI. The DIFFICULTY of the TENMON roll is equal to the amount of KI the Ninja wants to regain. A Ninja may not regain more than his starting KI in this manner; attempting to do so is a very dishonorable act and should be treated accordingly!

Ancestral Clan!

In ancient Japan, Ninja clans gave each other names based upon their locations, philosophies, behaviors and histories. In the same spirit, the enlightened Ninja Masters of Ninja Burger™ have examined these things about your inadequate cultures and have determined you would belong to one of the clans listed below. Roll 1d6 since your ill-trained mind cannot possibly conceive to which you belong!

Ancestral Clan (1d6)

1. Clan of the Thousand Islands
2. Brotherhood of the Blue Trees
3. Clan of the Hidden Ranch
4. Keepers of the Secret Sauce
5. House Gaijin
6. Lo Cal

Clan of the Thousand Islands - Hailing from a mysterious island chain, you spent years running and swimming about your homeland. You gain 3 AGILITY from all that activity, master the skill of SUIREN; in addition to any other skills you may have mastered. As you were so busy swimming, you never had a chance to study, so you lose 3 KI.

Brotherhood of the Blue Trees - You come from a contemplative clan of Ninja that prefers eating Ninja Burgers over delivering them. Roll 1d6. Add this value to your KI and subtract it from STRENGTH. Also, you are probably a chubby Ninja like Chris Farley.

Clan of the Hidden Ranch - All members of the Clan of the Hidden Ranch are masters of the INTONJITSU skill in addition to any other skills you may have mastered, due to all of the sneakiness required in keeping the ranch hidden. Once per game, a member of the Clan of the Hidden Ranch can automatically make an INTONJITSU roll, regardless of its DIFFICULTY.

Keepers of the Secret Sauce - This secretive clan was charged by the ancient Ninja Masters to keep the secret of making Ninja Burger™ Sauce a secret. All Keepers gain 1 KI from eating Ninja Burger™ food. They also receive a bonus die to any actions involving the killing of Samurai Burger employees, whose mission in life is to steal the secret sauce.

House Gaijin - You are occidental instead of oriental, and may be French, Russian, or Italian. You may even be Oil & Vinegar and as such do not mix well with other Ninja. House Gaijin are barbarian giants who were either trained by half-mad Ninja retirees (damn them!), or who found out in early life that they were the long-lost descendents of a Ninja Clan. They gain 3 STRENGTH due to your their size, but lose 3 AGILITY because they do not fit properly in the Ninja Burger™ Uniform.

Lo Cal - You serve the secretive, despicable, tasteless, and incredibly weight loss-conscious Warlord Lo Cal. Lo Cal has infiltrated the ranks of Ninja Burger™ and the other franchisees, in an attempt to destroy the entire burger-loving world, replacing them with tofu, rice-cakes, and carbo-free energy boosting food substitute bars. You receive +1d6 to EXTRANEIOUS, and are a master of the HENSOJITSU skill. Eating any Ninja Burger™ products causes you to throw up and lose 1 HIT. Also, you want to kill other Ninja (especially Blue Trees Ninja), and they will want to kill you if they find out that you are Lo Cal.

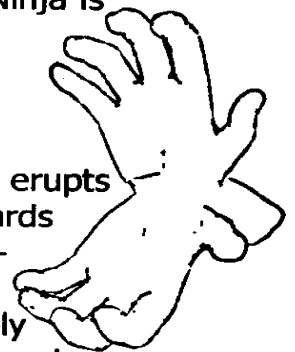
Ninja WUJENITSU! (Ninja Magic)

Part of every Ninja's training regimen is mastering the art of Ninja WUJENITSU, sometimes mistakenly referred to as Feng Shui, or as the stupid gaijin say "magic" or "combos". Special hand motions allow a Ninja to perform these acts. Each time a Ninja uses WUJENITSU, they lose 1 point from their KI stat.

For the Ninja to successfully call upon his mystical energies the PLAYER must master the use of the mystical Ninja Hand Kata. In other words, for the Ninja to produce the effects listed with a particular WUJENITSU, the player, must make the hand symbol listed with the WUJENITSU when she announces that her Ninja is using the WUJENITSU. Failure to do so causes the WUJENITSU to fizzle. Your Ninja loses the Ki but no effects are produced.

Ryukenjutsu (The Ninja Water Ball Trick)

Effect: Ryukenjutsu produces a swirling ball of mystical water that erupts from the Ninja's KI through their outstretched hands and flies towards their enemy in a straight line (rumors that this magical power actually consists of the Ninja throwing a super-sized lemon-lime soda are false). Anything that is touched by the water ball is immediately made soaking wet, which ruins food, security systems, computers, and quiet shoes. Any person hit by a water ball must make a 4 dice STRENGTH roll or



be knocked to the ground. The DIFFICULTY of this WUJENITSU is the COMBAT DICE of the target, inanimate objects have 1 CD.

Hengeyokai Buyu (Summon Honorable Mystical Wolf Companion)

Effect: A fiercely loyal honorable mystical wolf appears at your side. This wolf will follow your commands, fight at your side, and protect the bag of Ninja Burger™ with its magical life. This WUJENITSU is 3 dice of DIFFICULTY to perform. Ordering the Hengeyokai (mystical wolf, to you gaijin) to do something counts as an action, and requires a 2 dice BAJITSU roll.

Ghost Wolf S:10 A:10 K:10 E:13 / CD:3 / Claws and Fangs 3 DAM / SHINOBI IRI



Shinobi Itsu (The Ninja Chameleon Power)

There is no hand sign associated with Shinobi Itsu, rather the player should mime the item their Ninja is trying to mimic.

Effect: The use of Shinobi Itsu allows a Ninja to assume the shape, texture, and color of any inanimate object, while in all other ways remaining a Ninja. If the Ninja moves or attacks, she immediately reverts back to her true Ninja form. Please note: While the illusion of Shinobi Itsu is remarkable, this power does not confer the smell of the object, and the Ninja will still have the heavenly aroma of fresh Ninja Burger™. The DIFFICULTY is up to the Ninja Manager, based on what the Ninja is attempting to assume the shape of.

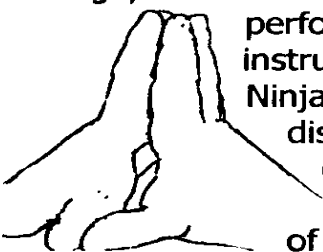
Dim-Mak (The Dreaded Ninja Death Touch)

Effect: The most fearsome of a Ninja's arcane arsenal is the dreaded Dim-Mak Death Touch. By merely touching a gaijin (any enemy listed under "GAIJIN" in the Enemies of Ninja Burger™ section) a Ninja can snuff out their life force instantly killing the offending barbarian. Use of the Death Touch requires that the Ninja touch their opponent (a TAI-JUTSU Roll under the target's COMBAT DICE), and expend 1 additional KI.



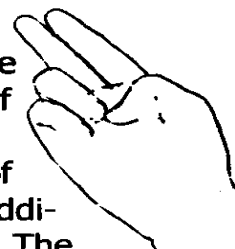
Me Ure Kata (The Ninja Mirror Image Trick)

Effect: This power allows the Ninja to create up to six illusionary Ninja. The illusionary Ninja can take any action that the Ninja can, but they are not real, do no damage, and can't move things. It requires an action to make an illusionary Ninja perform an action, and they will continue to repeat that action until instructed not to. If any living thing touches or attacks an illusionary Ninja, the illusionary Ninja poofs into smoke. Please note: It is dishonorable for a Ninja to let a customer see them, even if it's only an illusion of themselves. You lose 1 point of honor per illusion that is sighted. The DIFFICULTY is equal to the number of illusionary Ninja that are created.



Aruki Tobi Waza (The Flying Ninja Assault)

Effect: Aruki Tobi Waza creates thin, nigh-invisible, wires that allow the Ninja to fly about the room, run up walls, and perform various feats of Ninja coolness! While Ninja know that they can't really fly, this power shocks most stupid gaijin and otaku. While "flying" the DIFFICULTY of all AGILITY Skill rolls are reduced by two dice and the Ninja gains 1 additional COMBAT DIE. This effect lasts until the Ninja leaves the room. The DIFFICULTY of this power is equal to the size of the room 2 for small rooms, 3 for medium room, 4 for big rooms, 5 for massive rooms, and 6 for outdoors.



Ninja Weapons!

All weapons are listed in the following format: **Name** (Skill) DAM # +Special (Desc.)

Name - the weapons name

(Skill) - the skill needed to use the weapon

DAM # - the number of HITS in damage the weapon deals

+Special - any special rules regarding the weapon

Desc. - a brief description of the weapon

- 1. Ninja Hand** (TAI-JUTSU) 3 DAM (Ninja's hand. If you roll a 1 when determining the Random Weapon from a Ninja Pockets roll, you may select a new Ninja hand and thus gain back up to 5 points of honor, to the maximum of 10.)
- 2. 1d6 Shuriken** (SHURIKEN-JUTSU) 2 DAM +Throw, +Fast, +Fast (Ninja throwing stars or spikes, Ninja who master SHURIKEN-JUTSU and choose the Shuriken as their starting weapon may begin the game with bandoleer complete with 9d6 Shuriken.)
- 3. Nekode** (TAI-JUTSU) 4 DAM +Climb (Ninja hand claws)
- 4. Kama** (YARI-JUTSU) 6 DAM (A straight bladed sickle. No it isn't a spear, but we needed to pick some skill to list it with!)
- 5. Ninja Dagger** (KENPO-JUTSU) 4 DAM +Throw (Looks like a regular knife, only more sinister and can slice through a tin can as easily as it slices through a tomato!)
- 6. Spatula** (BO-JUTSU) 2 DAM +Cook (A spatula.) +2 DAM against Lo Cal Ninja
- 7. Nunchaku** (KUSARIGAMA-JUTSU) 3 DAM +Fast (Two lengths of wood connected by a cord)
- 8. Kusari-gama** (KUSARIGAMA-JUTSU) 5 DAM +Entangle +Reach (A length of chain connected to a straight bladed sickle)
- 9. Ninja-to** (KENPO-JUTSU) 7 DAM (Classic Ninja Sword)
- 10. Yari** (YARI-JUTSU) 7 DAM +Reach +Large (A long stick with a blade at one end;)
- 11. Shakujo-Yari** (YARI-JUTSU) 4 DAM +Reach +Large (A staff with a blade hidden in one end. The blade springs forth with a twist of the staff, which requires a 3 dice YARI-JUTSU roll, and increases the weapons DAM by 2.)
- 12. Bo** (BO-JUTSU) 5 DAM +Reach +Large (A big piece of bamboo for smacking down enemies. Sometimes called a staff)

+Climb - All TAI-JUTSU climbing rolls are made at -1 die of DIFFICULTY

+Cook - All MAKUDONARUDO cooking rolls are made at -1 die of DIFFICULTY

+Entangle - If used to entangle, the weapon does 0 DAM, and the target must make a 3 dice AGLILITY roll, if they fail they can not perform any actions on their next turn.

+Fast - Ninja may make an additional "free" attack with this weapon without it counting as an extra action. Each +Fast listed with the weapon adds one additional "free" attack.

+Large - Ninja need two hands and at least 7 points of honor to attack with the weapon

+Reach - The weapon can strike opponents 1 square away from the Ninja

+Throw - Weapon may be thrown with no penalty to the attack roll; obviously this removes it from the Ninja's possession, but it can be recovered in subsequent actions



**NINJA BURGER. ~~WHAT YOU WANT IS~~
WHAT YOU GET.
IS WHAT YOU DESERVE.**

Ninja Equipment!

All Ninja begin the game with their Ninja Burger™ uniform and nametag, a weapon of their choice, a delivery bag full of 1d6 tasty Ninja Burger™ products and their pockets bursting with useful little trinkets. Before going on a delivery Ninja can equip themselves with any weapon listed in the Ninja Weapons! section. It comes with a Ninja Weapon Sheath that they can strap to their back, giving the Ninja easy and consistent access to that weapon!

Being prepared for any eventuality, a Ninja carries a great amount of equipment secreted among many pockets and hidden beneath folds in their clothing. At any time, a Ninja can spend an action to rummage through his pockets and gain a new piece of equipment. To determine what equipment is pulled, roll on the Ninja Pockets Chart. Roll 1d6 for the column and then 1d6 for the row to determine which item is pulled from that column. *Should any uneducated gaijin not know the difference between columns and rows, and publicly admit his ignorance or dishonor his ancestors by rolling for the row first, their Ninja is immediately slain by the Ninja Enforcer Microsoftitsu Excel!*

Once a Ninja finds a piece of equipment, the Ninja must hold it in one of her hands until she makes use of it or returns it to one of her Ninja Pockets. Ninja only have two hands and can only hold one piece of equipment or weapon in each. If a player should forget this and get caught with their Ninja holding more than two things, she immediately loses 1 point of honor. A Ninja would NEVER simply drop a piece of their equipment, except when delivering a tasty bag of Ninja Burger™ to a soon to be satisfied customer! Returning an item to a Ninja Pocket is not an action, however, the Ninja no longer has the ability to use that item, unless they find it again on a subsequent Ninja Pockets roll.

Ninja Pockets Chart

	1	2	3	4	5	6
1	Snake Eyes!	Bag of Caltrops	Random Weapon	Ninja Oil	Head-band	NB™ Meal
2	Random Weapon	Eggshell Grenade	Medicinal Herbs	Lock Pick	NB™ Meal	1d6 Shuriken
3	Lock Pick	Ninjal Oil	Eggshell Grenade	NB™ Meal	Special	Random Weapon
4	1d6 Shuriken	Special	NB™ Meal	Eggshell Grenade	Medicinal Herbs	Disguise Kit
5	Head-band	NB™ Meal	1d6 Shuriken	Random Weapon	Eggshell Grenade	Special
6	NB™ Meal	Disguise Kit	Special	Bag of Caltrops	1d6 Shuriken	Eggshell Grenade

1d6 Shuriken - See the Ninja Weapons! section.

Bag of Caltrops - Small, sharp 4-pronged metal jacks used to discourage pursuit. The bag holds enough to cover one square. Anyone walking onto the caltrops loses 1 HIT per turn, any vehicle that crosses them gets 1d6-2 flat tires.

Disguise Kit - A small pack that contains all the props a Ninja could ever need! The kit can be used only once and reduces a HENSOJITSU roll by 2 dice in DIFFICULTY.

Eggshell Grenade - A standard egg with its original contents replaced by one of the following concoctions. To use a grenade simply throw it at a target, make a SHURIKEN-JUTSU roll. The DIFFICULTY is the targets COMBAT DICE or 1, if the target is an inanimate object. Roll on the Egg Type Chart to determine the grenade's contents after the attack has been resolved.

Headband - Once per game the Ninja can enter a meditative trance (taking no other actions) to perform the headband tying ceremony which takes 1 turn. After the ceremony is complete the next 1d6 actions the Ninja takes are 1 die easier to accomplish.

Lock Pick - A single-use, disposable Ninja lock pick. It can be used to reduce the DIFFICULTY of a CHOHO roll by 2 dice.

"Medicinal" Herbs - A small "baggie" of secret Ninja "herbs" that can be applied to wounds to heal 1d6 HITS worth of damage. Ninja may not

gain more HITS than they started with by using the "medicinal" herbs, and it would be dishonorable to attempt such a feat!

Egg Type (1d6)

- 1. Chicken** - Your target has egg on their face (literally!) and so do you.
- 2. Dragon** (Flash) - All non-Ninja in the room are blinded for 1d6 turns.
- 3. Peacock** (Smoke) - All non-Ninja in the room can't move without walking into something.
- 4. Duck** (Bang) - All non-Ninja in the room turn their head towards the grenade for 2 turns, looking for the cause of the noise.
- 5. Rotten** (Gas) - All non-Ninja in the room must try to leave to avoid the smell.
- 6. Snake** (KO Powder) - Everyone within the room must make a 3 dice STRENGTH roll. Anyone who fails is knocked unconscious for 1d6 turns.

Ninja Burger™ Meal - A bag of 1D6 freshly prepared Ninja Burger™ products, one of which is always a Ninja Burger™ (Roll 1d6 for burger type: 1-3 Regular, 4-5 Junior, 6 Double). To determine the rest of the order, roll on the Completing Your Order Chart for each item beyond the first.

Completing Your Order (1d6)

1. A Samurai Chicken Sandwich
2. French Fries of Our Ancestors
3. An Onion Death Blossom
4. Another Ninja Burger™
5. Extra Wasabi
6. A Large Cola



Ninja Oil - A small glass vial filled with a horribly volatile liquid. The liquid ignites when exposed to air. Fire does 2 DAM per turn and takes 1d6 turns to extinguish. Any flammable substances (such as other Ninja) touched by the oil will ignite.

Random Weapon - Roll 2d6, you find the corresponding weapon in the Ninja Weapons! section.

Snake Eyes! - See the SNAKE EYES Rule in the House Rules section.

Special - If a Ninja places anything not listed on the equipment chart into one of her Ninja Pockets she must roll "Special" to find it again.

THE SEAT OF LIGHTNING SWIFTNESS CEREMONY! (I.E. INITIATIVE)

Before play begins, all Ninja compete for the honor of sitting on the left hand of the Ninja Manager in the Seat of Lightning Swiftness. This honor belongs to the Ninja with the highest EXTRANEOUS. During each turn of play, the Ninja occupying the Seat of Lightning Swiftness goes first, and play continues clockwise, until it reaches the Seat of Fatty Goodness, on the right hand of the Ninja Manager. Then it is the Ninja Manager's turn to act. A Ninja can attempt any number of actions in 1 turn, by increasing the DIFFICULTY of all the actions. Only the Ninja whose turn it is can do anything; everyone else has to wait. Turns pass to the left, and the Ninja Manager always goes last.

But how does one determine who is the swiftest Ninja, and deserving of this great honor, if revealing a Ninja's stats is dishonorable? Well, you have to jockey for that position - convincing the other Ninja that you are the fastest, resorting to tests of speed (Who can run to the kitchen and bring the Ninja Manager a beverage the fastest?), or one of you is going to have to suck it up, lose 1 point of honor and reveal your EXTRANEOUS.

THE TAKING OF ACTIONS!

GO! A Ninja can move about 3 feet per point of EXTRANEIOUS. Ninja are masters of swift action, and therefore always move at a maximum rate of speed. To simplify things, if using an Official Ninja Burger: the RPG Map, (or any map with 5 foot squares on it) a Ninja can move a certain number of squares per turn, as determined by the MOVE Stat.

DO! A Ninja can invoke a House Rule, scan their surroundings, or talk without causing too much harm. These are all "free" actions, which a Ninja can perform without increasing the DIFFICULTY of any other actions performed during this turn. (See DO MORE! for more information on performing multiple actions in one turn.)

ATTACK! A Ninja can attack. Since killing things is a big part of the Ninja life-style, combat is explained in the HOW TO KILL THINGS! section.

SKILL! A Ninja can use one of their skills. To use a skill, the Ninja tells the Ninja Master what skill they are using, and respectfully asks for the DIFFICULTY. For some skills, the DIFFICULTY is listed with the skill, in other cases it is up to the Ninja Master to decide the DIFFICULTY of the roll.

DIFFICULTY Chart

1 die	Easy
2 dice	Simple
3 dice	Average
4 dice	Hard
5 dice	Tough
6 dice	Crazy

VERSUS! In some situations, two Ninja have the honor of testing their prowess against each other. In these cases, a Versus Roll is used to determine the victor. In a Versus Roll, each participant rolls 3 dice, and subtracts the stat in question from the result; the Ninja with the lowest score is the winner. Note: If the Ninja has mastery of skill in question then they may reduce the number of dice rolled to 2.

Example: Tetsuo and Sujenji sit down to a classic staring contest, both combatants take a moment to gather their energies then the test begins. The Ninja Manager decides that this is a SEISHIN TEKI KYOYO contest. To determine the winner both Ninja roll 3d6 and subtract their KI. The Ninja with the lowest result is the victor.

DO MORE! If a Ninja wants to take more than one action in a turn, they can, by adding a penalty die to each roll for every additional action taken. **A penalty die adds an additional die of DIFFICULTY to an action.**

Example: Kenshiro is in a Samurai Burger Restaurant. He wants to dispatch the stupid Samurai Burger Worker at the counter, sneak into the kitchen and cook a small snack; for a grand total of 3 actions, which generates 2 penalty dice, as he is taking 2 actions beyond the first. The Worker has 2 Combat Dice with the penalty however, Kenshiro must make a 4 dice attack roll to strike the worker. The Ninja Manager informs Kenshiro that sneaking into the kitchen is normally 3 dice SHINOBI IRI roll, which increased to 5 dice because of the multiple actions. He also tells Kenshiro that cooking a snack is only a 1 die MAKUDONARUDO roll; 3 dice after the penalty is applied.

The Rolling Dice Ceremony!

Since Ninja tend to plan themselves to death, the player must announce all of the actions their Ninja is going to perform in a turn - BEFORE THEY ROLL ANY DICE. Once a Ninja begins rolling dice, the ceremony begins - the Ninja must resolve all of his actions, and then his turn is over.

Example: Sanji is in the middle of a battle with a human resources team when he runs out of shuriken. On his turn Sanji decides that he will SEISHIN TEKI KYOYO (meditate) for 2 dice, search through his Ninja Pockets for more throwing stars, and attack the HR Manager with them. Sanji fails his SEISHIN TEKI KYOYO roll. He then rolls for Ninja Pockets and pulls out a Ninja Burger™ Meal. Sanji must then throw the bag of burgers, as if they were shuriken, at the HR Manager.

The skill BO RYAKU is the only way to interrupt the Dice Ceremony once it has begun. BO RYAKU allows a Ninja to attempt to stop himself from executing really stupid maneuvers. Sanji could have attempted to stop himself from attacking the Manager with a Ninja Burger™ Meal if he so desired. The DIFFICULTY for Sanji would be 4 dice (1 die for using BO RYAKU +3 the total number actions he attempted this turn).

HOW TO KILL THINGS!

In a perfect world, the life of a Ninja would be filled with quiet contemplation of their place in nature. Since the world has been so corrupted by gaijin, the life of the Ninja is instead filled with honor, danger, and glorious death in battle. Ninja gave up on using negotiations as a way of settling differences (mainly because no one takes you seriously when you are wearing a mask), so Ninja generally settle differences with poison, a Ninja-to, some shuriken, and the occasional Water Ball! Inevitably, your Ninja is going to get in a fight, so you might want to learn how to kill things!

An attack is resolved like any other action, by making a JUTSU Roll (TAI-JUTSU, SHURIKEN-JUTSU, etc.). This allows the Ninja to try and damage things with weapons, fists, flying double roundhouse kicks, etc. The DIFFICULTY of striking your opponent is their COMBAT DICE (CD). CD are computed using a sliding logarithmic scale, based on statistical probability models, designed to actually capture the real feeling of combat dynamics, but since we are too dumb to know what that means, we cut out the part that looked important and made into a chart.

AGILITY	CD
0 - 4	1
5 - 9	2
10 - 14	3
15 - 19	4
20 - 24	5
25 - 29	6

Example 1: Kenshiro and Tetsuo are two Ninja buddies. The problem is that Tetsuo is actually a deep-cover agent for Lo Cal, the Vegan Warlord, and Kenshiro has discovered this dark secret. Kenshiro has STRENGTH of 10. Tetsuo has AGILITY 12, 3 CD. On his turn, Kenshiro wants to hit Tetsuo with his Ninja-to. He makes a 3 dice, KENPO-JUTSU roll (Tetsuo has 3 CD) and tries to score under STRENGTH, 10.

N.E.R.F.

Name: _____

Ninja Clan: _____

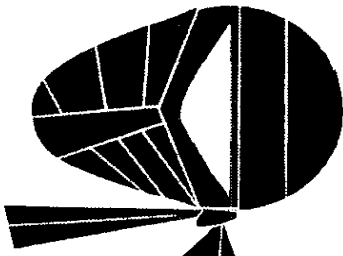
Weapon: _____

Equipment: _____

Hair Color: UNKNOWN

Eye Color: UNKNOWN

Favorite Color: BLACK



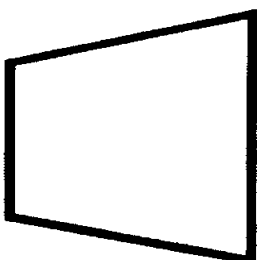
Employee Sketch

Ninja Skills!

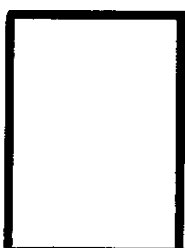
Ninja Skills!	
STRENGTH	KI
1. TAI-JUTSU (Unarmed)	1. KAYAKU-JUTSU (Guns)
2. KENPO-JUTSU (Swords)	2. CHOHO (Espionage)
3. BO-JUTSU (Staffs)	3. HENSOUJITSU (Disguise)
4. KUSARIGAMA-JUTSU (Chains)	4. SEISHEN (Meditation)
5. YARI-JUTSU (Spears)	5. WUJENITSU (Magick)
AGILITY	EXTRANEOUS
1. BAJITSU (Horsemanship)	1. BO RYAKU (Strategies)
2. SUIREN (Swimming)	2. TENMON (Meteorology)
3. SHINOBI IRI (Infiltration)	3. CHIMON (Geography)
4. INTONJITSU (Lying Low)	4. KYOJITSU (Philosophy)
5. SHURIKEN-JUTSU (Thrown)	5. MAKUDONARUDO (Fast Food)

S

STRENGTH



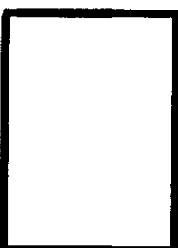
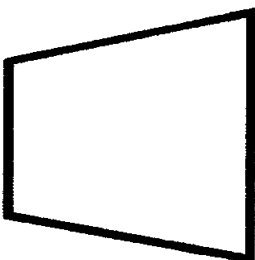
HITS



COMBAT DICE

A

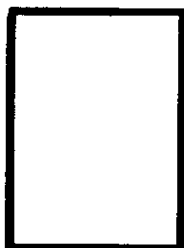
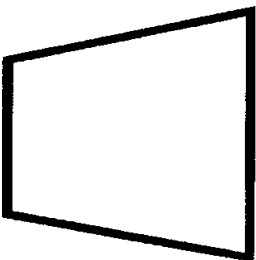
AGILITY



MOVE

K

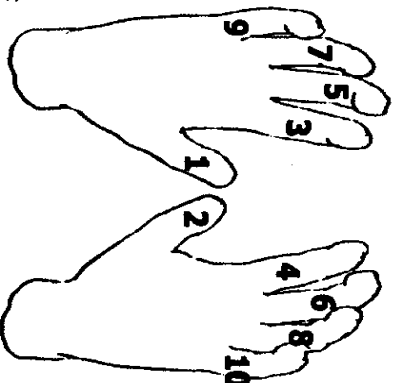
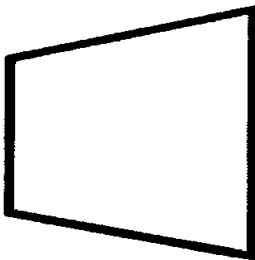
KI



HONOR

E

EXTRANEOUS



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aethereal FORGE

WELCOME TO NINJA BURGER™

YOU WILL EXPERIENCE THE NINJA BURGER™ DIFFERENCE!

	1	2	3	4	5	6
1	SNAKE EYES	CALTROPS	WEAPON	NINJA OIL	HEADBAND	NB™ MEAL
2	WEAPON	GRENADE	HERBS	LOCK PICK	NB™ MEAL	SHURIKEN
3	LOCK PICK	NINJA OIL	GRENADE	NB™ MEAL	SPECIAL	WEAPON
4	SHURIKEN	SPECIAL	NB™ MEAL	GRENADE	HERBS	DISGUISE KIT
5	HEADBAND	NB™ MEAL	SHURIKEN	WEAPON	GRENADE	SPECIAL
6	NB™ MEAL	DISGUISE	SPECIAL	CALTROPS	SHURIKEN	GRENADE

HELLO, MY NAME IS _____

Example 2: Sujenji decides to throw shuriken at the Samurai Burger Night Manager. The Manager has 3 CD. Sujenji has a 17 AGILITY, which controls SHURIKEN-JUTSU. Sujenji needs to roll 3 dice (the DIFFICULTY from the Samurai Manager's 3 CD, and try to get under 17, his AGILITY. Since the shuriken are +fast, +fast weapons Suenji can make up to 3 shuriken attacks without penalties for taking multiple actions, but must still make three separate rolls to see if each hits.

Now that we know how to JUTSU, we get to determine how much damage (DAM) is done. When a civilian, enemy or Ninja gets hit they subtract the DAM listed with the weapon from their HITS.

Example: Tetsuo whacks an enraged Clerk that has 12 HITS with his spatula. A spatula does 2 DAM. The Ninja Master reduces the Clerk's HITS to 10 (12 HITS - 2 DAM).

When someone reaches 0 HITS, their souls pass on toward Nirvana (the place, not the band). About the only thing that dead Ninja are good for is cordwood, which explains why Ninja are tossed on bonfires instead of being buried.

HONOR AMONG NINJA!

 Don't let the fact that they skulk around in the darkness and stab people in the back fool you... nothing is more important to a Ninja than honor, and the greatest honor, of course, is working for Ninja Burger™.

All Ninja start with 10 honor points (not coincidentally, they also start with 10 fingers). Anytime a Ninja does something dishonorable, she loses points of honor and must make a Dishonor Check. Roll 2d6; if the total is less than or equal to her current total number of honor points (and fingers), she passes. If the result is greater than her current honor, she fails and must roll on the Ninja Unspeakable Disgrace Chart.

Ninja Unspeakable Disgrace Chart (2d6)

- 2. Nobody was Looking** - No one saw that. Just act like it never happened. You don't get the honor point back, but guess what - you are now Snake Eyes!
- 3. Mistakenly Cast into the Chinese Hell of 10,000 Somethings** - The grim reaper wasn't paying too close attention, because you have been mistakenly cast into one of the Chinese Hells. Feel free to make up any hell you like (Winds, Mimes, Ghosts, etc.) because, as we all know, the Chinese have got a lot of hells!
- 4. Ninja Pride** - Ninja are very proud. They celebrate this with black on black rain-bows, black triangles and unseen parades; very much like the one that just marched by. You are knocked to the ground and trampled, taking 2d6 DAM.
- 5. Never Speak of This** - To ensure that you never mention your disgraceful act, you cut out your own tongue. Take 2 DAM, and for the duration of the game, if you attempt to speak, you immediately lose another point of honor.
- 6. Beheaded** - Bill, the Great Unseen Ninja Enforcer, shows up. Well, you assume he showed up, but you never saw him. He lops your head off. You die.

The NINJA-NINJA Rule

The plural of Ninja is Ninja, and anyone who speaks the dreaded word "Ninjas" must immediately pay penance by singing the "Name Game" using the word "Ninja." (Ninja Ninja Bo Binja, Fanana Fana Fo Finja, Me Mi Mo Minja, Ninja!). Repeat offenses require the offending player to sing the game using random Japanese names suggested by other players (Let's do Toshiro!). Failure to complete this simple task results in the loss of 1 point of honor.

The NOW THAT'S SEPPUKU Rule

Whenever your Ninja commits seppuku, you must immediately tear your character sheet in half, stand up, bow your head and say, "I have dishonored Ninja Burger™," then you must MIME disemboweling yourself (Editor's note: mime means to fake in an exaggerated and annoying manner; you SHOULD NOT have any sharp implements in your hands when doing this).

The SNAKE EYES Rule

If at any time, when rolling two dice (and only two dice) for any reason, you are fortunate enough to roll a result of 2 (two 1's), then you have rolled snake eyes- and immediately become Snake Eyes. You get the slickest Ninja costume, with a black metal faceplate, a harness complete with 3d6 Eggshell Grenades, and are the coolest Ninja on the board. Due to your newfound badassness, you (the player) can't talk until someone else rolls snake eyes and relieves you of the honor. (Game Designer's Note: Future Ninja Burger: the RPG supplements will include the Firefly and Storm Shadow House Rules. GO JOE!)

The DELIVERY BAG DISASTER Rule

Paper bags are notoriously flimsy. Should the Ninja engage in any activity that would put undue stress on the bag, (such as combat, swimming, WUJENITSU, etc) then there is a chance that the bag will not survive. Whenever a Ninja engages in one of these high-risk activities while holding bag of Ninja Burger, the Ninja Manager rolls 1d6. On an odd roll (1,3,5), the bag suffers a terrible disaster. The Ninja then rolls on the Delivery Bag Disaster Chart to determine the nature of the mishap.

Delivery Bag Disaster Chart (2d6)

2 Spilled the Fries - Don't worry. Stupid gaijin expect fries on bottom of bag. You are now Snake Eyes!

3 Cold Food - You have dishonored your ancestors by allowing their fries to cool! You have taken it upon yourself to commit slow Seppuku by eating the cold food. Eat 2d6 fries, each does 2 DAM! As you were not yet instructed to commit Seppuku by the Ninja Manager also see the Hari-Kiri House Rule.

4 Forgot the Wasabi - An unforgivable error; lose 1 point of honor.

5 Greasy Napkins - The fries leaked all over the napkins... or is that blood? Make a 2 dice SHINOBI IRI roll, if you fail you slip and fall to the ground.

6 Ninja Burglar - A strangely clad Ninja, wearing a striped uniform snatches the bag of Ninja Burger™ right out of your hands! While your stand there with an incredulous look on your face he disappears around a corner (Robble Robble!)

7. One for the Road - You're going to get off easy... maybe. Lose another honor point. You don't have to make another Dishonor Check now, but it's going to be a bit tougher the next time you screw up.

8. Self Abuse - Beat yourself silly, 1d6 DAM.

9. Seppuku - Disembowel yourself and start working on a haiku.

10. Serious Self Abuse - Beat yourself seriously, 2d6 DAM.

11. Ancestral Anger - You've disgraced your ancestors, and boy, are they pissed. The spirits of long dead relatives erupt from the ground ("Hey, is that Uncle Ned?") in a fury, you and any other characters in adjacent squares (Within 10 feet if you are not using an Official Ninja Burger: the RPG Map.) take 3d6 DAM.

12. Meteor Strike - After you commit your disgraceful deed, lots of large rocks begin to fall from the sky. You don't know if it's a divine act instigated by your lack of honor or not, but the good news is that you'll never have to face your shame. The meteors cause 5d6 DAM, per turn, to everything in and above your room. They continue to fall for 3 turns.

HOUSE RULES!

The Ninja Failure (?) Rule

Ninja are trained from the time they are very little to believe that failure is impossible. This being the case whenever a Ninja performs an action they believe that they have succeeded regardless of what the dice say. In all actuality Ninja can't fail, and it is only our poor dice manipulation skills that give the illusion that the Ninja has failed. For example, a Ninja uses the HENSOJITSU skill to disguise himself as a security guard and his player fails the roll. The Ninja still believes that he has successfully masked his appearance and MUST continue to act as if he has. This is good role-playing. Failure to play the Ninja correctly, attempting to change a Ninja's actions, because you failed the roll, is bad role-playing and should result in the loss of honor. This rule is especially important for the following skills: INTONJITSU, SHINOBI IRI, CHOHO, HENSOJITSU, CHIMON, and KYOJITSU TENKAN HO.



The SECRET Rule

A Ninja's Clan, stats, and skill masteries are all considered secret. If another Ninja learns secret information about your Ninja, you lose 1 point of honor. You only lose 1 point of honor per secret revealed regardless of the number of Ninja who learn it.

The DELAY OF GAME PENALTY Rule

If at any time during the game the Ninja Manager determines that you are unnecessarily wasting time and thereby jeopardizing the timely deliveries of all the other Ninja, he can charge you with delay of game. Delaying the game is a dishonorable act, which demands the immediate loss of 1 point of honor. To indicate a delay of game penalty, the Ninja Manager should fold his arms across his chest and throw a small yellow flag (or napkin, or handkerchief), if he's got one.

The HAIKU Rule

If your Ninja dies, and you would like to continue playing, you may compose a Haiku about your poor dead Ninja. A Haiku is a simple poem, having three lines of a set number of syllables, 5/7/5. The first line has five syllables, the second line has seven, and the third line has five. If you recite your Haiku to the group, you may make a new Ninja, and get back into the game.

Example: My Ninja Ry-U / He Was A Master of Stealth / Copy Toner Death

The HARI-KIRI Rule

Anyone prematurely (i. e. before the Ninja Manager has so ordered) attempting to perform seppuku has, in fact, performed hari-kiri; a great dishonor to one's family, clan and ancestors. If you commit hari-kiri then your next character suffers the disgrace, starts out with only 7 points of honor, may only master the skill CHIMON, and is named "Wang". If there is already a "Wang" in the game your Ninja is named "Dong." Players of Asian descent who take exception to this rule may choose to name their Ninja "Dick."

The HONORABLE RESPECT Rules

As previously stated, nothing is more important to a Ninja than honor, and respect forms the foundation of honor. All Ninja and players must show proper respect at all times. Failure to be respectful incurs a loss of honor. Some suggested rules of respect are listed below. However, Ninja Managers should feel free to create additional honorifics at will.

Footwear Honorific

The application of this rule is determined by the master of the dojo (the guy whose house you're playing in). If so inclined, he or she can insist that all players remove their shoes. Anyone wearing tabi boots is exempt from this rule. You assume all risk to your olfactory senses by choosing to employ this rule.

Suffix Honorific

While playing Ninja Burger™, all Ninja and players must address each other by name and with the honorific "-san" appended to the end. For example, saying, "Hey Joe, will you get me a beer while you're up?" would be disrespectful and cause a loss of honor. Likewise, just saying, "Grab me a beer while you're up" would also be disrespectful. If you would like Joe-san to get you a beer while he's up, you must address him properly. The suffix "-sama" is more honorific and usually used for royalty or very favored things and "-kun" is used between friends. Please Note: The "-san" appendage is only used when speaking of other people; any Ninja daring to refer to himself in this way should immediately lose 1 point of honor.

The MY KUNG-FU IS BETTER Rule

A player may reduce the number of dice he is required to roll by one by screaming "Ki-op!" "Hi-yah!" "Wooo-oo!" or any other suitable Saturday Afternoon Kung-Fu Theatre sound effect, while standing at the table. Each time a player invokes this rule, their "kung-fu" must be better than the last "Ki-op". If there is any doubt as to whether or not it is actually better the Ninja Manager is the final judge. (Yes, we know Kung-Fu is Chinese and Ninja are silent. Sue us.)

NINJA MANAGER SECTION!

Welcome to Ninja Managemnet

If you're reading this section, you have been promoted to a great honor, Ninja Manager. In Ninja Burger: the RPG, the Ninja Manager acts as the Game Master, and so it is her responsibility to set up the game, create the delivery, run the customers and enemies and generally try to kill as many Ninja as possible. This section will detail how you can create a Delivery Destination, generate realistic customers, and manage a group of feisty Ninja employees.

The Handbook of Ninja Resource Management!

The first thing you need to learn is how to manage the chaos that we like to refer to as "the game." Generally, the sequence of events is simple. The Ninja tell you what they want to do each turn, and then, you describe what happens. Sounds easy, huh? Whenever a Ninja performs an action it's up to the Ninja Manager to describe the effect of that action.

The Ninja Burger™ Mission Statement!

When playing Ninja Burger: the RPG, we encourage you and your employees to make as much noise as possible, make complete asses of yourselves in public, and generally make a mess.

The Ninja Burger™ Franchise Binder!

Unlike the real Ninja Burger™ Franchise Binder (whose rules must be followed to the letter or people start losing limbs), these rules only exist so that you can have fun playing games. Everything in this book should be fried, tried, tasted, basted, roasted, broasted, toasted, eaten, beaten, mixed up, shook up, thrown up, and served with an order of Fries of Our Ancestors! At the end of the night, you and your friends are the ones playing the game. If you want to change the rules - go ahead! You forked over the money for this game, and we aren't giving it back!

Department of Intolerable Conditions of Employment (DICE)

Whenever a Ninja wants to perform an action, which requires training of some sort (like picking a lock) or which has any chance of failure, the Ninja Manager should have that Ninja make a dice roll. That's why Buddha created these little oddly shaped plastic bits capable of generating random numbers. The Ninja Manager will tell the Ninja what skill the Ninja must roll against and how difficult the action is. The DIFFICULTY of the action determines how many dice the Ninja must roll. The harder the action, the more dice required. To determine the DIFFICULTY of an action, refer to the Handy DIFFICULTY chart. If anybody argues with you (the Ninja Manager) over your decisions, have them lose a point of honor!

Rei - I want to convince the lady I have an urgent meeting with the director of sales, using the KYOJITSU TENKAN HO skill. Then, I'm heading to the stairs

NM - Conning the receptionist with that story will be hard 3 dice of DIFFICULTY, 4 because you are taking two actions. The stairs are past her desk

Rei - *Rolls 3 dice scores over her EXTRANEOUS.* Well I missed the roll so I'm not going to walk down the hall then, she'll just yell for the guard. I'm going to use BO RYAKU to stop myself.

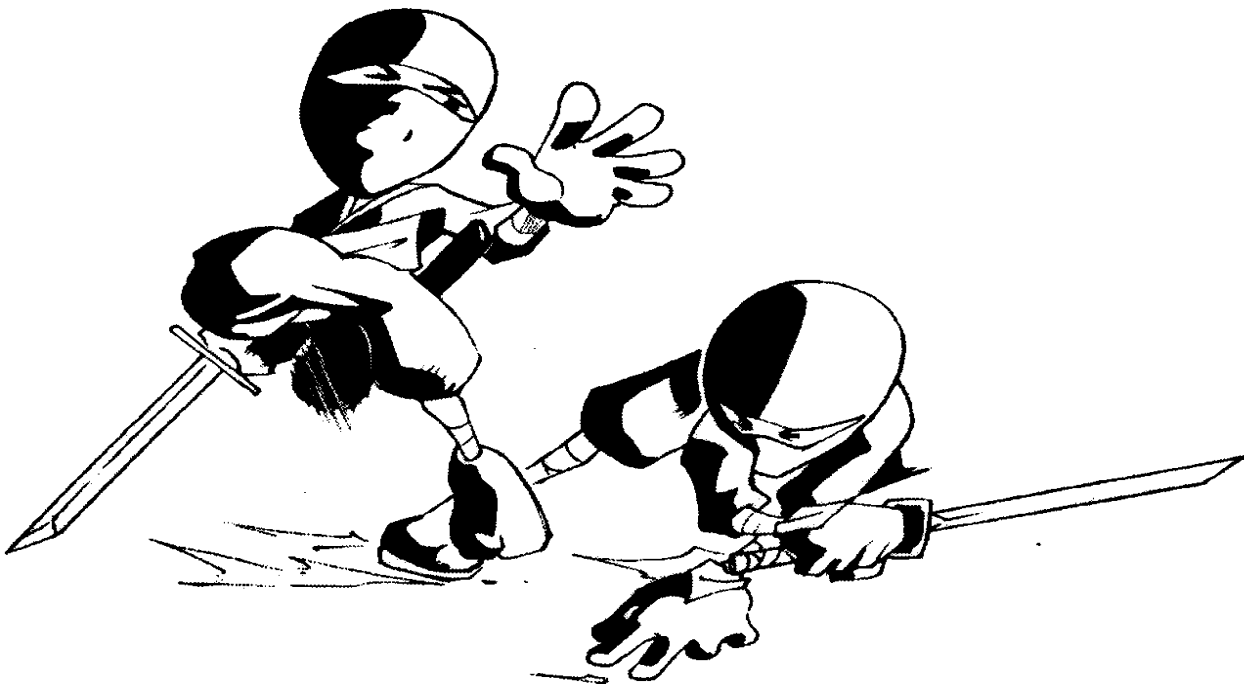
NM - Rei-san you are a poor excuses for a Ninja and a role-player! We all know that Ninja are incapable of failure you lose 1 point of honor due to the Ninja Failure House Rule. Your BO RYAKU roll is 3 dice.

Rei - *Makes a Dishonor Check and passes and then makes the BO RYAKU roll and scores over her EXTRANEOUS.* All that and I still can't stop anyhow.

NM - The receptionist tries to politely inform you that there is no director of sales in this building. As you ignore her and walk by she calls for the guard.

END OF THE EMPLOYEE SECTION!

If you are not playing the Ninja Manager stop reading the book now! Should the Ninja Manager catch you reading this, standard operating procedures require that you lose 1 point of honor.



7 Dumped the Cola - Oops! Maybe they won't notice if you just add more ice; spend 1 action looking for ice.

8 Cut the Cheese - The aromatic smell of the Ninja Burger™ meal has attracted a guard dog. The dog looks at the bag and begins to bark!

9 Torn Bag - Order dumps all over the floor; spend 1 action picking them up

10 Switcheroo - Somehow you ended up with a Samurai Burger bag; the horror! Lose 1 point of honor immediately.

11 Missing in Action - Where'd that bag go?

12 Smashed Food - It's all squished and ruined; commit seppuku immediately!

EXAMPLE OF PLAY!

Ninja Manager (NM) - Rei-san you are in the bushes by the front door of the Tic-Tack-Taco building. It's a glass door and as far as you can see there are no windows on the first floor. Right inside the door you see a security guard. What do you want to do?

Rei - I will use HENSOJITSU to disguise myself as a salesperson and walk into the lobby.

NM - The HENSOJITSU roll is 3 dice, its average DIFFICULTY, 2 dice +1 die because you are taking an additional action; disguising and moving.

Rei - *Rolls 3 dice for HENSOJITSU and scores under her KI.* I make the roll.

NM - You make a quick costume change in the bushes and walk through the front door, past the guard, and right into a reception area. Kage-san it's your turn. You're on the side of the building and there are no windows on the first floor, you do see some on the second floor.

Kage - I will scale the side of the building using TAI-JUTSU, sneak through a window and hide, I think that's INTONJITSU.

NM - The windows are all closed.

Kage - OK Honorable Ninja Manager, then I'll jimmy it open with the CHOHO skill.

NM - The TAI-JUTSU climb roll and the CHOHO roll to jimmy the window are both average DIFFICULTY 2 dice. The INTONJITSU hide roll is going to be hard, 3 dice. However since you are taking 2 extra actions the DIFFICULTY of all rolls is increased by 2. That means you must make a 4 dice TAI-JUTSU roll, a 4 dice CHOHO roll, and a 5 dice INTONJITSU roll.

Kage - Did I happen to mention that I'm a master of TAI-JUTSU?

Rei - Foolish Kage-san has revealed a secret and should hang his head in shame!

NM - Rei's right, you lose 1 point of honor for violating the Secret House Rule in revealing your mastery. On the plus side, it reduces your TAI-JUTSU roll to 3 dice.

Kage - *Makes a Dishonor Check and passes.* Rei-san you will suffer for that. OK, I'm ready to start rolling. *Rolls 3 dice for TAI-JUTSU and scores under his STRENGTH, rolls 4 dice for CHOHO and scores under his KI, rolls 5 dice for INTONJITSU and scores much higher than his AGILITY.* I failed the last roll.

NM - You easily scale the side of the building, you deftly jimmy open the window and believe you have cunningly hidden yourself behind a small waste basket. The man whose office you entered is looking in your general direction with a perplexed look on his face. OK it's my turn. Rei-san, a woman, who is sitting behind a pile of papers, smiles as you enter and asks if she can help you. There are 4 chairs in the lobby and there are 2 men already waiting. Kage-san, the man stands and begins to back away from you, never taking his eyes off your general area. Rei-san, you're up.

Samurai Bushi - These mercenary dogs are hired by the Samurai to keep the customers in line. They use swords and know how to fight, but are cowardly scum that must be killed.

Samurai Night Manager - The Night Manager is a loud mouthed, stinky Samurai Burger employee that has the (dis)honor of leading Migrant Workers through the night shift. Night Managers can only advance to Daimyo level by bringing the head of a Ninja to a Regional Meeting.

Samurai Franchise Daimyo - Franchise Daimyos feel that all Ninja are below them and have no fear of lowly delivery Ninja. Franchise Daimyo are always protected by 1d6 Migrant Workers, who are willing to lay down their lives for their master. Each has a tube of secret sauce that they keep hidden on their body. This tube is worth beaucoup points with Ninja Burger™ Management.

OTAKU BELL™ (Slogan: Make A Run For The Buddha!)

This southern Japanese fast-food franchise specializes in a nearly tasteless brand of sushi wrapped in tortilla shells covered in three flavors of wasabi: Regular Hot, Seppuku Hot, and Nagasaki Hot. The only reason that most people even eat OTAKU BELL is the collectible prizes in their Super Depressed Anime Otaku Meals.

Otaku Wageslave - Otaku Wageslaves usually gave up promising careers in accounting and computer networking, due to the huge debts they racked up in online auctions trying to collect all of the useless junk from Otaku Bell. Otaku Wageslaves are pimply, slimy, reek of fish, and strike fear into all that see their rotund shambling forms.



Otaku Fanboy Kensai - Fanboys don't actually work for the company, they just spend lots of time hanging out at the store trying to collect all the toys. Fanboys hope to score cases of new toys by bringing back bags of tasty Ninja Burger™ food, preferably with a Ninja hand still attached.

THE LO CAL CLAN

Lo Cal is an aging Warlord who is strictly against the frying of vegetables (it destroys their natural flavor!) and is the owner of the largest fresh vegetable distribution company in the world. His agents have infiltrated every corner of the world, with the mission of eliminating all those who fry vegetables, to make way for his Vegan Utopia.

Lo Cal Tong Fighter - Tong Fighters are not part of an Asian gang; they get that name because they are really into salad. These tricky fighters are in great shape thanks to high-fiber, low-fat diets, and are always looking to show off their Tai-Bo.

Lo Cal Vegan Tofu Zealot - The Tofu Zealot is on a mad mission to make it into Lo Ca's inner circle, by bringing him evidence that a Ninja Burger™ franchisee has been destroyed. These madmen will stop at nothing (short of hurting animals, or wearing fur) to put an end to meat eating and Ninja Burger™.

Handy DIFFICULTY

The Action is	#of Dice	HENSOJITSU (Disguise) Example:
Easy	1	Pretending to be dead
Average	2	Disguising oneself as a cashier
Difficult	3	Disguising oneself as the opposite sex
Hard	4	Impersonating a friend or coworker
Crazy	5	Impersonating a famous person
Insane	6	Impersonating supermodel in a swimsuit

CREATING DELIVERY DESTINATIONS!

If you are planning on creating your own "Deliveries" here are a few guidelines:

- 1) There should be at least 1 customer for each Ninja in the game.
- 2) The delivery destination should be well guarded.
- 3) People hate and fear Ninja.
- 4) Other franchises are probably delivering to the same place.
- 5) Always create some reason why the people in this building need to hire Ninja to deliver their food - it's Area 51 or it's a front for a Lo Cal anti-vegi-fry house.
- 6) Make stuff up as you go... and, if it's funny, do it again.
- 7) Let everyone see the map, and use little counters to move around on it.
- 8) Go to www.ninjaburger.com and www.9thlevel.com for more info and freebies.

THE ENEMIES OF NINJA BURGER™!

The enemies of Ninja Burger™ are varied and widespread. Luckily, they are all honorless dogs and soulless insects that will eventually be crushed under the tabi-boot heels of the indestructible Ninja Burger™. When Ninja deliver food, they will face many obstacles, including beefy security systems, rabid human resource managers, rogue agents of the Warlord Lo Cal, and the occasional strike force of opposing fast food franchises. The following is a partial list of the strengths and weaknesses of the enemies of the Ninja.

Enemy Dossier

SAMURAI BURGER™ (Slogan: Our Way, Right Away!)

The greatest foe of the Ninja is the competing chain of Japanese origin, Samurai Burger. These dogs believe that they have an ancestral right to deliver food, and so produce sub-standard western burgers and fries. Samurai Burger steals other fast food ideas, reverse engineers the product, maximizes the profit potential using sub-standard ingredients and thus is able to sell it to its customers at a lower price. ALL SAMURAI MUST BE KILLED!

Samurai Burger Migrant Worker - You can tell these lowly migrant fast-food workers from their oversized rickshaw hats made from folded red rice paper. They are constantly bowing and scraping, and can only speak a few words of English "Welcome to Samurai Burger" and "Would you like fries with that?" NINJA MASTER NOTE: When role-playing migrant workers, use these two phrases for everything!



OOPS (Slogan: Delivering Evil Anywhere In the World, by 10:00 AM!)

Oni Oni Parcel Service is the world's biggest package delivery service. The giant brown trucks of OOPS can be seen everywhere all over the world, and most people think that are just delivering office supplies, action figures, and frozen human body parts. In actuality, OOPS Drivers are Oni Demons, spies for the *Coalition for the Conquest of the World by Evil Demon Forces* and should be killed! Their mission is to gather information and establish a staging area for a full-scale invasion. Luckily, the first humans they ran into were a pair of Ninja delivering to Area 53. The Ninja (our first, last, and only line of defense) put such a hurting on the Oni that they now believe that the invasion cannot succeed until all Ninja have been eliminated!

OOPS Driver (Oni Demon) - Oni Demons are the first wave in the trans-dimensional siege of earth! On their home world Oni Demons are monstrous beasts with terrible claws and fangs. Fortunately, the process of portaling to our world leaves them in a greatly diminished state, they end with a roughly human shape a silly expression on their face and a set of of brown clothes. Even in this weakened state the Oni are terribly powerful and will always attack Ninja on sight.

GAIJIN

Human Resource Manager - The most feared master of manipulation and intrigue in any given office. Fear these monsters.

Security Guard - Generally, security guards are tattooed, nightstick-wielding, neckless employees with a mandate to keep people out of their buildings. Since Ninja are always sneaking into buildings, and they do not ever have permission to enter, these guards are the mortal foes of Ninja missions.

Guard Dog - These are dogs. Dogs like meat. Ninja are made of meat.

Terrorist - Occasionally, in the big city, terrorists will invade an office building and hold the employees hostage. Thus, Ninja often encounter terrorists, due to the fact that the only way to get fries during a hostage situation is to call Ninja Burger™.

Cab Driver - Cab drivers show up in buildings 'cause people need rides. Cab drivers are a strange lot, who know how to get around nearly as well as Ninja.

Office Cowboy - Office cowboys are those mad dog, NRA toting, ultra-conservative employees that are on the brink of losing it. Seeing a Ninja will cause them to go "postal" and start shooting up the place, screaming "Buy American!"

Street Vendor - Street Vendors hate Ninja Burger™. For some reason they feel that their livelihoods are being threatened by the world dominating force of the glorious Ninja Burger™ empire. Kill them to make room for a new franchise!

Cubicle Jockey - These are the typical, non-customer gaijin found in every cubicle.

"DELIVERY TO FODTEKKEN"

The Ninja Manager should read the following aloud to all Ninja:

"Honorable Ninja Burger™ Employees, we have just received a large number of orders from the FodTekken Corporation. As delivery Ninja, it is your job to quickly supply them with the tasty and nutritious Ninja Burger™ products they have ordered without being seen. Please be sure to check the name on the order to insure proper delivery. It's been 8,400 Ninja hours since I ordered my last Seppuku; at 10,000 hours, I get a service award... So don't blow it for me!"

Before play begins the Ninja Manager should also assign each Ninja, starting with the Ninja on his right and continuing to the Ninja on his left a customer from the following list:

Mark G, Carol R, Erik M, Heather N, Mike O, Viki P, and Big Al Q

Note: If there are more than 6 Ninja, the remaining Ninja must all deliver to Big Al. (Don't worry... he'll eat it all. We don't call him Big Al for nothing!)

To add a degree of difficulty to the mission (or just to make things more interesting), in addition to their delivery, each Ninja can also be assigned a secondary goal based on their clan:

Clan of the Thousand Islands - Rescue the fish, kill **Mr. Miyagi**, who treacherously fled the islands so long ago...

Brotherhood of the Blue Trees - Kill **Bob L**

Clan of the Hidden Ranch - Get **Sue K** safely out of the building

Keepers of the Secret Sauce - Secretly replace the food-substitute **Bob I** usually sells with tasty Ninja Burger (let's see if he can tell the difference), and kill **Mr. Miyagi** who treacherously reveals the secrets...

House Gaijin - Protect national treasure **Daniel-san** at all costs

Lo Cal - Protect **Bob L** and kill **Daniel-san**

Map Rules!



There are 3 main map areas: **the floor**, **the air-ducts** (the lightly shaded bars on the maps), and **the crawl space** above the drop ceiling. Ninja may enter the building on the ground floor, through the front doors at reception or through the air-ducts at the air-conditioner exhaust (marked with the X) on the roof.



The walls around areas 1, 2 and 4 are 'fire walls', running from the floor to the roof and block movement in the crawl space. The air-ducts also block movement in the crawlspace. The fish tanks are only accessible from the crawl space. There is no way to get through the fish tanks without getting wet.



If it's not obvious, while a Ninja is on the floor, they will be seen by anyone in the room unless they are actively hiding.

Customers - Customers are a specialized class of Enemy. Granted, Customers are a necessary evil in the life of a Ninja, due to the fact that they pay the bills, but Ninja still regard them as insignificant insects that occasionally need to be crushed. However, a Customer is the party that actually ordered the Ninja Burger™ food delivery, and is protected by the ancient code of Ninja Honor. Ninja are NOT ALLOWED TO KILL CUSTOMERS!!! If a Ninja does, they lose 2 points of honor.

Enemy Stats

Enemy	S	A	K	E	Skill	Goodie	Weapon	DAM
SB Migrant	6	6	7	4	MAKUDONARUDO	Rickshaw Hat	Spatula	2
SB Bushi	10	10	10	10	KENPO-JUTSU	Cash	Katana	6
SB Manager	10	10	5	5	KENPO-JUTSU	Binders	Katana	6
SF Daimyo	16	16	13	3	KENPO-JUTSU	Secret Sauce	Katana	6
O Wageslave	12	8	3	11	MAKUDONARUDO	Otaku Prizes	Chopsticks	2
O Fanboy	4	6	18	18	WUJENITSU	Otaku Prizes	Hands	2
LC Tong	14	13	7	12	KUSARIGAMA	Self Help Book	Kusari-gama	5
LC Zealot	5	15	7	7	KYOJITSU	Tofu	Yari	7
HR Manager	13	5	2	15	SHINOBI IRI	Office Supplies	Letter-Opener	2
Security Guard	14	13	7	7	BO-JUTSU	Security Diagram	Nightstick	3
Guard Dog	10	10	3	3	TAI-JUTSU	Nothing	Fangs/Claws	3
Terrorist	14	14	14	5	KAYAKU-JUTSU	Floor Plans	Gun	6
Cab Driver	8	8	8	¥	CHIMON	Cab	Gun	6
OOPS Driver*	20	12	10	7	TAI-JUTSU	Packages	Fangs/Claws	5
Office Cowboy	11	9	13	13	KAYAKU-JUTSU	Office Supplies	Gun	6
Street Vendor	9	9	9	9	INTONJITSU	Kitchen Stuff	Knife	3
Cubicle Jockey	5	5	5	5	None	None	Hands	2
Customer	3	3	3	12	+Ninja Vow	Cash	Hands	1

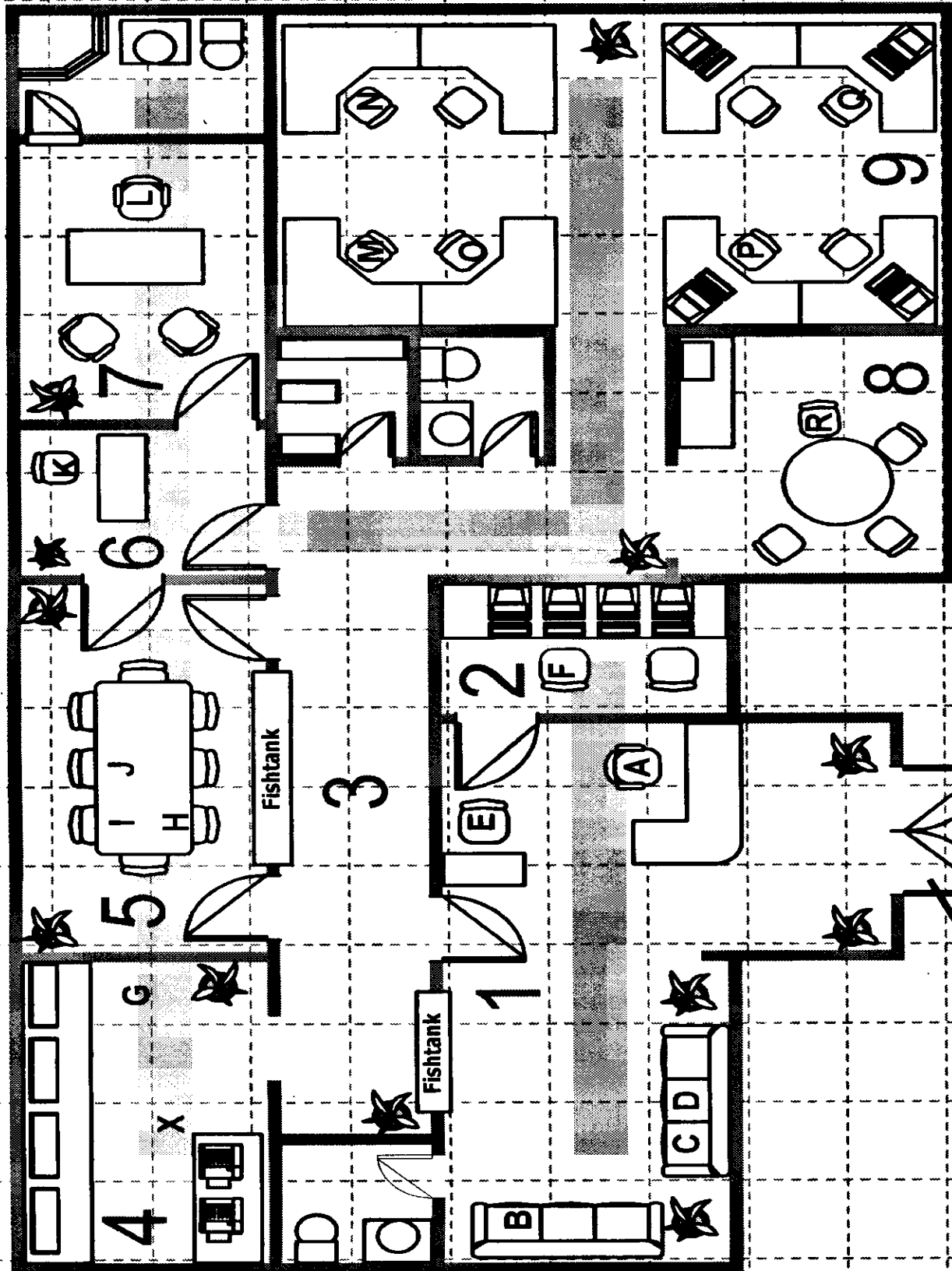
* May also use any Ninja WUJENITSU.

EXAMPLE DELIVERY

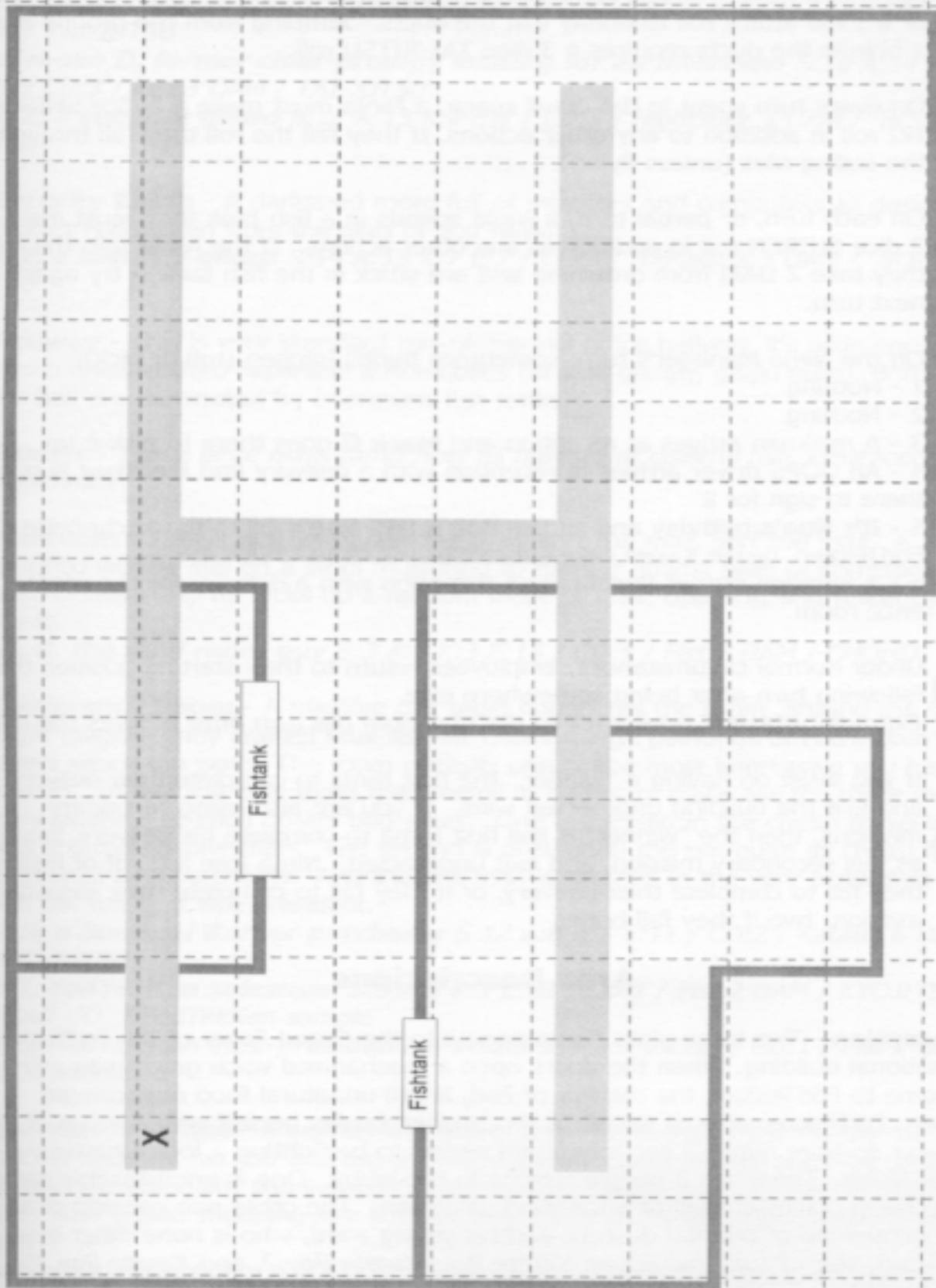
What follows is a sample delivery. It contains maps, descriptions of the various areas, enemies & customers and some rules specific to this adventure. Feel free to use or omit as much as you like. You will probably notice that the descriptions of the areas are rather brief. This was done for two reasons, the book was getting too long and we wanted to make the game a bit easier for an inexperienced Ninja Manager's to run. If some annoying player wants his Ninja to grab a fire extinguisher and makes a big stink about fire codes and building regulations, you have the option of making it up yourself or saying "Sorry since it's not listed in the room description it's not there." If he continues giving you a hard time, point this section of the book out to him and ask him to read it for himself. Then since he, a player, is reading from the Ninja Manager's section, you should feel no compunction about making him lose 1 point of honor (See page 20)!

The italicized sections should not to be read aloud to the Ninja; they contain all the enemy information, as well as, nasty little surprises you can spring on unsuspecting Ninja.

FODTEKKEN MAP



CRAWL SPACE





While in the air-ducts, all rolls are made at one additional die of DIFFICULTY. Ninja can enter the air-ducts from the roof at location X. Exiting the air ducts requires a hole. A Ninja can make a 4 dice CHOHO roll to quietly cut a hole or a 1 die attack roll to noisily exit the ducts. Jumping from the ground into a hole in the ducts requires a 3 dice TAI-JUTSU roll.



On every turn spent in the crawl space, a Ninja must make a 2 dice SHINOBI IRI roll in addition to any other actions. If they fail the roll they fall through the ceiling tiles (unless flying).



On each turn, or partial turn, a Ninja spends in a fish tank they must make a 2 dice SUIREN roll in addition to any other actions. If the Ninja fails the roll they take 2 DAM from drowning and are stuck in the fish tank -- try again next turn.

On the Ninja Manager's turn, sometimes things happen (roll or pick):

1 - Nothing

2 - Nothing



3 - A mailman arrives at reception and **Mark G** goes there to pick it up

4 - An OOPS driver arrives at reception with a delivery and **Heather N** goes there to sign for it

5 - It's **Sue's** birthday and all the **Bob's** and **Sue's** go to the kitchenette for FodTekken Tastee Kakee cake substitute

6 - A Samurai Burger Bushi enters reception with a delivery for the conference room



Under normal circumstances, employees return to their starting position the following turn after being somewhere else.

*Example: **Mark G** goes back to the mailroom the turn after he gets the mail.*



If you insist on having a "winner," the first Ninja to complete their delivery, and exit the building undetected wins. If you are also using secondary missions, then the "winner" is the first Ninja to complete his delivery, as well as, his secondary mission, and exit undetected. Ninja lose a point of honor if they fail to complete their delivery, or if they fail to complete their secondary mission; two if they fail both.

Area Descriptions

1. Reception - Two large glass doors open into the Grand Foyer of the FodTekken International building. When the doors open a mechanized voice greets you with "Welcome to FodTekken, the makers of Fod, an all unnatural food replacement product. FodTekken Almost Tasty!" A receptionist busies herself with a game of computer solitaire, while a security guard seems to be fighting a losing battle against sleep. There are 3 people waiting in the lobby. One is unmistakably garbed in the cheep polyester twill of a traveling salesman. The other pair consists of an aging gentleman of oriental descent and his young ward, who is none other than Daniel-san, star of such movies as *Karate Boy*, *Karate Boy 2*, and *Karate Boy 3D* and *Karate Boy 5 The Return of Karate Boy!*

Sue A, the receptionist S:3 A:3 K:3 E:12 / CD:1 / Stapler 1 DAM / No Skill

Bob B, a soybean salesman S:3 A:3 K:3 E:12 / CD:1 / Fist 2 DAM / KYOJITSU
TENKAN HO

Mr. Miyagi C, Daniel-san's father figure S:12 A:12 K:16 E:12 / CD:3 / Fist 3
DAM / TAI-JUTSU

Daniel-san D, former child-prodigy waiting for an interview S:10 A:14 K:4
E:16 / CD:3 / Fist 3 DAM / TAI-JUTSU

Bob E, a security guard S:14 A:13 K:7 E:7 / CD:3 / Nightstick 3 DAM / BO-
JUTSU

2. Security Booth - A darkened room full of monitors and computers all designed to protect FodTekKen from the likes of you Ninja.

Bob F, a security guard S:14 A:13 K:7 E:7 / CD:3 / Nightstick 3 DAM / BO-
JUTSU

3. Hallway - This is your standard run-of-the-mill office hallway, it's wide enough to hold two finely crafted Japanese automobiles (or one gangly, gaijin auto). Both sides of the hall are dominated by enormous fish tanks.

Fishtanks - These large glass tanks hold all manner of colorful fish, crustaceans and anemone.

4. Mailroom - This is where we sort the mail, sort the mail, sort the mail. A disgruntled worker sits on a stool muttering to himself amidst piles of correspondence. Occasionally he picks up a random piece of mail, opens it, and reads the contents.

Mark G, the mail room guy S:3 A:3 K:3 E:18 / CD:1 / Fist 2 DAM / CHOHO

5. Conference Room - A massive oak table dominates the room, around the table sit eight magnificently crafted faux leather chairs. Large paintings of FodTekKen's founders adorn the walls. The room is easily one of the most impressive you have ever seen. In fact the only thing that seems to be out of place are the three men forcibly laughing at each others bad jokes. One is dressed in the cheap polyester twill of a traveling salesman. The second is dressed in the not quite as cheap faux English wool of a purchaser. And the last man is dressed in the very expensive Italian silk suit of a vice-president.

Bob H, a Samurai Burger purchaser S:12 A:8 K:3 E:11 / CD:2 / Katana 6 DAM /
KENPO-JUTSU

Bob I, FodTekKen salesman S:3 A:3 K:3 E:12 / CD:1 / Fist 2 DAM / KYOJITSU
TENKAN HO / FodTekKen sample

Bob J, FodTekKen vice-president of Fod S:3 A:3 K:3 E:15 / CD:1 / Fist 2 DAM /
MAKUDONARUDO

6. Secretary's Office - A woman lounges at her desk complaining incessantly about the rigors of her job and the unreasonable demands placed upon her by her employer. Occasionally, she pauses her complaints long enough to tell her listener about a new online shopping site she has discovered or recent purchases she has made.

Sue K, Bob's secretary S:3 A:3 K:3 E:18 / CD:1 / Stapler 1 DAM / No Skill

7. Vice-president's Office - A man dressed in the very expensive Italian silk suit of a vice-president appears to be working diligently at his computer. Upon closer investigation, however, you realize he is actually playing Microfitsu Lynx 2001, the latest addition to the computerized golfing arena, and he has just dishonored his ancestors by bogeying the last hole!

Bob L, FodTek vice-president of TekKen S:3 A:3 K:3 E:15 / CD:1 / Fist 2 DAM / MAKUDONARUDO

8. Kitchenette - A well-sized kitchenette complete with a microwave and cabinets chock-full of FodTekken imitation snacks. A woman is sitting at large white table having a staring contest with a package of FodTekken Imitation Pretzels.

Carol R, an employee S:3 A:3 K:3 E:12 / CD:1 / Fist 1 DAM / No Skill

9. Cubicles - A group of Fodtekken employees all hard at work at their various tasks, which range from day trading to sending online greeting cards to one another. Occasionally, one of the guys calls all the other guys over to his screen, and they all stand there ogling for a minute or two before one of the gals comes over and they have to switch off the monitor or risk a sexual harassment suit.

Erik M, an employee S:3 A:3 K:5 E:12 / CD:1 / Fist 1 DAM / Spiffy Clothes

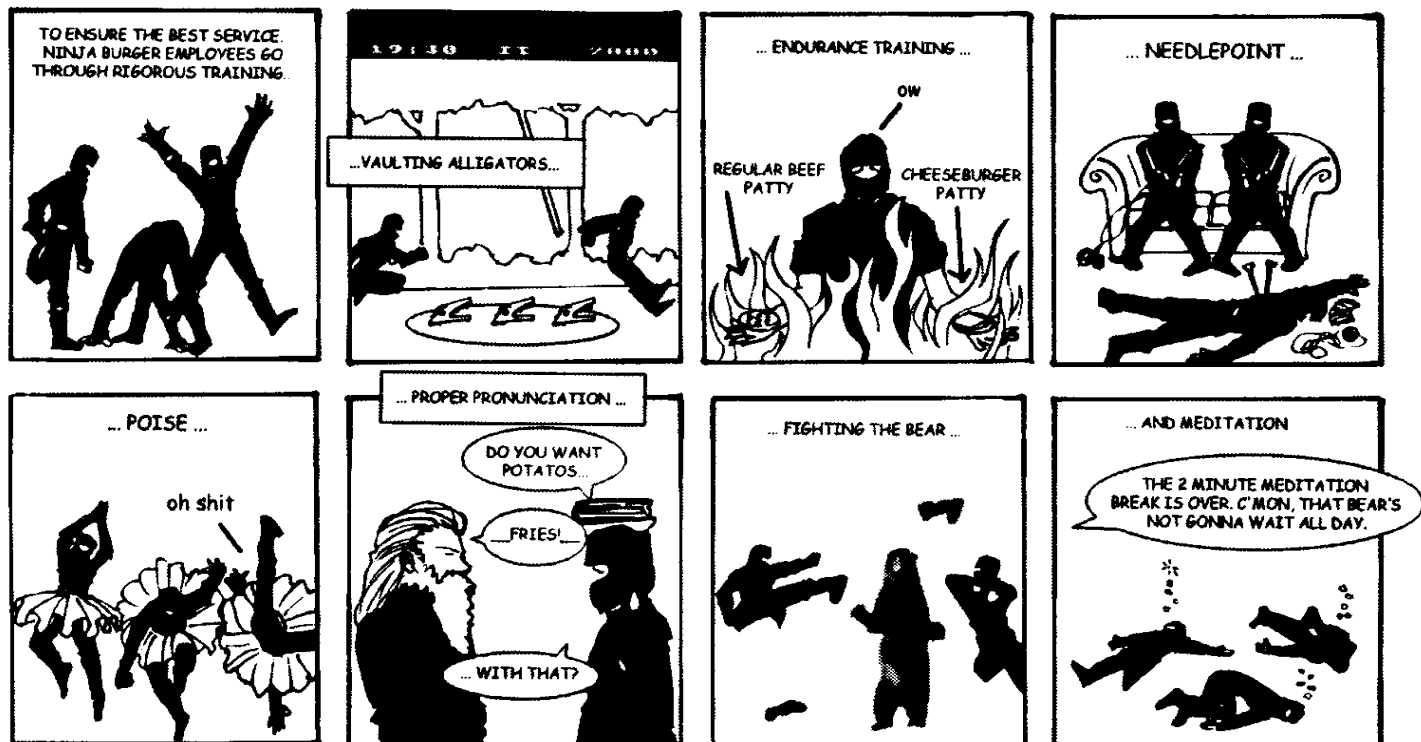
Heather N, an employee S:3 A:3 K:3 E:12 / CD:1 / Fist 1 DAM / No Skill

Mike O, an employee S:3 A:3 K:3 E:12 / CD:1 / Fist 1 DAM / CHIMON

Viki P, an employee S:3 A:3 K:3 E:12 / CD:1 / Fist 1 DAM / BO RYAKU

Big Al Q, an employee- S:5 A:3 K:3 E:4 / CD:1 / Fist 1 DAM / +10 HITS

Crawl Space - Believe it or not this area is a very confined, very dark crawlspace. Nobody up here but us Ninja!



APPENDIX ICHI: HOW TO SPEAK NINJA

Use the following guidelines when trying to pronounce Japanese words. This is only a general guide, and there are some instances where these rules will not apply.

a - ah, as in father.

u - ooh, as in flew.

e - eh, as in head.

i - ee, as in see.

o - oh, as in go.

Note: There are no letters "L", "Q", "V", or "X" in the Ninja language, since these are honorless letters without fathers.

Counting

Ichi: 1 Roku: 6
Ni: 2 Nana: 7
San: 3 Hachi: 8
Yon: 4 Kyuu: 9
Go: 5 Juu: 10

General Combat Vocab

Chigai: dispute
Fukushu: a blood feud
Koroshi/Satsu: kill
Sen: initiative
Shime: strangle
Shinu: to die
Shouri: victory
Suki: opening

Parts of the Body

Ashi: foot, leg
Ashiyubi: toes
Atama: head
Gedan: groin level
Hana: nose
Hara: abdomen
Hi: spleen
Hibara: side
Hiza: knee
Jin: kidney
Kao: face
Kata: shoulder
Kobushi: fist
Kubi: neck
Me: eyes
Mi: body
Mune: chest
No: brain
Oshiri: butt
Ro: spine
Senaka: back
Shi: finger
Te: hand
Ude: arm

Giving Directions

Age: above, up
Asoko: over there

Do: way, path, street
Ge, Gedan: low
Hayaku: quickly
Hidari: left
Higashi: east
Kita: north
Koho: back, rear
Mae: forward
Migi: right
Minami: south
Massugu: stright ahead
Mate: stop, wait
Nishi: west
Omote: open, obvious
Shita: under
Soko: there, that position
Ura: closed, hidden
Ushiro: back, rear
Yame: stop
Yukuri: slow
Zen: front

Interaction With Others

Arigato: thank you (informal)
Choberiba: very bad
Choberigu: very good
Domo: thanks (informal)
Domo arigato: thank you
Domo arigato gozaimasu: thank you (very formal)
Dou itashimashite: you're welcome
Hai: yes
Hayuku: hurry up!
Honto: really (sarcastic)
Iie: no (pronounced ee-eh)
Ite!: Ouch!
Joodeki: Good job!
Kekko Na: excellent
Konbanwa: good evening
Konnichiwa: good afternoon
Nai: negation
Ohayo: good morning
Onegai: please
Oyasumi nasai: good night
Rei: bow

Sayonara: good bye
Suzushii: cool
Watashi no namae wa
Toshiro: my name is Toshiro

Weapons

Bo: literally "stick", a 6-foot staff
Bokken: wooden sword
Dai-sho: the two swords of a samurai, "long and short."
Daito: great sword, larger of the dai-sho
Kama: sickle
Katana: samurai sword, the "daito" of dai-sho
Ninjato: straight-bladed Ninja sword
Shoto: the smaller of a pair of dai-sho
Shuriken: throwing blade/star
Tanju: pistol
Tanto: knife
Tenada: hand blade

The Ninja Burger Way

Dan: black belt grade
Do-gi: martial arts uniform
Dojo: training hall
Eta: those outside normal society, such as Ninja
Fuku: uniform, outfit
Giri: literally "duty"
Haya: quick, early, fast
Isami: courage
Kage: shadow
Ki: spirit, energy, inner strength
Kuguri: submerge, hide
Kunoichi: a female Ninja
Kyu: Below black belt grade
Kuji-kiri: "nine ways cutting," hand positions used to focus a Ninja's mind
Obi: Belt
Ryoko: power, strength
Saboru: sabotage!

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