

NARUTO CARD GAME – RULES

Gencon edition - Updated

WE'VE MADE A RULEBOOK! All of these rules + FAQ, presented in a better format, can be found on our discord! The rules here are still valid, though.

Changelog:

- EX character area removed
- Multiple supports chain
- Added phases of the game
- Clarified that there are no blockers in this game
- You can only attack characters in Rest Mode
- Clarified phases (no battle phase, you can play cards and attack as you like during the main phase)
- Added Attack Sequence (order when different things trigger)
- Clarified that quick can be played at any time
- Support timing explained
- **Simulators added** 🔥
- **Demo decklists added** (*check bottom*)
- Neither player can attack on their first turn

Disclaimer:

The following rules have been provided by the players who have attended the demo events at Gencon. As such, they're built through recollection, information shared on social media and player input. The rules, as they are, might not be definitive and some elements are subject to change, especially as we approach the official release date in summer 2027.

SIMULATORS:

Naruto Card Game Simulator - <https://narutocardgamesimulator.com/en>

Ramen Sim - <https://narutosim.theramenbowl.net/>

Naruto Sim - NarutoSim.com

NinjaSim

https://www.dropbox.com/scl/fi/uv8s37xaomudy1lrkizl/0.01_Windows.zip?rlkey=9jva3rf1f8qv7bq2qh10qk0jj&st=9imximhy&dl=1

Tcggatherer sim - <https://tcggather.com/play/naruto>

DECKBUILDING:

- Decks consist of 50 cards.
- You can have **up to three copies of each card.**
- 1 leader card
- 5 chakra cards
- 1 summon card
- All cards in the deck must share a color with the leader.

GAME START:

- Both players draw a hand of 5 cards.
- The player going second is allowed one mulligan (full hand).
- **Neither player can attack on their first turn**

PHASES:

- Start, Refresh (all cards untap), Main, End, followed by opponent's turn.

DRAW PHASE:

- The player going first draws 1 card
- The player going **second** draws 2 cards
- **From turn 2 onwards, BOTH players draw 2 cards.**

MAIN PHASE:

- You play cards from your hand and activate jutsus
- Normal summons are **limited to 1 per turn** and are performed by resting your summon card.
- EX-characters and summon triggered by card effects **aren't done via the summon card** and **aren't limited to one per turn.**

- Characters cannot perform an attack on the turn that they're played **unless** they have **rush** keyword (check keywords section)

BATTLE:

- Each character has two values: DMG and POW
- DMG is the value used when attacking leaders.
- POW is the value used when attacking other characters.
- **To attack:** Rest the attacking character. You can only attack characters in Rest Mode. You can attack leaders even if they are in Active Mode.
- **Dealing damage:** Subtract the attacking character's POW from the defending character's HP
- **If the defending character's HP drops to 0, it is defeated.**
- Characters who are defeated are sent to the trash area.
- **ONLY THE DEFENDING CHARACTER TAKES DAMAGE.**
- **Damage remains on the defending character until the end of the turn.**
- **THERE ARE NO BLOCKERS IN THIS GAME.**

ATTACK SEQUENCE:

- In this exact order!
- Attack declaration
- Effect declaration
- Support cut-in
- Damage step

CHAKRA CARDS:

- Each player starts the game with 5 chakra cards.
- The chakra cards are placed face-up in the Chakra Area.
- Chakra is used as a cost to activate support effects such as ninjutsu.
- Spend chakra is flipped **face-down**.

- Chakra **DOES NOT** automatically flip face-up at the start of your turn (Refresh Phase)
- There is no passive chakra recovery.
- **TO RECOVER CHAKRA:** Rest your leader. You can do this at any point in the game if your leader isn't already in rest mode.
- **Leaders in rest mode can't attack.**

SUPPORT CHARACTERS AND CARDS:

- Support characters have 3 different uses: Normal summon, set face down (Ambush), or activate ninjutsu directly from your hand.
- **IMPORTANT:** Activating ninjutsu from your hand can only be done during **your turn**.
- **IMPORTANT:** Characters in Ambush can activate ninjutsu even during your opponent's turn.
- **To activate ninjutsu, you must pay the chakra cost.**

SUPPORT TIMING EXPLAINED:

Support Effects that can be played on YOUR TURN can be played from Hand or Support Area, must meet Timing requirement still

Support Effects that can be played on the OPPONENT'S TURN must be played from Support Area during their turn INCLUDING QUICK

[Quick] can be played at any valid Support Cut-in response window (Must be played from Support area during opponent's turn)

MULTIPLE SUPPORTS CHAIN:

When multiple effects occur, resolve the Supports in order, **starting from the last one activated.**

EX-CHARACTER CARDS:

- Special cards that can't be played via normal summon. They need to meet the specified requirements.

BOARD LAYOUT:

- Character area: Up to 5 cards
- Support area: Up to 5 cards
- Deck area: Up to 50 cards
- Trash area: Up to 50 cards

KEYWORDS

- **Rush:** This card can attack on the turn that it is summoned.
- **Quick:** You can activate this card from your hand at ANY TIME!
- **Support activated:** Use when your opponent activates a support card.

DEMO DECKLISTS:

<https://exburst.dev/naruto/deck/13>

<https://exburst.dev/naruto/deck/14>

You can also print proxies directly from ExBurst

If these rules were helpful to you and you want to play some games via webcam, or just hang out with the community, please consider joining the Naruto Card Game Fan Community - Official Discord: <https://discord.gg/AduXDnEgnW>

Thank you! – The Lookout team