

MYTHOSTCG

14+

NARUTO

SHINOBI SHIREN



Rulebook

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Welcome to NARUTO MYTHOS TRADING CARD GAME

In Naruto Mythos Trading Card Game, you and your opponent will compete as the Kage of your respective hidden ninja village to see who leads the strongest faction. Delegate which of your ninja soldiers you will send out to complete Missions, focusing on a strategy that will earn you the points to win the game before your opponent does.

Gameplay Overview

Every game of Naruto Mythos TCG takes place over exactly four Rounds.

At the end of the 4th Round, the player with the most Mission Points wins the game. Making strategic decisions on which ninjas to send out on each mission is the key to victory, and every Round the number of available Missions increases giving both you and your opponent ample opportunities to turn the tides of battle in your own favor.

Components Overview

CHARACTER CARDS

Character cards are played to assign ninjas to the Mission cards currently in play.

CHARACTER NAME - The name of the Character. You can have only one Character card with the same name per mission.

CHARACTER DESCRIPTION - A descriptor that differentiates the card from other cards with the same character name.

CHAKRA COST  - The amount of Chakra points  required to play this card.

POWER  - The number that is applied to win a Mission card.

EFFECT - Cards with effects will also have icons indicating their activation timing:

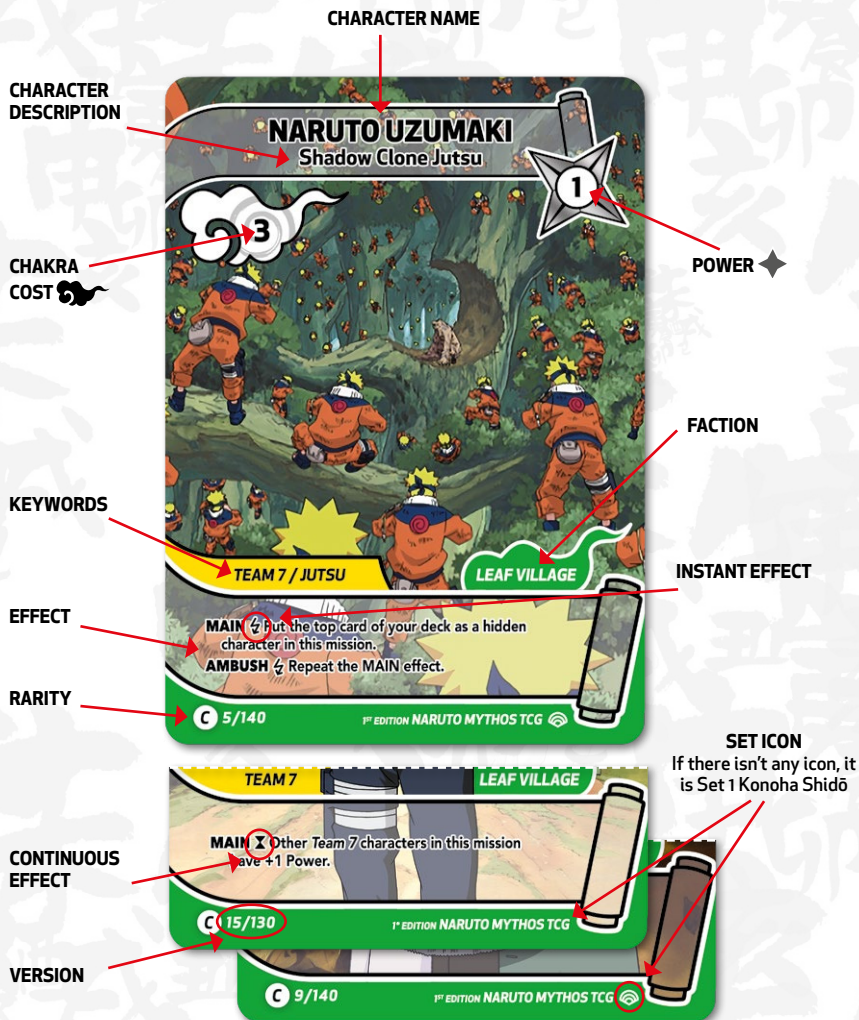
 **Instant:** Activates when the character is played face-up.

 **Continuous:** Remains active as long as the character is face-up on the field.

RARITY - Represents the chance of finding the card in a booster pack.

KEYWORDS - Keywords can be relevant in interactions with other cards and effects.

FACTION - The character's faction, which may interact with other effects.



MISSION CARDS

All Mission cards give a reward of a base number of **Mission points** ❶, as well as additional points based on their **rank** in play.

The rank of a Mission card is determined by which Round it is put into play. For example, the mission that comes into play on the 1st Round is considered the **D-rank mission** and rewards only 1 additional point, while the Mission card that comes into play at the start of the 2nd Round is a **C-rank mission** and gives 2 additional points. Likewise, a **B-rank** and **A-rank** mission will come into play in the 3rd and 4th Round and award an additional 3 points or 4 points respectively.

TITLE - The title of the Mission.

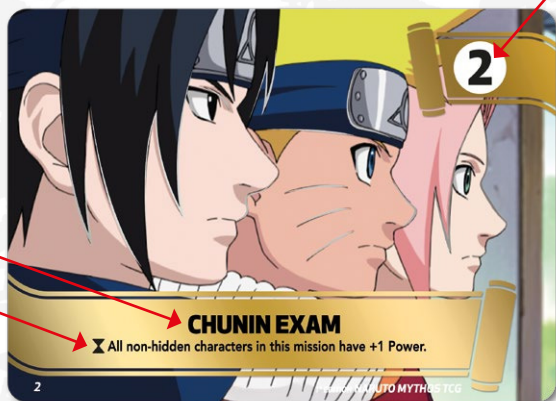
MISSION POINTS - The base points awarded to the winner of this mission.

EFFECT - Effects that activate either during scoring or while in play.



MISSION POINTS ❶

TITLE
EFFECT



TOKENS

Inside the Trading Card Game **Starter Pack**, you'll find a set of tokens used to track your **Chakra Points**  and **Mission Points**  during the game. Simply place the tokens on your play area and adjust them as your points increase or decrease throughout the match. You will also find one **Edge token** , give it to the player who has an Edge during Missions (more on that later).

If you don't have the tokens with you, feel free to use any small objects, dice or even create your own custom tokens to keep track of your points.



CHAKRA POINTS



MISSION POINTS



EDGE TOKEN

How to build your first deck

Your deck must contain at least **30 cards**.

You can have an unlimited number of Character cards with the same name, but only up to 2 copies of a specific version of a character. The version of the Character is indicated by the name of the expansion and the numerical code on the bottom of the card. Art Variants of the same coded character don't count as a different one.



Example: You can include any number of *Naruto Uzumaki* cards in your deck, but only up to 2 copies of *Naruto Uzumaki - Genin of the Leaf Village (Set 1 - 9/130)* in your deck.



30 CHARACTER CARDS
(max. 2 copies of the same Character version)

Other than your personal deck, each player also chooses 3 different **Mission cards** to potentially be used in the game.

These Mission cards are NOT mixed in with your personal deck and are instead put together with the other Mission cards chosen by your opponent during game setup.



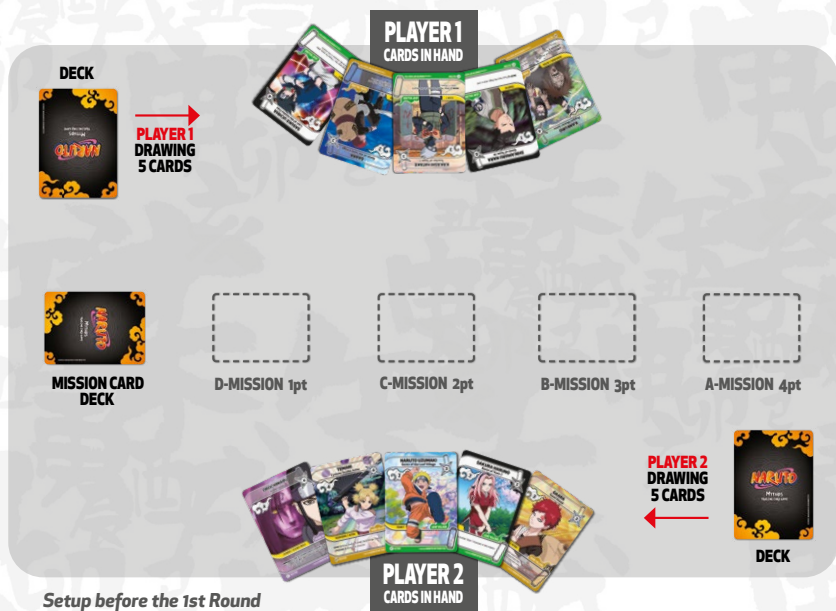
3 MISSION CARDS

Setup

Randomly determine the first player. That player gains the **Edge token** .

Both players shuffle the **3 Mission** cards they chose for this game face-down and randomly select 2 of them. The 2 cards from each player are put together to form the **mission deck**, alternated so that the top and 3rd card are from the player with the edge. Each player will be left with **1 Mission** card that will not be used in this game and should put it aside, making sure to keep it face-down at all times.

Both players shuffle their personal deck and draw **5 cards** into their hand. Then, each player may choose to return all of the cards in their hand to their deck, reshuffle, and redraw 5 cards from their deck. Each player can only do this once.



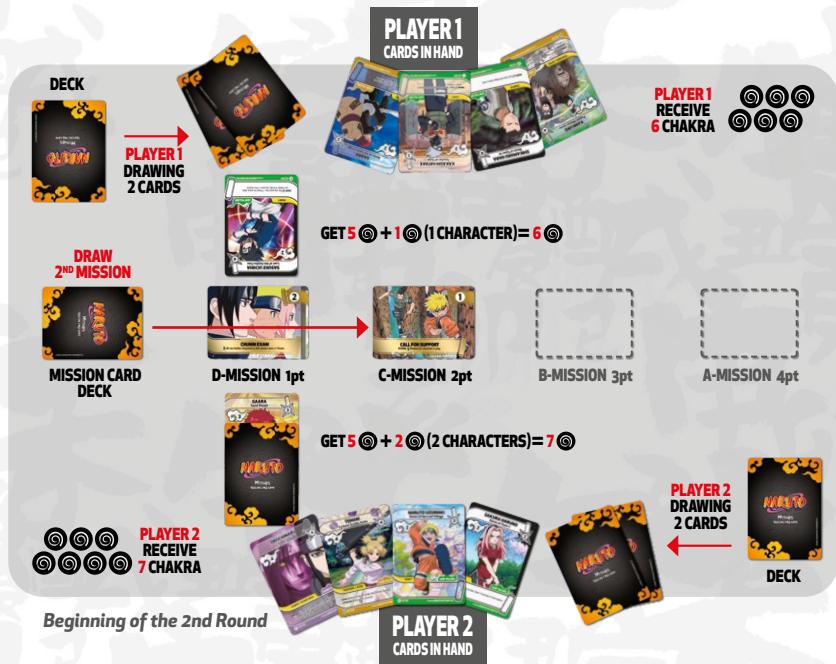
Round phases

START PHASE > ACTION PHASE > MISSION PHASE > END PHASE > NEW ROUND START PHASE

Detailed explanations of each phase within a single Round can be found below.

Start phase

First, a **Mission card** is drawn from the top of the **Mission deck** and placed face-up between the players, added to those already in play if present. Then each player gains a base **5 Chakra** (5 circles), **plus 1 additional Chakra for each character they have in play**, including hidden Characters. Finally, each player draws 2 cards from their deck into their hand and proceed to the Action phase.



Action phase

The player with the **Edge token**  takes the first turn of this phase.

Players take turns playing 1 card onto a mission on the field. Cards can be played **straight** from the hand face-up, or **hidden** by being placed face-down.

A player may also choose to reveal a hidden card that was previously placed face-down on a previous turn (see How to play cards). A player who either cannot or does not want to play any more cards can instead choose to pass. The first player to pass on any given Round gains (or keeps) the Edge token. Once a player passes, the other player may play successive turns one after the other until they also choose to pass. Remember that the player with the Edge token gains the benefits of being the first player on the next Round as well as the winner of any ties. Once both players have passed, move on to the Mission evaluation phase.

Mission evaluation phase

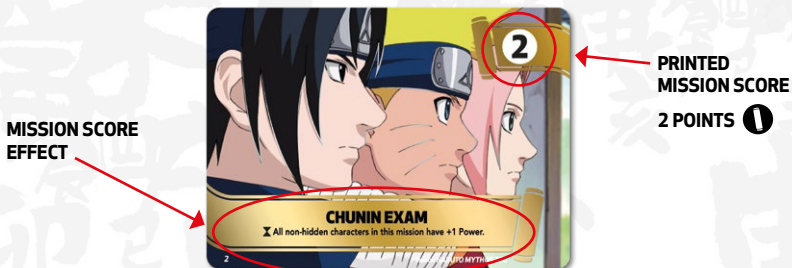
Compare the total **Power** of the Characters for each player on each mission, starting with the **D-rank** mission. The player with the most Power **wins** that mission and if there is a tie, the player with the **Edge token**  wins.

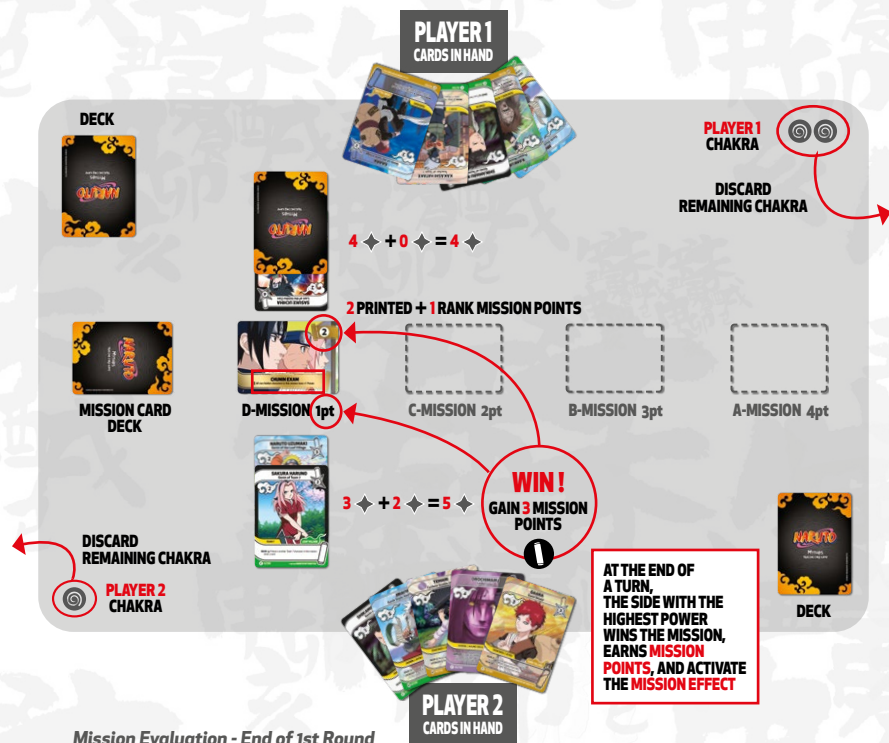
Once the winner of that mission has been determined, that player activates any **SCORE effects** that are present on the Mission card or their Character cards assigned to that mission.

You need to have at least **1 Power** to win and score a mission.

Proceed to do the same with any other Mission cards on the battlefield, in order of rank.

You should be scoring a number of Missions equal to the number of the current Round.





End phase

The current Round comes to an end. If this is the end of the **4th Round**, proceed to compare final scores. Otherwise, both players discard any leftover **Chakra points** ☯ and **Power tokens** ♦ currently placed on Characters, then a new Round begins with a new Start phase.

How to play Character cards

When it's your turn, you must play a card or pass your turn, no longer participating in the Action phase for the rest of the Round.

You have multiple options for playing cards. You can:

- Play a card from your hand **face-up** to a mission, paying its **Chakra cost** , applying its effects.
- Play a card from your hand **face-down** to a mission, paying **1 Chakra** . This character is now **hidden**. Don't activate its effects.
- Reveal and play a **hidden character**, turning it face-up, paying its printed **Chakra cost**  and applying its **effects**, including Ambush effects. Revealing a hidden character is considered to be the same as playing a character, in respect to interactions with any other card effects.

Remember that **you can only have 1 Character card** with the same **character name** assigned to any given mission on your side of the field.

To pay the **Chakra cost** , return Chakra tokens of an equal **Chakra point**  value to the shared resource pool. You may check the cost of your own hidden Characters in private to make sure you have enough Chakra points to reveal them.

After you play a character **face-up**, activate any **MAIN effects** on it.

After playing a card, your turn ends and it is now your opponent's turn, assuming they have not already passed this Round. If your opponent has already passed, you may continue to take another turn until you also decide to pass.



Playing a face-up card

Hidden Characters

Instead of playing a card face up, you can play it **face down**, and this means the card is hidden. To play a card as a hidden character, you pay only **1 Chakra** (no matter what the printed cost of the card is). They have **0 Power** and **0 cost** when targeted as a character by other effects.

You can also reveal a hidden card on your turn by paying its full printed **Chakra cost**. This is treated as playing a card, so any effects that let you play a character include hidden Characters as well.

When you play a character from hidden, you apply both **MAIN effects** and **AMBUSH effects**. Remember that **AMBUSH** effects are NOT activated if a Character card is initially placed face-up from hand instead of first being played as a hidden character.

Remember that you can always play and reveal hidden Characters, even if they don't have any **AMBUSH** effects.



**AMBUSH EFFECT
CAN BE ACTIVATED
ONLY REVEALING
A HIDDEN CARD**



TO PLAY A FACE-DOWN CARD
CHAKRA COST IS 1



DECK



PLAYER 2
CHAKRA



PLAYER 2
CARDS IN HAND

Playing a face down hidden card



PAY THE CHARACTER'S
CHAKRA COST (4) TO REVEAL IT,
AND APPLY THE EFFECT



DECK



PLAYER 2
CHAKRA



PLAYER 2
CARDS IN HAND

Revealing a Hidden Character

Characters Upgrades

As mentioned before, you can't assign Character cards sharing the same name to the same mission side. However, you can **upgrade** a character by playing a Character card with the same name but with a **higher Chakra cost** (not with the same or lower cost).

When doing so, you only need to pay the difference in **Chakra cost** rather than the full cost of the new Character card.

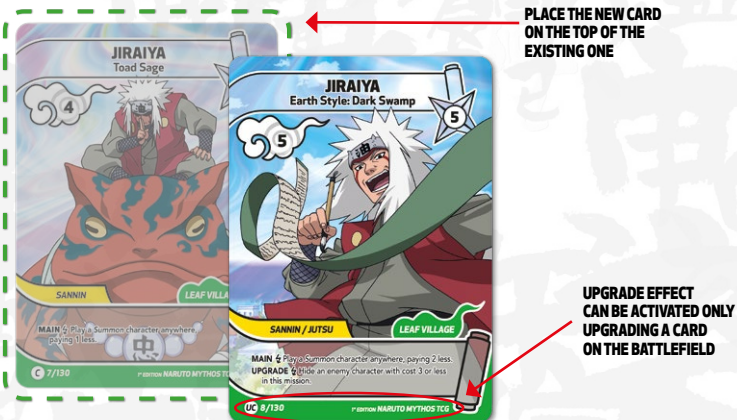
For example, playing a 5 cost card over a 4 cost card of the same name would only require 1 Chakra point.

*When upgrading a card, fully cover the lower cost card and all text on the old lower cost card is no longer referenced during gameplay. Apply the **MAIN effects** and **UPGRADE effects** of the new higher cost card.*

An Upgraded Character is considered a single Character. Therefore, it generates only 1 Chakra, regardless of the number of cards in its stack. For the purpose of effects, only the top card of the stack is considered. All other cards are treated as if they are "glued" to it. **For example**, if the top card becomes Hidden, the entire stack is turned face down. If an effect targets the top card of an Upgrade Stack and causes it to leave play (for example, by being defeated, returned to its owner's hand, or returned to the deck), all cards beneath it are discarded first, in the same order as they are in order from top to bottom.

Upgraded Characters retain the **status** of the previous card.

*For example, when upgrading a Character card that has **Power tokens** on them, they transfer over to the newly played Character card.*



Note: You can upgrade even when there is no UPGRADE effect.



Edge token

The first player to pass during the Action phase gains, or keeps, the **Edge token** 

The player with the Edge token wins all **ties** during the **Mission evaluation** phase and he is the starting player for the next Round.

Power Tokens

Power tokens ♦ are used to keep track of modified Power values on Character cards. When you need to add **Power tokens** ♦ to a card, add **Chakra tokens** © from the reserve or any other tokens: as long as they are on a card, they are considered **Power tokens**. Any Power token on a character adds +1 Power to that character. At the end of each Round, remove any Power tokens on every character on board. The main way to add Power tokens on a character is the **POWERUP effect**.

Hidden cards count as characters so they can receive Power tokens and therefore their Power changes. Power tokens stay on the character even when it changes condition from hidden to face up and vice versa.

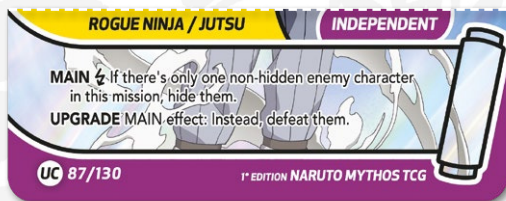
Effects

Card **effects** are applied according to the **timing** indicated, as well as in order from top to bottom.

All Instant Effects (⚡) are considered optional unless stated otherwise within the text. All Continuous (⌘) Effects are always active.

If playing a Character card triggers an effect on a different card already in play, apply those triggered effects first before applying the effects of the new played Character card. If there are multiple triggered effects at the same time, the active player who played in this turn chooses in which order they apply.

Be careful: some Upgrade effects modify parts of other effects, for example:



Remember you can integrate the change when applying the MAIN effect.

ATTACHMENT CARDS

KEYWORDS

CONDITION

EFFECT

RARITY



POWER ◆

CHAKRA COST

TITLE

FACTION

SET
SHINOBI SHIREN

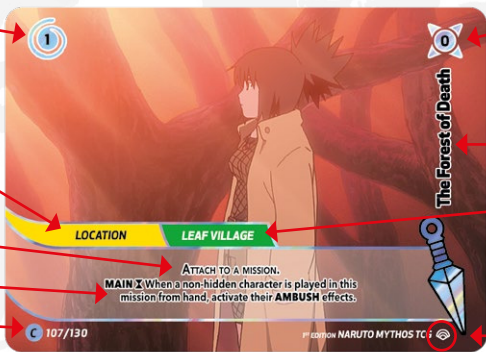
CHAKRA COST

KEYWORDS

CONDITION

EFFECT

RARITY



POWER ◆

TITLE

FACTION

SET
SHINOBI SHIREN

Attachments are a new card type that enhance Characters (Example 1,2) or Missions (Example 3) in play and modify how those Missions function.

To play an Attachment, you must have a valid host — each Attachment card specifies which type of cards in play it can be attached to. (* condition on pag. 18)

When you play an Attachment, slide the card under the right side of the host card, leaving the Attachment's Power and effects visible.

Each card (Character and Mission) can host **one Attachment per player**, for a maximum of **two Attachments per card** (Example 3). When you play an Attachment on a card that already has one of your Attachments, you must discard the existing Attachment.

Example 1



**ATTACH TO
A FRIENDLY CHARACTER**

Example 2



**ENEMY ATTACHMENT
ATTACHED TO MY CHARACTER**

Example 3



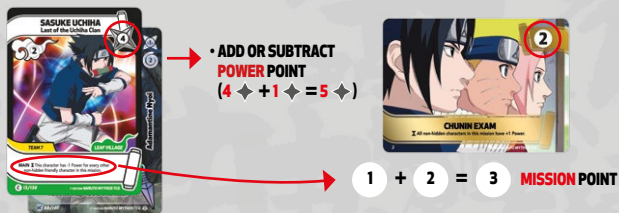
ATTACHED TO A MISSION

- **Attachments are not Characters.** Effects that target Characters do not affect Attachments, and vice versa.
- Additionally, face-up Attachments **do not generate Chakra** at the start of the Round.
- Attachments may be placed **face-down** as hidden Characters, following normal rules. When played while hidden, all Attachment rules apply normally (pag.13) — if no valid host is available in that Mission at that moment, the Attachment cannot be played.
- If a host's status changes so that the Attachment's condition is no longer met, immediately discard the Attachment.

Effect and Condition

Some Attachments modify a **Character's Power**: add or subtract their value to the Character's total Power when checking for card effects and scoring Missions (Example 4).

Example 4



Some mission Attachments have a **Power value**. You add that value to your total to score the Mission (Example 5).

Example 5



If an Attachment says "Attach to a friendly non-hidden character" (Example 6), if the character attached to becomes hidden, the Attachment is discarded.

Example 6



When a Character with an Attachment leaves play, the Attachment is discarded.

Winning the game

At the end of the 4th Round, the player with the most Mission points wins! In case of a tie, the player in control of the Edge token at the end of the game is the winner.

MISSION	PLAYER 1				PLAYER 2			
	D	C	B	A	D	C	B	A
1st Round	1+3	-	-	-	0	-	-	-
2nd Round	1+3	0	-	-	0	2+2	-	-
3rd Round	0	0	3+2	-	1+3	2+2	0	-
4th Round	1+3	0	3+2	0	0	2+2	0	4+3
Partial Tot.	12	0	10	0	4	12	0	7
TOTAL	22				23 WIN!			

Example of round-by-round counting

Play etiquette

- You can always look at your own hidden Characters
- You should always be clear about the order of the played Characters, especially hidden cards: please do not move them around during play, and help the opponent if they ask about playing order.

Simplified game plan

0. BEFORE THE START OF THE MATCH

- 0.1 Activate all start of the **match effects**.
- 0.2 Both players **shuffle their deck**.
- 0.3 Both players **draw 5 cards**.
- 0.4 The edge player chooses to do or not a **mulligan** (shuffle back your hand in the deck and draw 5 new cards).
- 0.5 the other players has the same choice on **mulligan**.

1. START PHASE

- 1.1 Reveal and **put in play the next mission**
- 1.2 Both players **gain 5 chakra** +1 per character they have in play
- 1.3 Both players **draw 2 cards**
- 1.4 Activate all start of the **round effects**

2. ACTION PHASE

- 2.1 The edge player **plays a card** (character or attachment) or **passes**.
 - 2.2 The other player **plays a card** (character or attachment) or **passes**. Repeat until both players have passed.
- The first player says "**pass**" and takes the **edge** for the next turn.

3. MISSION EVALUATION PHASE

- 3.1 Check **total power** and **score mission D** (edge win ties)
- Repeat for every other mission in play, in order [C, B, A]

4. END PHASE

- 4.1 **Activate** all end of the **round effects**
- 4.2 Discard all **chakra** and **power tokens**.
- 4.3 Start a new round

Glossary

Discard pile: The zone of the play area where your own discarded cards are placed. Do not rearrange the order of the cards during play unless any effect says so.

MAIN: This effect triggers every time you play the character

UPGRADE: This effect triggers only when you play the character as an upgrade.

AMBUSH: This effect triggers only when you play (i.e. reveal) this character from hidden state.

SCORE: This effect triggers only when you win the mission.

FIRST STRIKE: This effect triggers only if this character is the first character you play this round.

CHAKRA +X: This character provides X additional Chakra points in the Start phase (in addition to the normal Chakra production)

POWERUP X: Put X Power tokens on a character. If not specified, the target is the same character that triggered the effect.

PRINTED POWER: The Power printed on the card, ignoring Power tokens, attachments and other effects.

Hidden: Any Character card that is face down.

Non-hidden: Any Character card that is face up.

Defeat: The character is placed in the discard pile of the owner.

Hide: The character is turned face down.

Move: Place the character in another mission, following what the effect states.

Take control: The card is temporarily in your control. If any effect would remove it from play, it goes back in control of the original owner. You can keep track of ownership using any preferred method. If the source of the control gets hidden, leaves play or changes sides, return the target of the control to its owner (same mission, other side).

Enemy: A card on the opponent's side of the game. All opponent's Characters are considered Enemy Characters.

Friendly: A card on your side of the game. Your Characters are considered Friendly to all your other Characters. A Character isn't a Friend of Itself.

Leave play: When a card in play goes from a mission to the discard pile, hand or deck. All other cards under it are discarded.

DUEL: This effect triggers only if the character mentioned after the keyword is present in this mission (friendly or enemy).

NARUTO



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