

NINJA BURGER

THE ROLE PLAYING GAME

**Super Double
Deluxe Happy
Value Combo
Edition**

YOU WILL EXPERIENCE
THE NINJA BURGER™ DIFFERENCE!

Ninja Burger™

THE ROLE-PLAYING GAME

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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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IRON NINJA BURGER MONKEY

*AN HONORABLE EXPANSION TO
NINJA BURGER THE RPG!*

Original Ninja Burger™ Concept

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The old lady who burned herself with coffee, now the world's safe because every coffee cup warns us "Caution, contents hot!"; Stan Lee, because no one else thanked him, even though they're selling a zillion little plastic dolls based on his comics; Dennis from Wizard's Attic, because he rocks; Chessex for bringing us all together; Alliance for putting Chessex out of business; and Sam "Cookie" Muicio for helping out!

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TEENAGE MUTANT NINJA BURGER!

ANOTHER HONORABLE EXPANSION
TO NINJA BURGER THE RPG!

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hooked on plastic dicey crack), Styrofoam
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Stores (for providing hours of entertainment
for just 1 dollar!), eBay (for proving that
my trash is no man's treasure), and light
(for without light there would be no
shadows and without shadows what
would Ninja do with themselves?)

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Bad Ninja Joke

Why does the HNBC consistently outperform
other companies on the NYSE?
(See foot note to cell phone for more info and
visit the 9LG website for the answer!)

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SDDHVC editor says: I couldn't be bothered sorting out the page numbers to go with illustration credits. I never saw the answer to the joke on the Ninja Burger website. NYSE stands for Ninja Yen Stock Exchange and HNBC stands for Honourable Ninja Burger Corporation. Since the jokes in this game weren't very funny I don't think you're missing out and could make up your own like, "Because they always make a killing on the market."



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booth bunny-ness, and Ken for his
unique lemon-flavoured contributions
to the cause, Third World Games,
everyone who played Ninja Burger
Live Action, your mom, and caffeine
- little, brown, addictive.

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To: Newly Appointed Ninja Burger™ Franchisee-san

From: Enlightened Ninja Burger™ Management

Welcome, honourable 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 honourable 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.)

T&E NINJA BURGER™ EMPLOYEE DIFFERENCE

Employees who remain loyal to Ninja Burger™ are treated with honour 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!

WELCOME TO NINJA BURGER™

YOU WILL EXPERIENCE THE NINJA BURGER™ DIFFERENCE!

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 delivery person. 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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INTRODUCTION

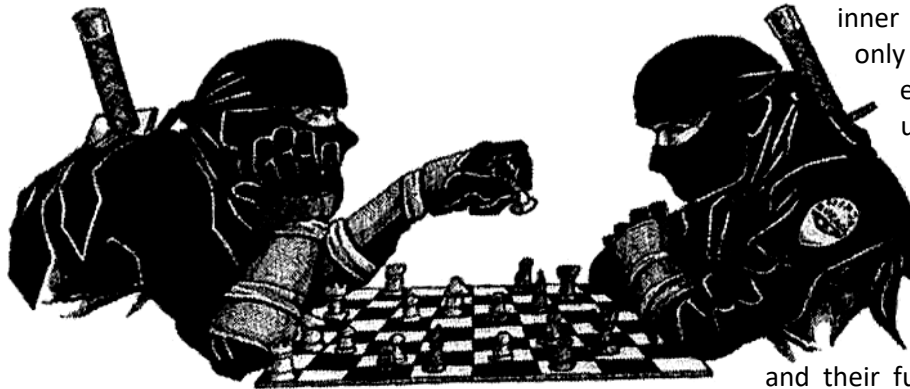
Who wouldn't want to be a Ninja - master of the martial arts, capable of becoming one with the night, fearless, possessing great martial and spiritual powers to amaze and terrify your enemies? All that, plus a kickin', black costume and a bad-ass sword!

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.

INTRODUCTION

Due to the overwhelming success¹ of Ninja Burger: the RPG!, the enlightened Ninja Masters, in their benevolence, have decided to release supplemental information regarding the Ninja Burger™ corporation's



inner workings. And, in what we can only describe is their wisest move ever, they have once again given us the honour of presenting this information to the public - this time in the guise of expansion material for a role-playing game. The Ninja Masters have provided us with detailed information on the various clans and their functions within the greater Ninja

Burger™ Corporation as well as a copy of their employee incentives program. This program details the rewards offered to Ninja in return for successfully completing deliveries.

INTRODUCTION

The glorious Ninja Masters in their boundless wisdom have seen fit to allow us lowly Gaijin game designers to publish yet another supplement in the fantastically popular Ninja Burger: The Role-Playing Game line. Apparently, the last supplement met with their approval because, compared with the main book, the unexplained deaths here at 9th Level really dropped off after it was released.

In Teenage Mutant Ninja Burger the magnificent Ninja Masters wanted to focus on the challenges that the Ninja Burger™ Corporation faces in today's modern world. Long gone are the days when a Ninja could simply slip into the secret laboratory of an evil genius, incapacitate a few of his guards, and make an effortless delivery to henchmen with a hankering for soy! Now Ninja must be prepared to face an army of heavily armed mercenaries and evade state-of-the-art security systems. If all this weren't enough to ruin a Ninja's day, the Warlord Lo Cal has once again reared his ugly head.² In his ceaseless struggle to enforce worldwide

¹ Dealing with Ninja has given us quite a unique view of success. What once we measured in book sales now we measure in body count. When presented with the finished copy of Ninja Burger: the RPG! the honourable Ninja Masters saw fit only to kill half the design team, and I for one thought we were all goners.

² Designer's Note to Warlord Lo Cal: I, for one, think that the Warlord is quite a handsome fellow, and that his horribly disfiguring scar only adds character. I tried to change the wording of this phrase but the Ninja Masters would have none of it.

vegetarianism he has hatched a new plot to dominate the fast food delivery market with pizza and an army of mutant animals!

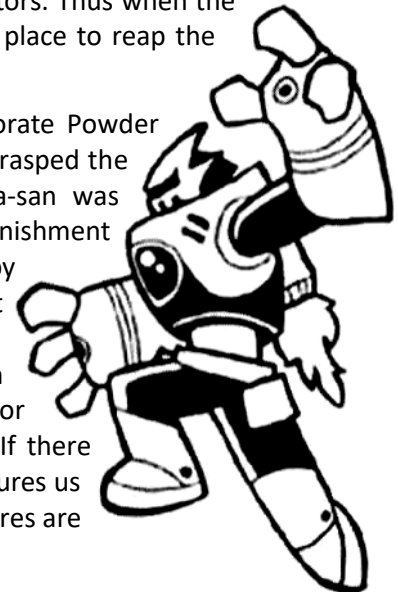
INTRODUCTION

By now, everyone should know that Ninja are not only speedy and efficient delivery persons, but also protectors of the Time-Space™ Continuum and slayers of demons.³ In previous works by 9th Level Games the Ninja Masters, in their boundless wisdom, saw fit to provide the world with insight into the corporate culture of one of their most ingenious enterprises - Ninja Burger™. The munificent Ninja Masters have demonstrated their boundless generosity by providing lowly Gaijin game designers with up-to- date information on their latest endeavour to dominate the fast food delivery market.

While Ninja Burger™ is the unquestioned leader in speedy and silent fast food delivery, fierce competition in the contemporary market severely restricts future profitability. Since silly Gaijin governments have pesky laws that discourage the wholesale slaughter of your competition, the Ninja Burger™ Advance Sales Force needed to find a new market to enter. After days of fasting and meditation on the subject, Nafta-san (an aide to the Assistant Director of New Markets) received a vision.

Nafta-san proposed that Ninja Burger™ expand its influence into second and third-world countries with burgeoning economies - markets which are wholly ignored by their competitors. Thus when the countries reach a higher economic status, Ninja Burger™ will already be in place to reap the rewards.

Eventually, a watered-down version of his vision (in the form of an elaborate Powder Point presentation) made it to the wise Ninja Managers, who immediately grasped the true potential of his proposal. In way of reward for his efforts, Nafta-san was promoted to Aide to the Executive Assistant Director for New Markets. As punishment for his short-sightedness, his eyes were removed with two extra-crispy Freedom Fries of our Ancestors.⁴ What Nafta-san failed to realize is that waiting for third-world economies to develop could take decades and Ninja Burger™ wanted increased profit margins today! But, Nafta-san's suggestion did inspire one of the most ambitious sales campaigns of all time. Why wait for these countries to develop when Ninja are the Masters of Time-Space™? If there truly are an unlimited number of possible futures (and Ninja Burger R&D assures us there are), then wouldn't it also hold that all the hungry people in those futures are (or will) provide an unlimited customer base for Ninja Burger™ to serve?



Before a black memo could be encrypted and sent to the crack Ninja research team, a dark flash dimmed the room and a Ninja appeared shaking his head. After the flurry of shuriken and mystic water-balls decimated the conference room, the intruder explained that while there are an infinite number of futures most are already being serviced by Ninja Burger™ (by the Ninja Burger™ of the future). But the Ninja Managers of Tomorrow™ are wise and recognize the need to expand the earnings of the present Ninja Burger™ franchises, so they have purposefully avoided two of the possible futures. These have been set aside for the expansion of present-day operations.

After proving himself in the accepted Ninja Burger™ fashion (Trial by Cooking) and providing technical consulting to the Keepers of the Time-Space™, the future Ninja returned to his own time and the Ninja Managers began to plan their conquest of the two futures allocated to them: "The High Tech Future of Giant Robot Combat" and "The Annoyingly Contrived Future of Super Powered Children."

³ If you don't know this, you've got some reading to do... we suggest you start with Ninja Burger: the RPG! and Iron Ninja Burger Monkey!

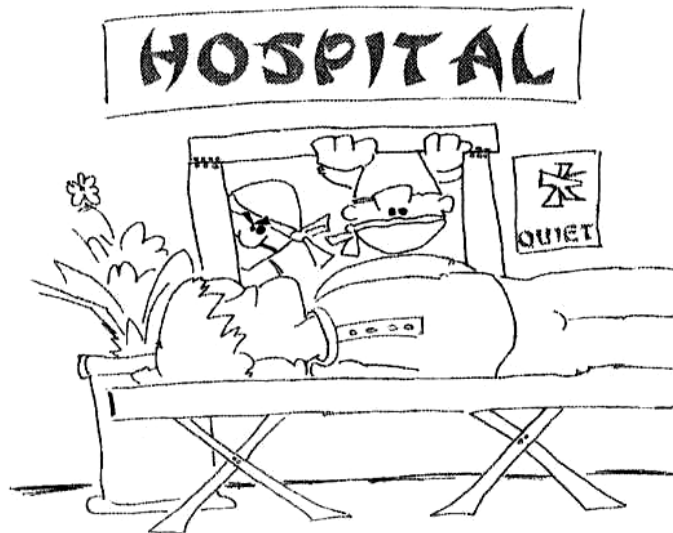
⁴ All socially responsible Ninja wear a black ribbon in support of our troops.

HOW TO BEER SAKE 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 centre 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 honour 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 honour, and decide to cheat, Ninja Burger™ management reserves the right to fire you (without benefits or notice) and lop off your stinking, honourless 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	CD
0-4	1
5-9	2
10-14	3
15-19	4
20-24	5
25-29	6

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.)

EXTRANEIOUS	MOVE
0	1
1-4	2
5-8	3
9-12	4
10-16	5
17-20	6
20-24	7

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.

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 EXTRANEOUS), 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. Fie rolls a 12 and causes quite a commotion, as he loudly shatters the window. Ramen wants to try the same manoeuvre on the opposite side of the building. As a master of CHOFIO, 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 Ninjas words 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. You 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.

SHINOBIIRI - 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, safecracking, eavesdropping, and other sleights-of-hand that a Ninja or the honourable 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

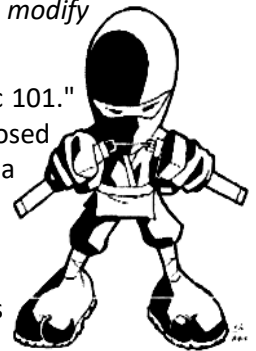
is determined by the Ninja Manager but should take two things into account: the person's general familiarity with the person trying to be mimicked, and the appropriateness of the situation. (You might think it's clever to disguise yourself as a copy machine repairman, but anyone who works in an office 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 honourable 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 by which the Ninja wants to modify his Ninja Pockets roll. 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.)



ZEN AND THE ART OF NINJA ARCHERY⁵

The KAYAKU-JUTSU skill is commonly used by Ninja to govern their interactions with guns and explosives. However, it has come to our attention that this training is actually far broader than that simple description might lead one to believe. This skill actually covers the use of all projectile type weapons, from guns and rifles to bows, crossbows, and slings. While Ninja generally shun the louder varieties because of the noise they generate, they often make deadly use of some of the quieter weapons.

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.

⁵ After a recent Quality Assurance audit of the first three books in the Ninja Burger: the Role Playing Game series, the Ninja Managers posed a question to the lowly gaijin game designers at 9th Level Games. "Why have you not yet mentioned that all Ninja are trained from age four in the use of the bow and arrow?" Sadly, an impertinent assistant game designer (who hasn't shown up for work since) quickly retorted, "Weil, you never mentioned anything about that before!" The rest of the design team quickly assured the Ninja Masters that the error was indeed on our part and that we would work effortlessly to rectify the situation. This being the case it is easy to see that the Bow and Arrow is not a new weapon, just one mistakenly left out of earlier works.

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 dishonourable act and should be treated accordingly!

ANCESTRAL CLAN!

In ancient Japan, Ninja clans gave each other names based upon their locations, philosophies, behaviours 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!

Roll	Ancestral Clan
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.

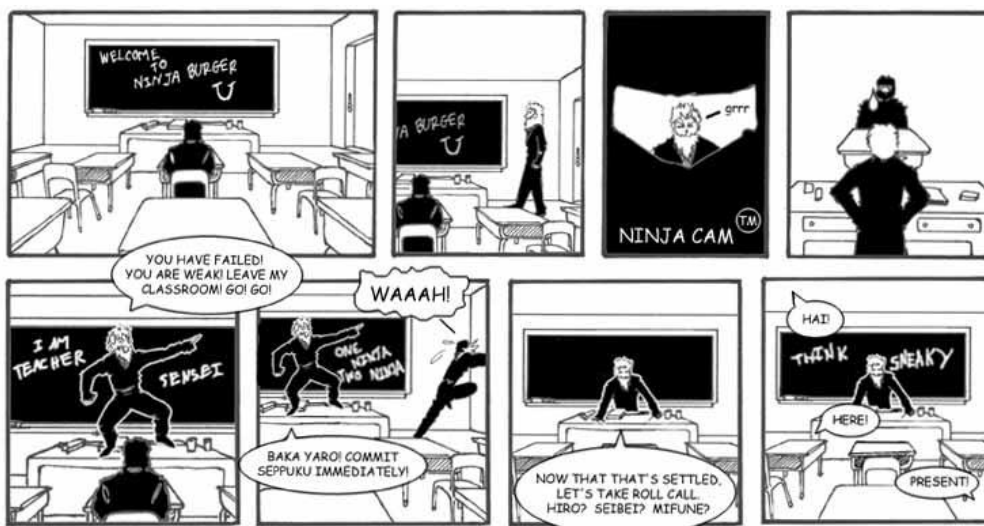
Clan of the Hidden Ranch - All members of the Clan of the Hidden Ranch are masters of the INTONJITSU skill in addition to any other skills you may have mastered, due to all of the sneakiness required in keeping the ranch hidden. Once per game, a member of the Clan of the Hidden Ranch can automatically 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 BURGER™ AND THE CORPORATE WORLD

All Ninja start at the bottom of the business ladder. Many secretly yearn to improve their station in life by means of a promotion from the delivery department to a management team. Even though Ninja Burger™ is an Equal Opportunity Employer and Ninja are free to apply for any position they feel they are qualified for,⁶ the clans each have a reputation for excellence in a particular aspect of corporate operations.

Ancient Clan	Area of Expertise
Clan of the Hidden Ranch	Corporate
Clan of 1,000 Islands	Human Resources
Clan of the Blue Trees	Marketing
Keepers of the Secret Sauce	Accounting
House Gaijin	Secretary Pool or Mailroom
Lo Cal	Internal Security Consultants

The gaining of these reputations is tied to the various clans' training, educational and developmental philosophies. A Ninja's clan training oftentimes influences a Ninja's actions in the field. The following is a list of the various Ninja Clans, which department(s) they excel in, and their Traditional Clan Goals. A Ninja must announce if he will attempt to complete a

Traditional Clan Goal before he is deployed for delivery. He should be careful not to announce which specific goal he is working towards as that would reveal his clan and that information is SECRET!

TRADITIONAL CLAN GOALS

CLAN OF THE HIDDEN RANCH - CORPORATE

While making a delivery if a Clan of the Hidden Ranch Ninja observes another Ninja successfully completing one of their Traditional Clan Goals they may, upon successfully returning from their delivery, claim that the other Ninja's success was achieved by their helpful supervision. If they complete this task they regain 1 point of honour at the end of the mission. Ninja of this clan may only attempt their goal if another Ninja has announced that they will attempt to complete a Traditional Clan Goal.

CLAN OF 1,000 ISLANDS - HUMAN RESOURCES

Even Ninja know that although Human Resources is useless, there is no way to eliminate it; the modern world runs on paperwork. Once per delivery a Clan of 1,000 Islands Ninja can reduce the loss of honour by 1 point by filling out the appropriate paper work, which only they can find. Filling out the paperwork properly requires 1 full turn to complete; the Ninja may take no other actions.

CLAN OF THE BLUE TREES - MARKETING

If people don't know who you are they can't order from you. During the course of a delivery if a Clan of the Blue Trees Ninja successfully delivers two leaflets to non- customers they regain 1 point of honour at the end of the mission.

KEEPERS OF THE SECRET SAUCE - ACCOUNTING

To the Keepers of the Secret Sauce's accountants, the most cost effective way to increase profits is to eliminate your competition. If a Ninja from the Keepers of the Secret Sauce Clan kills an employee from a competing fast food chain during a delivery they regain 1 point of honour at the end of the mission.

HOUSE GAIJIN - SECRETARY POOL & MAILROOM

As they are viewed with some disdain by Ninja born and bred in Japan, the House Gaijin Ninja are relegated the most menial jobs. At the beginning of each mission they are given an envelope that they must deliver to a non-customer, chosen by the Ninja Manager, while making their standard delivery. If they succeed in this task they regain 1 point of honour at the end of the mission.

LO CAL - INTERNAL SECURITY CONSULTANTS

⁶ Ninja are a very proud. If a Ninja should ever fail to attain a position they apply for, it is permitted and expected that they commit Seppuku to atone for their failure. As this greatly reduces the applicant pool the Human Resources department eagerly supports it.

As consultants, the Lo-Cal Ninja are experts in prolonging the problem. If a Lo-Cal Ninja observes another Ninja fail while trying to complete their Clan Goal during a mission they gain 1 point of honour at the end of the mission.



NINJA BURGER™ EMPLOYEE PERKS

The honour of working for Ninja Burger™ is a reward in itself. However, after reading numerous books about good business practices, the Ninja Masters decided to institute an incentive program to entice their employees to rise to even greater levels of perfection. Ninja accumulate these perks by successfully completing deliveries. The Ninja Burger™ Perks Chart shows which incentives a Ninja gains, based on the number of deliveries she has successfully completed.

NINJA BURGER™ PERKS

Deliveries	Perk	Deliveries	Perk	Deliveries	Perk
1	Personal Day	7	Training	17	Training
2	Employee discount	9	Vacation	19	Promotion
3	Benefits	11	Personal Day		
5	Personal day	13	Gold Watch		

Personal Day - Ninja may use personal days to do whatever they see fit, but most prefer to spend them in quiet contemplation or in light training to gain 1d6-I KI or HITS. This temporary bonus can raise the Ninja over their normal allotment of KI or HITS but cannot be regained through meditation or healing. A Ninja may save personal days but can never spend more than 1 in between missions. Once a Ninja uses a personal day it is lost.

Employee Discount - Having proven your loyalty to the company, you are given a hefty discount on all Ninja Burger™ products. Employees who have access to this perk may start the game with an additional bag of tasty Ninja Burger™ food that they can pull from their Ninja Pockets without having to roll on the chart.

Benefits - Your 90-hour waiting period is over and you are now eligible for the company sponsored medical insurance program, Black Cross / Black Shield. Like any HMO, the participating doctors are not encouraged to work overly hard putting their patients back together. This being the case, at the end of any successful mission a Ninja with this coverage can attempt to have their lost HITS restored. Roll 1d6-I to determine how many HITS a Ninja regains.

Training - The Ninja is sent to night school to hone her skills and gain a new mastery. Choose a skill group in which the Ninja does not already have two masteries and roll 1d6; countdown that many skills from the top of the list, to see which new skill the Ninja gains mastery over. If the Ninja rolls a 6 they may chose any skill from the list. If a Ninja is already a master of a particular skill and they roll for the same skill again they are an unfortunate Ninja. There is no double mastery and you may not choose a new one!

Vacation - As Ninja are not interested in spending their vacation lounging on a beach and there is no excitement an amusement park can offer that their job does not surpass daily, Ninja devote their Vacations to an even more rigorous schedule of personal development than their ordinary routine. A Ninja may only take a vacation once; the extra training allows them to add three points to their Stats. These three points can be divided however the player sees fit, as long as the results are whole numbers. The HR employment tracking system does not accept fractions or decimals!

Gold Watch - For your many days and weeks of outstanding service you are awarded an official Ninja Burger™ Gold Watch. This handsome timepiece proudly bears the Ninja Burger™ corporate logo, is water resistant to 5,000 feet, accurate to .00001 of a second and has been completely blackened to mesh with the Ninja Burger™ official corporate uniform. Once per delivery, a Ninja with a Gold Watch can press the special black button to stop time. This allows the Ninja to immediately take a free turn. If used during the Ninja Manager's or another Ninja's turn the interrupted party immediately stops their turn and patiently waits for the Ninja using the watch to perform his actions. After the Ninja using the watch has completed their turn, the interrupted player completes theirs.

Promotion - All your diligent work and devotion has paid off. You are promoted out of delivery and into the ranks of the greater Ninja Burger™ Corporation. Had your name been known, it would have been proudly displayed upon the plaque with all the other Ninja who have proudly delivered their 19th meal. However, as that information is a SECRET you must take comfort in knowing that yours is the newest blank, brass tag on Ninja Burger™ Employee of the Week plaque. When promoted all Ninja are assimilated into the greater Ninja Burger™ Corporation; as such if you want to keep playing you will have to create a new Ninja.



INTRODUCTION TO TIME TRAVEL

Everybody knows how cool Ninja are, but only a select few are privy to the knowledge that Ninja are actually the Masters of the Time-Space™ continuum. As such, it is sometimes necessary for Ninja to travel back in time to prevent unauthorized temporally buoyant enemies from causing a universe shattering paradox (or to make the occasional SUPER rush delivery).

As television and films have proven on numerous occasions, time travel is rife with danger. How does the time travel work? Is it physically possible to travel through time? Can you change the past? Will it affect the present? When is now? If this was a serious work of science fiction we would attempt to explain the answers to these questions in a manner that meshed well with the science of the fictional world. However, this is just a game about delivering burgers quickly, efficiently and without being noticed, and we didn't really feel the need to waste time on the superfluous details. So, in a nutshell:

How does the time, travel work?

This information is SECRET, ask the Ninja Masters at your own peril.

Is it physically possible to travel through time?

Do you think the Ninja Masters would have approved this book if it weren't?

Can you change the past?

Yes, but only if the Ninja Managers have approved the change.

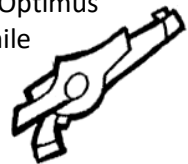
Will it affect the, present?

Yes, so be careful who you kill.

When is now?

The Ninja Masters are of the opinion that if you have time to ask thought-provoking theoretical questions you have far too much free time on your hands.

While operating in the past, it is imperative that Ninja do not arouse suspicion. Thus all Ninja are specially equipped with temporally appropriate weapons and equipment before departing on a mission into the past. Since the first few forays into the past met with disastrous results (not the least of which were the 'disappearance' of the unicorn and the 'loss' of Atlantis) all Ninja are required to adhere to a special set of rules known as the Optimus Directive while engaged in any temporal encounter. The Optimus Directive is a set of rules that should govern a Ninja Burger™ employee's actions while operating in the past. Failure to adhere to these rules will result in a very stern corporate reprimand!



THE OPTIMUS DIRECTIVE

1. The enemies of Ninja Burger™ must be stopped.
2. Avoid wan-ton killing, you never know whose honourable ancestor you may be striking down.
3. Advertise, Advertise, Advertise!

MEMO FROM THE NINJA MASTERS

As there has been some confusion over Corporate Policy #34 - The Greater Ninja Burger™ Corporation's Position on Temporal Genocide, the Ninja Masters have decided to revise the wording and content of the article and republish it. Your immediate adherence to the following, Corporate Policy #34 (Revised), is mandatory. Anyone whose actions are deemed to be in non-compliance with this policy will face immediate termination of their employment as well as the loss of benefits, pension, and great quantities of blood.

CORPORATE POLICY #34 (REVISED)

The Greater Ninja Burger™ Corporation's Position on Temporal Genocide

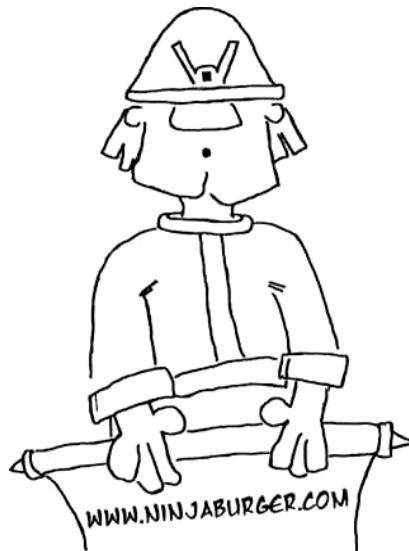
Date Policy Established: Unknown

Date Policy Last Reviewed: 2002, July 4.

Content Owner: Vice President - Temporal Concerns

Statement of Policy

Ninja Burger™ and its affiliates have deemed senseless death and destruction bad for business! You are not only killing yesterday's customer, but their entire line of consuming descendants as well. At Ninja Burger™ we may not respect our customers, but we do recognize that without them we don't get paid. Also, each time someone finds a horde of bodies all slain to the exacting standards of a Ninja⁷ it makes it more difficult to dissuade them, and the rest of their community, from believing in Ninja. Never was this truer than in the past. Think about it! In the olden days people believed in just about anything: the world is flat, witches float, and bell-bottoms are cool. When the masses find a pile of expertly slain bodies and someone whispers "Ninja" everyone's going to believe it. That is why it is of the utmost Importance that, when in the past, Ninja avoid both making their presence known and decimating the population.



⁷ A smart Ninja may believe that they can circumvent this rule by killing a horde of people sloppily: this Ninja should be immediately directed to Corporate Policy #5. (See the House Rules! Section, for more information.)

NINJA BURGER EMPLOYEE DEVELOPMENT

In order to encourage and reward their Ninja for constantly striving for personal excellence, the Ninja Burger Corporation™ hired a team of consultants to make a list of recommendations. An unnamed human resources consulting firm⁸ developed a system of rewards that encouraged the development of Ninja Burger™ employees. These goals offer Ninja a tangible reward for consistently striving for excellence. While these earthly rewards pale in comparison to the sublime joy that all Ninja receive from the endless pursuit of perfection, they have proven to be especially effective in inspiring Ninja to higher degrees of perfection, especially the chubby Ninja of House Gaijin. Then, as an added source of motivation, the gentle Ninja Managers amended a series of harsh punishments for Ninja who failed in their attempts to achieve these goals.⁹



Once a Ninja has successfully completed thirty hours of service (or three deliveries) she may speak with her Ninja Manager about enrolling in a Ninja Development Program. This program consists of a goal that is agreed upon by both parties. Once it has been selected, the goal is listed on the employees Ninja Employment Reference Form™ (NERF). Over the next three deliveries, the Ninja must fulfil this goal along with her normal duties.

If a Ninja successfully completes all the requirements of the goal (as well as successfully completing the deliveries) over the course of the next 3 missions he gains the benefit(s) listed with the goal. Before he begins his next mission, he may then solicit a new goal from the Ninja Manager and begin working toward fulfilling it. However, if he is unable to meet all of the requirements in the allotted time frame he loses 2 Points of Honour. Additionally, he must successfully complete a delivery before he can attempt a new goal.

OFFICIALLY SANCTIONED NINJA BURGER™ EMPLOYEE GOALS

1. Prove One's Martial Prowess
2. Demonstrate Exceptional Aptitude in a Specific Area
 - a. Showcase One's Physical Supremacy
 - b. Highlight One's Extreme Nimbleness
 - c. Exhibit One's Mental Superiority
 - d. Display One's Leadership Potential
3. Hold One's Honour Above All Else
4. Emphasize One's Exceptional Preparedness
5. Reclaim One's Lost Heritage

PROVE ONE'S MARTIAL SUPREMACY

To achieve this goal the Ninja must fight and kill 11 non-Gaijin enemies. A minimum of two foes must be slain using each STRENGTH skill that she does not currently have mastery in. If the Ninja is successful in this goal, she may roll for a second Skill Mastery from within the STRENGTH skill group. Ninja may have no more than two Masteries per group and there is no double mastery (If a Ninja is already a master of a particular skill and they roll for the same skill again they are an unfortunate Ninja.) Should the Ninja roll a 6 they can choose any skill from the list.

DEMONSTRATE EXCEPTIONAL APTITUDE IN A SPECIFIC AREA

Effectively demonstrating a Ninja's aptitude requires that the Ninja successfully perform a series of very difficult actions highlighting his proficiency with a certain STAT. To prove their skill, the Ninja selects a STAT and must perform nine or more difficult actions with the chosen STAT. Six of these actions must be at a minimum DIFFICULTY of 5 Dice. The remaining three must be at a minimum DIFFICULTY of 6 Dice. If the Ninja is successful he gains +1d6 to the STAT in question. Fully demonstrating her abilities requires that a Ninja use every SKILL associated with the chosen STAT at least once. Remember to update HITS, Combat Dice and MOVE! to reflect any changes to their associated STATS.

⁸ Everyone hates HR consultants, and Ninja are no exception. To avoid the complete eradication of that firm their name was left out of this book.

⁹ Note: Traditionally Ninja Burger™ has proven that punishment is the most effective motivator.

- Showcase One's Physical Supremacy - STRENGTH
- Highlight One's Extreme Nimbleness - AGILITY
- Exhibit One's Mental Superiority - KI
- Display One's Leadership Potential - EXTRANEIOUS

HOLD ONE'S HONOUR ABOVE ALL ELSE

To achieve this goal, a Ninja may not complete a delivery with fewer Points of Honour than she began the mission with. If the Ninja is successful, she regains 2 Points of Honour, 2 bio-mechanical fingers, a Headband of Eternal Harmony, and beaucoup bragging rights.

Headband of Eternal Harmony - This ancient relic provides the wearer with 2 "Virtual" Points of Honour. The headband is affixed to the Ninja's head in a secret knot-tying ceremony and cannot be removed by non-mystical means. When a Ninja wearing this Headband loses Honour, she subtracts it from the headband first, when it has no Honour left its knot comes undone and it falls from the Ninja's head in disgrace. One may only wear one headband at a time and may not store them anywhere else.

EMPHASIZE ONE'S EXCEPTIONAL PREPAREDNESS

Ninja seeking this goal must demonstrate that they are prepared for every eventuality. To do so, they must announce what they will pull from their Ninja Pockets before making the roll. If the Ninja successfully names and pulls 6 items from his pockets, he successfully achieves this goal. However, whenever a Ninja fails to pull the named item he loses 1 Point of Honour. Achieving this goal demonstrates his extreme mastery of his pockets, and whenever he rolls to pull an item from his pockets he may automatically select the SPECIAL result or any result orthogonally adjacent to the item he rolled.

RECLAIM ONE'S LOST HERITAGE

Arguably, this is the most difficult of all goals to achieve. The Ninja must prove she was switched at birth with a Ninja from another clan and that her true heritage lies with a different clan than the one she was raised in. This requires the Ninja to demonstrate her natural aptitude for the talents of the clan she believes she truly belongs to. The Ninja Manager and the Ninja should devise 6 tests the Ninja must undergo to prove her lineage. If the Ninja successfully completes all the tests she may petition for admittance to the new clan by rolling 1d6. On a result of: 1-4 she is accepted into the new clan, 5 she must retain her current clan (but with a renewed love for her "adoptive" clan), 6 her constant griping has offended both clans and landed her in the Lo Cal clan. When a Ninja is changing clans, be certain to modify any stats and masteries to reflect the change



Example: In leaving The Brotherhood of the Blue Trees, she loses 1d6 KI and adds that number to her STR. If she then enters the Clan of the Thousand Islands, she gains 3 AGILITY, mastery of the SUIREN skill, and loses 3 KI. Ninja may not voluntarily attempt to join the Lo Cal clan. Remember to update HITS, Combat Dice and MOVE! to reflect any changes to their associated STATS.

Example tests

Clan of the Hidden Ranch

1. Make two 5 dice INTONJTTSU roll
2. Make one 6 dice INTONJTTSU roll
3. Make one 5 dice SHINOBIIRI roll
4. Complete the Clan of the Hidden Ranch's Traditional Clan Goal
5. Hide an item (selected by the Ninja Manager) in a safe and secure location
6. Lose 0 Honour to being seen by Gaijin

NINJA BURGER CORPORATE MERIT AWARDS

The HR department is constantly on the lookout for Ninja performing exceptional acts.¹⁰ As Ninja are naturally secretive about their accomplishments, this is generally rather difficult to do. Rest assured, the HR department is also very good at what they do and as the efforts of particular Ninja are identified,¹¹ the department is quick to recognize them.

THE NINJA BURGER CORPORATION'S" APPROVED LIST OF EXTRAORDINARY ACCOMPLISHMENTS

1. Complete an extraordinary number of deliveries
2. Triumph against (ridiculously) impossible odds
3. Uphold the Honour of the company
4. Strike a devastating blow against the Foes of Ninja Burger™
5. Find an Ideal Franchise Location

COMPLETE AN EXTRAORDINARY NUMBER OF DELIVERIES

If a Ninja completes her delivery in an extraordinarily expeditious amount of time she may attempt to gain an additional customer. To do this, she must exit the building and find a payphone (exit the map). From the payphone, the motivated Ninja can check the status of deliveries to her area. If there were more customers than Ninja, if a Ninja perished in his attempt to make a delivery, or if the Ninja Manager is feeling especially generous, he may assign the ambitious Ninja an additional delivery. Should the Ninja complete this additional delivery successfully she receives a Certificate of Appreciation from the Ninja Management. A Ninja may trade a Certificate of Appreciation to regain 1 Point of Honour to the maximum of 10.

TRIUMPH AGAINST (RIDICULOUSLY) IMPOSSIBLE ODDS

During the course of a delivery, if a Ninja is ever completely surrounded or in direct combat with 8 or more non-gaijin enemies and dispatches them all, they gain a special boon. Harnessing the spirits of the dispatched foes, the Ninja masters infuse the Ninja's weapon with their energies. The weapon begins glowing slightly black and does +1 DAM. A Ninja may only receive one infused weapon, and if they should ever lose it they lose 3 Points of Honour.

UPHOLD THE HONOUR OF THE COMPANY

The Ninja Managers added this rule to the list themselves. While they do accept that exceptional service should be rewarded, they also believe that blatant disregard of one's duty should be punished. A Ninja is expected to uphold and defend the honour of the greater Ninja Burger Corporation™ at all times. If a Ninja was to witness such an infraction and NOT intervene he would receive a strongly worded reprimand from his shift supervisor, which would be forever included on their permanent record and require the loss of 1 Point of Honour.

Examples:

- Failure to protecting customers from harm
- Failure to punish those who defame the name of Ninja Burger™
- Failure to defend the product from harm

STRIKE A DEVASTATING BLOW AGAINST THE FOES OF NINJA BURGER™

Any Ninja who is able to complete her delivery and single-handedly cause serious damage to an organization bent on the eradication of Ninja Burger™ receives a special recognition. Not only will the triumph be noted in the next Ninja Burger Employee Gazette®, but the Ninja will receive a ceremonial black tea cup bearing the Ninja Burger™ logo. When a Ninja sips from the cup, she gains 1d6 HITS which are added to her total HITS. A

¹⁰ Game Designer's Note: The original text read, "Ninja that perform above the call of duty." We humbly apologized to the Ninja Masters for this faux-pas since it is within the duty of every Ninja to die in the service of the corporation - and that's pretty hard to beat.

¹¹ The effort is identified, not the actual Ninja. Recognizing individual Ninja is a no-no even for the HR department.

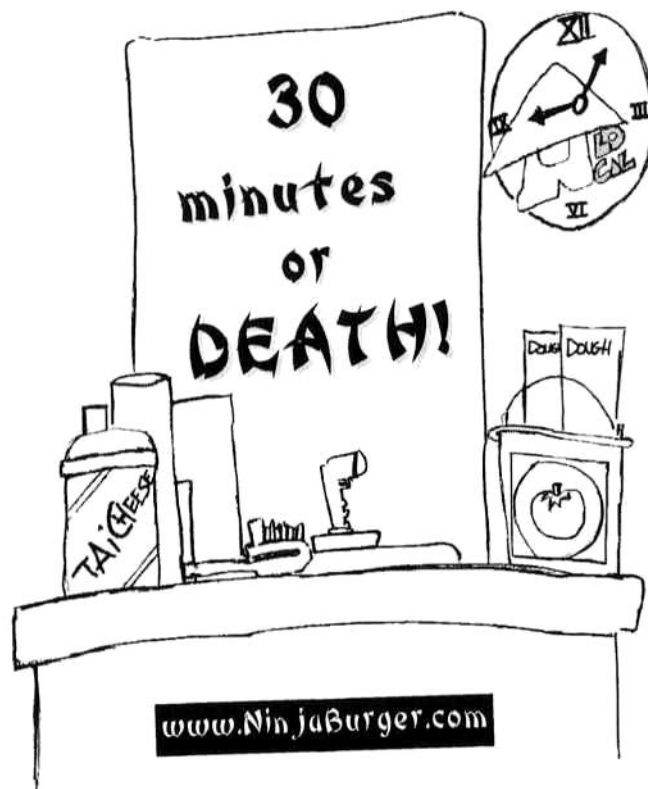
Ninja may only possess one ceremonial black tea cup. Due to their grace and agility, it is nearly unimaginable that Ninja would drop or damage the fragile cup. This being the case, there would never be a need for a replacement or second cup.

Examples situations:

- Rival fast food chains (Eliminate all the employees in a restaurant)
- Demons bent on world domination (Defeat a nest of demons)
- Lo Cal Clan (Expose and eliminate a Lo Cal plot and those perpetrating it)

FIND AN IDEAL FRANCHISE LOCATION

In the course of their deliveries, Ninja may encounter a special business opportunity that requires the construction of a new Ninja Burger™ Franchise. In these rare situations, the Ninja may communicate with their Ninja Manager the need for a new franchisee. The Ninja Manager will inform the Ninja of their impertinence at suggesting that Ninja Management does not have the foresight to have foreseen this market niche (see the Introduction for the appropriate punishment). Afterwards, the newly blinded Ninja will be expected to under- take the formation of the new franchise (see the Blind Fury House Rule for the effects of being a blind Ninja warrior).



SECURITY SYSTEMS

Providing quick and silent deliveries to today's high-tech office buildings, secret government installations, and the occasional fortress of a South American dictator has become more and more challenging. Not only does the Ninja have to evade or eliminate countless security guards, dogs, and soldiers, but they must also be wary of detection by mechanical and electronic means as well. Security systems range from tripwires and video cameras to high tech motion detectors and laser grids, and each presents Ninja with unique challenges to overcome. The following is a brief list of common security devices and some means by which they can be defeated. Remember, Ninja are not familiar with the concept of failure. If a Ninja attempts to disable a security device and the player fails the die roll, the Ninja must continue to act as if the roll succeeded. If a Ninja attempts to perform an action that one might take to be an acknowledgement of failure the Ninja Manager should be sure to remind him of the penalties for poor role-playing. (See the NINJA FAILURE(?) Rule from the base game.)

As Ninja are master planners, they are sure to know in advance where a trap is. However, it is highly unlikely their maps will tell them exactly what will happen once an alarm has been triggered. Generally, security guards come rushing to investigate the disturbance, but security system engineers get bored with guns and lasers. For added fun, poison gas could be pumped into a corridor, blast doors could close, darts could shoot out of the wall, or a huge white ball might be released to force intruders back the way they came. When Ninja Managers add security systems to a building, they should show the type of device and the area of effect on the Ninja Map, but not the effects it can generate. Keep them secret - it's funnier that way.

VIDEO CAMERA¹²

Video cameras are simple security devices that record everything that occurs in front of them (within a 90° arc to a distance of 4 squares). There are two components to this security system: camera(s) in the area under surveillance and a device for displaying what the camera is recording onto video tapes. The display/record device is usually located at a security station.

- Destroying a camera results in a lot of static and noise at the security station. Any guards left there are bound to notice it, eventually.
- Since security guards aren't paid very well and do not have a great work ethic, it is quite possible that a Ninja could quickly run through the area without being noticed. Have the Ninja make a 4 dice INTONJITSU roll; if she succeeds, the guard doesn't see her. (Be sure to review the RING Rule in the House Rules Section.)

NINJA BURGER™ CORPORATE POLICY #39 (REVISED)

The Ninja Burger™ Corporation's Position on Mechanical Recording Devices

Date Policy Established: Today

Current Owner: The honourable Beta Max, Asst. Director of Delivery Support Services

Statement of Policy:

Ninja are not to be seen now nor are they to be recorded for later viewing. Secrecy is the hallmark of a Ninja. While operating as a representative of the Ninja Burger™ Corporation all employees are expected to carry themselves in a manner befitting their dignified lineage and noble vocation. Fulfilling this mandate requires that Ninja be ever vigilant in their quest to remain unobserved. It is possible that today's modern recording equipment may capture the image of a Ninja. This being the case, it is of the utmost importance that all such recordings be destroyed before any Gaijin has the opportunity to view them. Failure to comply with this regulation will result in severe disciplinary action.

TRIPWIRE

A tripwire is the most primitive of all the Security Systems. (It's so old that it can be used in ancient times, as in Iron Ninja Burger Monkey, without compromising the authenticity of the adventure.) A physical wire is stretched between two points, and the alarm is triggered when the wire is broken. This type of alarm is used

¹² Other than tripwire and pressure plate, security systems are electronic in nature. If a Ninja is able to reach their internal workings she can attempt to disable the device without causing the alarm to sound with a 5 dice CHOHO roll.

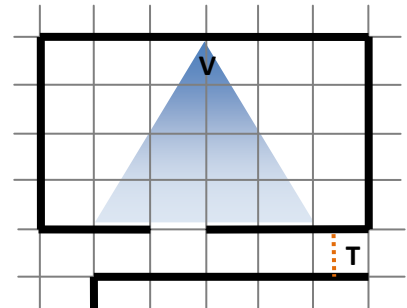
to secure both doors and windows. An electrical wire is run across the door/ window, and when the door/window is closed the circuit is complete. If it is opened the circuit breaks and triggers the alarm.

- Everyone crossing a tripwire must make a 4 dice BO RYAKU roll. The first person to fail the roll trips the wire. Anyone in the employ of the organization that placed this device reduces the DIFFICULTY of the roll by 2 dice.
- A Ninja can attempt to disable a tripwire by cutting and tying off the trigger. Doing so requires that the attempter know that the tripwire is present and make a 4 dice CHOHO roll. If they succeed, the tripwire is successfully disabled and is no longer a danger for people walking by.

SECURITY SYSTEMS EXAMPLE #1

V - Video Camera: If the Ninja fails a 4 die INTONJITSU roll he is spotted by the guards at The Security Checkpoint. 2 Rent-A-Cops™ appear on the Ninja Manager's turn to investigate.

T - Tripwire: The first Ninja to fail a 4 dice BO RYAKU roll triggers a trap. Darts shoot from the walls peppering anyone in the trap square. The Ninja Manager makes a dart attack roll against all possible targets at an AGILITY of 12. Dart (SHURIKEN-JUTSU) 3 DAM



MOTION DETECTOR

Motion detectors are sensors that emit infrared or ultrasonic pulses to detect movement in a 120° arc in front of them to a distance of 3 squares.¹³ When the sensor detects motion above a certain threshold, an alarm is triggered.

- It is possible to move through an area guarded by a motion sensor by moving very slowly. While attempting this, the infiltrator's MOVE is reduced by ½ and he must make a 5 dice INTONJITSU roll every Turn to keep his body under control.

SOUND DETECTOR

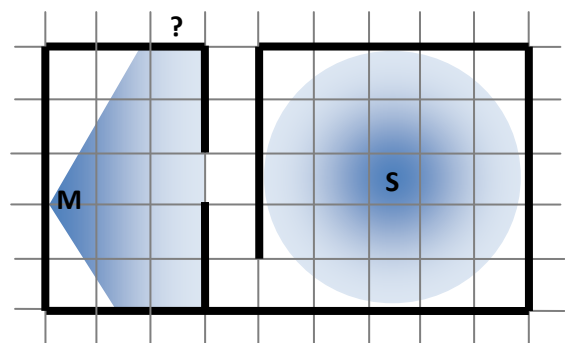
As stealth and silence are a Ninja's rice and butter, Ninja Burger™ employees rarely have any trouble defeating audio sensors. These devices monitor and record all sound occurring within 5 squares;¹⁴ when sound levels go above a preset level, an alarm is triggered.

- Moving through an area quietly requires a 3 dice SHINOBIIRI roll each time the Ninja moves through a square that is within range of the sensor.

SECURITY SYSTEMS EXAMPLE #2

M - Motion Detector: If the Ninja does not immediately stop after entering the room, he triggers the alarm. Moving slowly enough to fool the sensor reduces the Ninja's MOVE by ½ and requires a 5 dice INTONJITSU roll. If the roll is failed, the Ninja is moving too quickly and the alarm triggers, causing a Computer- Controlled Stun Gun to drop from the ceiling and track the Ninja. It will make an attack on the quickly moving Ninja each time she leaves a square covered by the detector.

The Stun Gun has 10 HITS, an AGILITY of 12, and causes 2 DAM +Zap



¹³ SDDHVC Edition Editor says, The diagram shows three squares forward. But it stops at the walls. The furthest of which is three squares away. If the top wall wasn't the would the beam cover the square I've marked with a question mark? It is only three squares in front and inside the 120° arc. I say yes. The original diagram didn't have the proper shaped arc. I say that if less than ½ a square is covered by the sensor arc the sensor doesn't affect that square.

¹⁴ Super Combo Editor: Diagram shows 5 square diameter which is different to within 5 squares. You can argue which is right.

S - Sound Detector: The Ninja must make a 3 dice SHINOBI IRI roll each time she leaves a square covered by the sensor. The first time the roll is failed an alarm sounds and any guards in the Security Station will investigate on the Ninja Manager's turn.

HEAT SENSOR

Heat sensors monitor the temperature within a certain area. Should the temperature raise more than a few degrees within the monitored area (generally about 4 squares), the alarm is triggered. To avoid false alarms the areas monitored by infrared sensors must be isolated from the rest of the building.

- Ninja have amazing control of their bodies and can attempt to lower their body temperatures to that of the surrounding area. Doing so requires a 4 dice SEISHIN TEKI KYOYO roll. Once their body reaches the desired temperature the Ninja must make a SEISHIN TEKI KYOYO roll each round to keep it there. The DIFFICULTY of the roll is equal to 2 plus the number of actions the Ninja is attempting.

LASER GRID

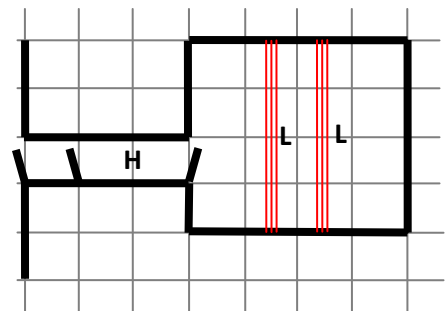
A laser grid is pretty much a high tech tripwire. Instead of a wire, a light beam is reflected across the expanse. There are two basic types of laser grids: small and large. A large grid is used to secure an entire room while a small grid secures a more confined area, like an air duct or a doorway. The grid is constantly checking for the presence of a laser beam. When it fails to detect a beam (generally caused by something crossing it) the system triggers an alarm.

- We've all seen it done in "big heist"-type movies - a Ninja can attempt to flip or contort his way through a large laser grid. Flipping through allows the Ninja to proceed at his normal MOVE rate. The DIFFICULTY of the TAI-JUTSU roll is 3 plus the number of laser grid squares he is moving through (the entire grid must be circumvented at once). Contorting through is a much slower process. The Ninja's MOVE is reduced to 1 and each round he must make a 4 dice SHINOBI IRI roll.
- A very crafty Ninja can attempt to redirect the beam to the sensor with a mirror or other highly reflective surface. Performing this action requires a steady hand, excellent aim, and a 5 dice SHURIKEN-JUTSU roll.

SECURITY SYSTEMS EXAMPLE #3

H - Heat Sensor: This small entrance is monitored for changes in temperature. The Ninja must make a 4 dice SEISHIN TEKI KYOYO roll to reduce her body temperature to room temperature and a 4 dice SEISHIN TEKI KYOYO roll each turn to ensure it stays there. If she fails any of these rolls the device triggers the alarm and the doors at either end seal shut. Three Soldiers will arrive on the Ninja's next turn to investigate.

L - Laser Grid: A large Laser Grid protects the vault. Failing the 5 dice TAI-JUTSU roll to flip through or the 4 dice SHINOBI IRI rolls to contort through results in the alarm sounding. A second blast door drops into place, covering the exit. Any troops left in the building will be waiting on the other side of it.



PRESSURE PLATE

Pressure plates are simple contraptions that sound an alarm when weight is added or removed from the device. Like the tripwire, this device can be used in ancient times, as in Iron Ninja Burger Monkey, without compromising the authenticity of the adventure.

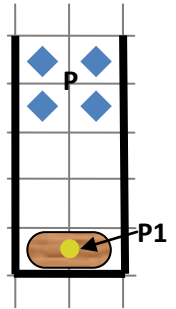
- If the plate is guarding an object resting on it (i.e. it is designed to trigger when the weight is removed), a Ninja can attempt to substitute an object of similar mass to the original object. If the Ninja is uncertain about the weight of the target, make a 4 dice BO RYAKU roll to approximate the weight and find a suitable replacement. After a suitable replacement has been found the Ninja can attempt the swap. The swap requires a 5 dice SHURIKEN-JUTSU roll. Failure on either of these rolls will result in the alarm being triggered.

- Some pressure plates are placed at random intervals down important corridors. Anyone walking past a pressure plate must make a 4 dice BO RYAKU roll. The first person to fail the roll activates the plate. Anyone in the employ of the organization that placed this device reduces the DIFFICULTY of the roll by 2 dice. Once the weight leaves the plate, it will trigger the alarm. As with other plates, the device can be bypassed if the object's weight never leaves the plate. Should a suitable mass be found, the Ninja on the plate must leave at the instant the substitute weight is being added to the plate or the alarm will sound. To move fluidly off the plate without sounding the alarm requires a 5 dice TAI-JUTSU roll.

SECURITY SYSTEMS EXAMPLE #4

P - Pressure Plate: The first Ninja to fail a 4 dice BO RYAKU roll triggers a trap. The floor disappears from below him and he falls into a 20 foot deep hole with spikes on the bottom. The Ninja takes 1d6+1 DAM; climbing out of the hole requires a 3 dice TAI-JUTSU roll.

P1 - Pressure Plate: The small Samurai Burger™ idol on the altar is resting on a pressure plate. If a Ninja attempts to remove the idol without putting a suitable replacement on the plate, the trap is triggered. Similarly, his failure to make a 4 dice BO RYAKU roll to find a replacement or a 5 dice SHURIKEN-JUTSU roll to make the switch triggers the trap. When the trap is triggered large flames begin jetting down from the ceiling to flash-fry the offending Ninja. Each time the Ninja leaves a square in this room the Ninja Manager makes a Flame Jet attack on them at an EXTRANEIOUS of 10. Flame Jet (MAKUDONARUDO) 5 DAM



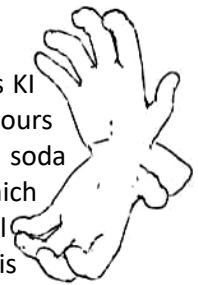
NINJA WUJENITSU! (NINJA MAGIC)

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)¹⁵

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 (rumours 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 BUMI (SUMMON HONOURABLE MYSTICAL WOLF COMPANION)¹⁶

Effect: A fiercely loyal honourable 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 / SHINOBIIRI

SHINOBI ITSU (THE NINJA CHAMELEON POWER)

Effect: The use of Shinobi Itsu allows a Ninja to assume the shape, texture, and colour 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.

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

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



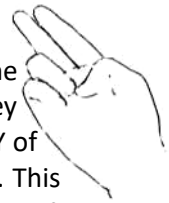
¹⁵ SDDHVC editor says: A Street Fighter reference to the special move of Ken and Ryu.

¹⁶ SDDHVC editor says: The Cub Scout salute. The leader of a scout group used to be called Akela after the wolf pack leader in *The Jungle Book*.

dishonourable for a Ninja to let a customer see them, even if it's only an illusion of himself. You lose 1 point of honour 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.

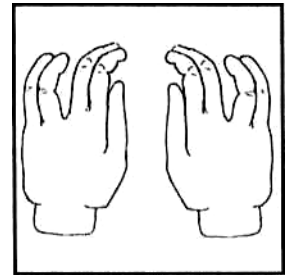


ANCIENT NINJA WUJENITSU!

While they can be used by all Ninja, the following WUJENITSU are favourites of Ninja who are veterans of the time stream. This may have something to do with the fact that these Ninja are more in tune with their mystical energies and thus able to produce a wide variety of effects. More likely, it is simply because these WUJENITSU weren't included in Ninja Burger: The Role-Playing Game! and the Ninja who bought this book just want to show off.

HISHOU I-GURU TSUME (FLYING EAGLE CLAW)

This deadly magic enables the Ninja to streak towards their opponent lightning quick and strike with blinding speed. The target may be anywhere within 3 squares (15 feet) of the Ninja. The DIFFICULTY of this WUJENITSU is the target's COMBAT DICE +2. If successful, the Ninja gouges the target twice doing 4 DAM per gouge. Note: The Ninja must move in a straight line to his target. If there are any obstacles in the way, they must make a 4 dice AGILITY roll to manoeuvre about each or they slam into it for 5 DAM.



SENDUU HANERU (WHIRLWIND LEAP)

This mystical motion will lift the Ninja up to 50 feet into the air. Should the Ninja wish to change the direction of her flight she can do so by kicking off a wall or some other object. To accomplish this the Ninja must make a 3 die TAI- JUTSU roll.

Stand, toss one arm over your head, and twirl in place once for every 5 feet of height your Ninja is attempting to leap.

SURO-ICHIKI KATA (THE SLOW TIME KATA)

Use of this kata allows a Ninja to slow the progression of time around him and enables him to take an additional turn. This turn happens immediately after the current player's turn is finished. The DIFFICULTY of this WUJEN- ITSU is 4 dice and attempting it costs the Ninja an additional point of KI.

Stand, raise your left arm until it is level with your chest and then tap the index finger of your right hand against the wrist of your left three times

TOKO HIOSUKI KATA (THE ENDLESS QUEUE KATA)

The Ancient Empires of China and Japan were driven by the power of bureaucracy. This resulted in lines of people endlessly awaiting permission to perform simple functions. Use of this kata allows a Ninja to tap into the "Hell of Endless Red Tape" and funnel raw bureaucratic energies at their victims. The DIFFICULTY of this WUJENITSU is equal to 1 plus the number of targets. If successful, the targets are forced to queue up into a single file line. The effect lasts until the victim makes a 2 die KI roll to break free of the queue.

Stand with both your arms in front of you, palms up. Pull your hands towards your face and then drop them to their previous position three times.

BLACK DEMON MAGIC (AKA THE FORBIDDEN WUJENITSUS)

Every Ninja worth his salt (and other condiments) has fantasized that the world would be a better place if ancient ravaging spirits would erupt from the earth and devour honourless telemarketers (especially when their damnable calls interrupt a Ninja's meditation or an episode of *Buffitsu the Oni Slayer*).¹⁷ Though all Ninja are trained in these Dark Arts, Ninja Burger™ has strict policies prohibiting the use of Black Demon Magic.¹⁸ However, Ninja Management does realize that from time to time Ninja need to bend the rules a little to ensure a successful delivery on those ultra-impossible missions.

CHUUSHAKINSHI (THE FRUITLESS QUEST FOR MALL PARKING)

Channelling the blackest forces of capitalism, the Ninja lays down a blanket of mystic energy that makes it impossible to find a parking space. Any currently open parking space sprouts tiny blue signs bearing the Ward of Parking (a large blue kanji symbol on a white field) that makes it impossible to park in the warded space. The DIFFICULTY of this WUJENITSU is 3 dice.

The gestures required to successfully complete this WUJENITSU requires that the player sit in a chair and feign participation in a 200 meter wheel-chair relay.

CHAKUMERO (THE HELLO OF A THOUSAND SCREAMING BELLS)

This diabolical WUJENITSU inflicts the worst possible torment upon its victim by providing their contact information and a horribly mangled version of their name to every telemarketing company in the world. For the next 1d6 Turns, no matter where the target of the WUJEN-ITSU goes, the closest telephone or cell phone will ring with a "courtesy call" or "no-risk vinyl siding offer." The constant ringing of phones increases the DIFFICULTY of all the target's SHINOBI-IRI and INTONJUTSU rolls by 2 dice and others can use this WUJEN-ITSU in conjunction with the CHIM ON skill to track down their victims. The DIFFICULTY of this WUJENITSU is 4 dice.

The gestures required to successfully complete this WUJEN-ITSU is to mimic the making of a very long distance phone call.

CHAKIDOU (THE CALLING OF A RAVAGING SPIRIT)

Completing this kata causes a horde of gibbering spirits to explode from the ground intent upon turning the nearest person into a tofu-burger. This rip in the fabric of reality appears anywhere you choose within 5 squares (25 feet) and 2d6 spirits appear from within it. Each bites the target (doing 1 DAM) and then jumps back down the rift into the Hell of Spirits Whose Biting is Annoyingly Painful but Rarely Deadly. The DIFFICULTY of this WUJENITSU is 4 dice, attempting it results in the loss of 1 Point of Honour. Reduce the DIFFICULTY of this WUJENITSU by 1 die if the gesture is performed over a record player or if it is used against a telemarketer.

The gesture needed to successfully complete this WUJEN-ITSU requires the player slowly moving his right hand in a counter-clockwise circle perpendicular to a flat surface.

DACHIKURI TOKEI (THE TRUE POWER OF THE DARK SIDE)¹⁹

This heinous feat takes 2 Turns to complete. During the first Turn the Ninja performing the kata drains all of the electricity from the room that she is currently in. On her second Turn she channels it into 2 bolts of lightning that leap from her fingertips to roast her enemies. The DIFFICULTY of this WUJENITSU is 5 dice. Reduce the DIFFICULTY of this WUJENITSU by 1 die if the caster offers to rule the universe with the target.

Dark Lightning (SHURIKEN-JUTSU) 1d6 DAM +FAST, +ZAP.

The gesture needed to successfully complete this WUJENITSU requires the player to mime shooting lightning from her fingertips and cackling like a power crazed old man.

¹⁷ SDDHVC editor says: *Buffy the Vampire Slayer*, a TV show and a movie.

¹⁸ These were banned after an employee summoned a horde of spirits to devour a customer who had the audacity to suggest he received the wrong order.

¹⁹ Often used by elders as an instructional aide for whining and impertinent youths.

²⁰ SDDHVC editor says: Star Wars reference.

AGILITY, COMBAT DICE, ACTION 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 co-worker
Crazy	5	Impersonating a famous person
Insane	6	Impersonating supermodel in a swimsuit

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



NINJA DISGRACE CHARTS

NINJA UNSPEAKABLE DISGRACE CHART

2d6	Result
2	Nobody was Looking - No one saw that. Just act like it never happened. You don't get the honour 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 rainbows, 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 honour.
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.
7	One for the Road - You're going to get off easy... maybe. Lose another honour point. You don't have to make another Dishonour 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 honour 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.

NINJA UNSPEAKABLE DISGRACE CHART

2d6	Result
2	Warning Issued by a Time Cop - A washed up Dutch martial artist in an ill fitting police uniform issues you a citation for the unauthorized generation of paradoxical dishonour. Luckily, you recognize him from one of his earlier films and since you mention how much you liked it, he's willing to let it slide - this time.
3	Crushed by a Falling Telephone Booth - A silver telephone booth containing 2 bodacious gaijin rockets out of the sky and totally slams into your Ninja ass. Take 6 DAM. After they notice that they've struck someone, the gaijin and the phone booth disappear in a burst of light.
4	Morlocks Attack - A weakening of Time-Space™ and the need for eleven Dishonourable Disgraces caused a rift in the fabric of reality. This rift allowed a pack of 1d6 Morlocks to pass into ancient times and they are hell bent on staying there... then... when or wherever the heck you are. As protectors of the Time-Space™ continuum and a fighter of demons, it is your and every Ninja's duty to stop (i.e. kill) them before they cause any real trouble. Morlock S:10 A: 12 K:8 E:8/ BO-JUTSU/ Wicked Club 4 DAM/ BO-JUTSU/Eloi Snack Pack
5	Mugged by a Time Bandit - You have a slight feeling of Ninja-vu and then time stops. When it starts again you have the sneaking suspicion that you have been mugged. It seems someone has punched you in the gut and stolen your weapon; take 3 DAM. If you don't have a weapon they take any equipment you are holding. If you have neither, they punch you twice.
6	Whacked Paradoxical - Occasionally, the fabric of Time-Space™ is stretched so thin that things leak over from one reality to another. This is one of those times. A small heavy object (Such as a shot put, briefcase, or dog) that was thrown in another dimension has slipped through a Time-Space™ fissure and crossed into our world. The laws of motion being what they are, it must continue in a straight line until acted upon by an outside force. In this case the outside force is the back of your head; take 4 DAM.
7	Beaten with a Super-Sonic Screwdriver - A tall, curly haired man wearing a long scarf beats you with a funny looking shiny metal tube. He smacks you 3 times and each smack does 2 DAM. After he whacks you thrice he disappears.
8	Hit and Run - A silver sports car comes screaming out of nowhere and ploughs into you and everyone else in the square. Everyone in the square takes 4 DAM; everyone in adjacent squares takes 2 DAM.
9	Bored by a Time Lord - An evil looking man with an evil looking goatee wearing an evil looking black outfit has begun to divulge his evil plan - a plan so stereotypically evil and easy to defeat that it pains you to hear it. Make a 3 dice BO RYAKU roll. If you are successful you resist the urge to sleep and are easily able to avoid his evil trap. Otherwise you fall asleep and are at the evil time lord's (The Ninja Manager's) mercy for 2 turns.
10	Caught in a Police Call Box as it Materializes - You were walking along minding your own business when a blue police box began to materialize around you. Your Ninja Reflexes™ take over and you attempt to leap out of the way. Make a 3 dice AGILITY Roll. If successful, you avoid becoming one with the box, otherwise one of your hands (Ninja's choice) is caught in the box as it phases into this plane of reality. You take 5 DAM and lose any honour points (fingers) that remained on that hand.
11	Make a Quantum Hop - You exchange bodies with the commoner closest to you, who just happens to be one of your ancestors. If more than 1 commoner is equidistant from your current position, then the Ninja Manager chooses which one is actually your ancestor. As a commoner, you have access to all of your Ninja Skills and 10 fresh new fingers (AKA points of honour) but are bereft of all Ninja equipment and training. Your stats are now all equal to those of a commoner. If you are able to successfully complete your mission as a commoner, the Ninja Masters will return you to your rightful body before the next mission.
12	Sliding into Second - You are moving stealthily along when a shimmering portal opens above you. Three men (one fat, one African-American and one geek) as well as a woman are deposited at your feet. While pondering the implications of this phenomenon, another portal opens beneath your feet and you are whisked away into a parallel earth. You are no longer part of this game, but do make a fortune selling tasty Ninja Burger™ products in an alternate earth. If you want to keep playing you'll have to make a new Ninja in this universe.

FUTURISTIC DISHONOURABLE DISGRACE CHART

2d6	Result
2	Memory Wipe - You know what you did was wrong, and since you are sure it will never happen again you decide to save yourself the guilt and have that portion of your memory erased.
3	Slap on the Wrist by a Ninja Master - Unfortunately, your dishonourable deeds were observed by a Ninja Master performing a QA inspection. He strikes the back your hand with the quivering palm of pain. You lose 1 HTT (permanently, because the bones never reset correctly) and may not use that hand again for the rest of the delivery.
4	Majority Report - Your heinous actions have resulted in your name being removed from the list of good delivery Ninja and onto the very short list of problem Ninja. Lose 2 more Points of Honour but don't make checks for them. If your behaviour doesn't improve quickly your future isn't looking too bright.
5	Pan-Dimensional Ancestral Rage - Your honourable Ninja ancestors have torn the fabric of space and time to put an end to your disgraceful behaviour. Lose 2d6 HITS from a smack on the back of the head from beyond the grave.
6	Blade Ruiner - You were just about to disembowel yourself (actually, you had the blade most of the way through your intestines) when you remembered that you hadn't been ordered to kill yourself yet. You yank out the blade and wait patiently for a few moments but it doesn't seem like the order is going to be forthcoming. Take 5 DAM and be more careful next time!
7	High Tech Self Abuse - To punish yourself for your actions you put on a malfunctioning Ab-Tronic 2000. You take 1d6 DAM but gain rock hard abs!
8	Painful High Tech Self Abuse - To teach yourself a lesson you find a sparring robot, set it to pummel, and let it go to work. You take 2d6 DAM before you feel repentant enough to shut it off.
9	Far Gate SPF 1,000 - The Ninja Masters have decided to make an example out of you, to show other delivery Ninja the consequences of forgetting one's honour. Using the Far Gate, they open up a portal between you and a spot 1,000 metres away from the sun. The bright light clearly illuminates you, making it impossible to hide. The searing heat burns you for 2d6 DAM, everyone in a square adjacent to you takes 1d6 DAM.
10	Seppuku - The management team has already received word of your actions and has given you the green light to kill yourself.
11	Remove Offending Appendage - To keep from making the same mistake twice you remove the appendage that has failed you. As you lie delusional in a pool of blood a mad scientist wanders by. He gathers you out and rushes you back to his lab where he fits you with a new cybernetic appendage. Since the mechanical replacement doesn't have the same response time as the rest of your finely tuned body you lose 2 points of AGILITY.
12	Hara-Kiri Booth - Your deed was so heinous that you don't feel you deserve seppuku. You find the nearest incineration booth, pay your fifty cents, walk inside, and close the door.

ENEMY AND VEHICLES STATS

ENEMY STATS

Enemy	S	A	K	E	Weapon	DAM	Skill	Goodie
SB Migrant	6	6	7	4	Spatula	2	MAKUDONARUDO	Rickshaw Hat
SB Bushi	10	10	10	10	Katana	6	KENPO-JUTSU	Cash
SB Manager	10	10	5	5	Katana	6	KENPO-JUTSU	Binders
SB Daimyo	16	16	13	3	Katana	6	KENPO-JUTSU	Secret Sauce
O Wageslave	12	8	3	11	Chopsticks	2	MAKUDONARUDO	Otaku Prizes
O Fanboy	4	6	18	18	Hands	2	WUJENITSU	Otaku Prizes
LC Tong	14	13	7	12	Kusari-gama	5	KUSARIGAMA	Self Help Book
LC Zealot	5	15	7	7	Yari	7	KYOJITSU	Tofu
HR Manager	13	5	2	15	Letter-Opener	2	SHINOBI IRI	Office Supplies
Security Guard	14	13	7	7	Nightstick	3	BO-JUTSU	Security Diagram
Guard Dog	10	10	3	3	Fangs/Claws	3	TAI-JUTSU	-
Terrorist	14	14	14	5	Gun	6	KAYAKU-JUTSU	Floor Plans
Cab Driver	8	8	8	¥	Gun	6	CHIMON	Cab
OOPS Driver*	20	12	10	7	Fangs/Claws	5	TAI-JUTSU	Packages
Office Cowboy	11	9	13	13	Gun	6	KAYAKU-JUTSU	Office Supplies
Street Vendor	9	9	9	9	Knife	3	INTONJITSU	Kitchen Stuff
Cubicle Jockey	5	5	5	5	Hands	2	None	-
Customer	3	3	3	12	Hands	1	+Ninja Vow	Cash
Ghost Wolf	10	10	10	13	Fangs/Claws	3	SHINOBI IRI	-

* May also use any Ninja WUJENITSU.

ANCIENT ENEMY STATS

Name	S	A	K	E	Weapon	DAM	Skill	Equipment	CD
KpFC Assassin	10	12	10	8	Machete	5	SHINOBIIRI	Darts	
KpFC A. Chicken	12	12	4	6	Beak	3	TAI-JUTSU	None	
KpFC Associate	5	5	5	8	Tray	2	MAKUDONARUDO	None	
KpFC Tsoldier	8	8	6	6	Tai Chi Sword	4	KENPO-JUTSU	None	
Governor	8	6	8	12	Fist	1	None	Gold Coins	
Functionary	2	4	6	8	Quill	1	KYOJUSU	Scroll	
Guardsmen	8	8	6	8	Bo	5	BO-JUTSU	-	2
Sergeant	10	6	8	10	Tai Chi Sword	4	MAKUDONARUDO	Jug of Sake	
Captain	12	8	10	12	Naginata	6	YARI-JUTSU	Eye-Patch	
Scow-Ling Monk	12	14	14	10	Hand/Head	4	TAI-JUTSU	None	
Peasant	3	3	3	10	Fist	1	None	Sake/Food	
Asian Girl	14	15	12	14	Green Sword	8	KENPO-JUTSU	-	4
Iron Ninja	15	14	16	14	Fist	5	TAI-JUTSU	Leaflets	3
Burger Monkey	13	13	14	12	Fist	3	SEISHEN	Medicinal Herbs	3
The Emissary	18	18	18	18	Sleeves*	4	SLEEVE-JUTSU	Royal Seal	4

* Sleeves (SLEEVE-JUTSU) 4 DAM +Reach +Entangle +Fast (Very long, ornate, and deadly sleeves attached to a very fashionable silk robe.)

MODERN ENEMY STATS

Name	S	A	K	E	Weapon	DAM	Skill(s)
Rent-A-Cop™	8	8	8	12	Taser	2	-
Police Officer	10	10	10	12	Pistol	4	CHIMON
SWAT*	12	12	12	10	SMG	3	SHINOBI IRI
Soldier	14	14	12	10	Rifle/Knife	7/3	KAYAKU-JUTSU
Specialist	12	12	14	14	R. Launcher	6	BO RYAKU
Special Forces	14	14	10	16	A. Rifle/Bayonet	5/4	CHOHO
Mercenary	12	16	12	12	SMG/Grenade	3/4	INTONJITSU
LC Overseer	14	12	10	6	Pickle Spear	5	YARI-JUTSU
Mahjongg Ho	12	13	8	12	Pizza Cutter	2	MAKUNDONO
UF Scientist	5	7	16	13	Beaker	2	BO RYAKU
Chicken PARM	8	20	8	12	Shuriken	2	INTONJITSU / SHURIKEN
Veal PARM	20	8	8	12	Horn	5	BO RYAKU / YARI-JUTSU
Eggplant PARM	8	8	20	12	Ninja-to	7	WUJENITSU / BO-JUTSU
Pork PARM	16	8	16	8	Hoof	4	CHOHO / TAI-JUTSU
Fuzzy PARM	12	16	12	8	SMG	4	SHINOBI IRI / KAYAKU
Sushi PARM	8	12	8	20	Kusari-gama	5	KYOJITSU / KUSARIGAMA
Pepper-Oni	18	14	14	10	Head	3	BAJUTSU / TAI-JUTSU
Macker-Oni	14	14	18	14	Hand\Foot	5	BAJUTSU / WUJENJUTSU

* These officers wear body armour that provides them 6 with additional HITS.

FUTURISTIC ENEMIES*

Name	S	A	K	E	Weapon	DAM	AV	Skill(s)	Other
Soldier	12	12	10	8	E. Carbine	5		KAYAKU-JUTSU	
Special Forces	15	15	13	13	E. Carbine/V. Knife	5/4		KAYAKU-JUTSU	M. Grapple
H Weapons	12	10	12	10	Napalm/S. Throw	6/5		MAKUDONARUDO	
Battle Armour	15	10	8	10	P. Rifle/ M. Sword	6/7	1	KAYAKU-JUTSU	+5 HITS
Power Armour	20	8	8	10	R. Gun/ C. Axe	9/6	2	KAYAKU-JUTSU	+10 HITS
Mek Jockey™	10	14	14	12	E. Pistol	4		BAJITSU	
Tank Crew	12	10	12	12	Slug Thrower	5		BAJITSU	
Technician	8	10	14	14	Slug Thrower	5		CHIMON	Tool Kit
Medic	8	12	12	12	E. Pistol	4		-	Stim Patch
Alien Reinforce.	10	10	10	10	Claw	3		-	2 AV

* Stats given are for regularly seasoned troops. If the troops are green or ranch flavoured reduce their AGILITY and KI by 2. If they are spicy elite troops increase their EXTRANEIOUS by 2.

FUTURISTIC VEHICLES TANKS AND MEKS

Name	STR	CD	MOVE	Weapon	DAM	AV	Crew
Light Tank*	24	1	6	Turret	12	3	5
Heavy Tank*	30	0	4	Turret (x2)	12	6	8
Hover Tank*	20	2	10	Energy Turret	6	2	4
Small Mek™ **	25	2	8	Laser Cannon	10	3	1
Med Mek™ **	35	1	6	Auto Cannon	14	5	1
Large Mek™ **	45	1	4	H Laser Cannon/A. Cannon	14/14	7	1
SS Mek™ **	50	0	4	H Auto Cannon/L. Cannon	18/10	9	1

* For reasons beyond even the Ninja Master's comprehension all anti-infantry weaponry was removed from vehicles in the future.

** The Jockey may make a melee attack with a Mek. The attack is +Awkward and does DAM based on the Mek's size: Small 10 DAM, Medium & Large 12 DAM, Huge 14 DAM

NINJA WEAPONS!

Skill - the skill needed to use the weapon

DAM - the number of HITS in damage the weapon deals

Note from Super Combo Edition Editor:

I don't think the designers thought this through. When you roll a Random Weapon on the Ninja Pockets chart you are told to "Roll 2d6, you find the corresponding weapon in the Ninja Weapons! section." Now read row 1 of the Weapon chart, "If you roll a 1 when determining the Random Weapon from a Ninja Pockets roll." You can't roll 2d6 and get a total of one. You're going end up with a lot of spatulas and hardly any shuriken. I suggest a different method. Roll one die twice. If the first roll is odd, it counts as 0. If the first roll is even, it counts as 6. Add this to the second roll. This way you get equal chances of choosing any of the twelve items listed. Or, just roll 1d12. You think this is RPG right? You must have like a dozen d12 lying around the place.

For the modern weapons chart, the last two weapons weren't numbered. So, either ignore these or: First die 1 or 2 = "+0", 3 or 4 = "+5" and 5 or 6 = "+10", add this second die. Re-roll if over 14. Or, use d20.

	Weapon	Skill	DAM	Special	Description
1	Ninja Hand	TAI-JUTSU	3	-	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 honour, to the maximum of 10.
2	1d6 Shuriken	SHURIKEN-JUTSU	2	+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	+Climb	Ninja hand claws
4	Kama	YARI-JUTSU	6	-	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	+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	+Cook	A spatula. +2 DAM against Lo Cal Ninja
7	Nunchaku	KUSARIGAMA-JUTSU	3	+Fast	Two lengths of wood connected by a cord
8	Kusari-gama	KUSARIGAMA-JUTSU	5	+Entangle +Reach	A length of chain connected to a straight bladed sickle
9	Ninja-to	KENPO-JUTSU	7	-	Classic Ninja Sword
10	Yari	YARI-JUTSU	7	+Reach +Large	A long stick with a blade at one end
11	Shakujo-Yari	YARI-JUTSU	4	+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	+Reach +Large	A big piece of bamboo for smacking down enemies. Sometimes called a staff

ANCIENT WEAPONS AND EQUIPMENT

While outfitting themselves for any endeavour it is imperative that Ninja select their weaponry from the appropriate armoury. Should the Ninja Manager feel that the Ninja might be forced to take a jaunt into the past then he must ask them to select their starting weapon from the Ancient weapon list. As Ninja are always prepared for any eventuality, while in the past they can only select items from their Ninja Pockets loaded with Ancient Equipment.

ANCIENT NINJA WEAPONS!

	Weapon	Skill	DAM	Special	Description
2	Rocket	KAYAKU-JUTSU	6	+Wild +BOOM +Large	A very large bottle rocket. While generally reserved for celebrations, the rocket is also useful for creating a diversion. If you are very lucky Ninja the elimination of your foes at great range is also a nice bonus.
3	Fan	TAI-JUTSU	2	+Fast +Defensive +Throw	A small metal folding fan with an amazingly intricate design painted on its leaves.
4	Tonfa	BO-JUTSU	4	+Defensive	An ancient wooden weapon that is now commonly used by most police officers.
5	Ladle	BO-JUTSU	3	+Cook	A large wooden spatula with a large curved blunt head in place of the smaller razor-thin one found on the modern utensil.
6	Naginata	YARI-JUTSU	6	+Reach +Large	An ancient spear with a long, curved head.
7	Ninja-to	KENPO-JUTSU	7	-	The standard Ninja sword, a timeless classic!
8	Three-Piece Rod	KUSARIGAMA-JUTSU	4	+Entangle +Large	Nunchaku with another rod connected by another length of cord.
9	Darts	SHURIKEN-JUTSU	0	+Throw	1d6 small metal throwing darts. By themselves, they are relatively harmless; however, each is coated in a secret Ninja poison that can have devastating effects. After a Ninja strikes their opponent with a dart roll 1d6 on the Dart Poison Chart to determine the type of poison that it was coated in.
10	Tai Chi Sword	KENPO-JUTSU	4	+Bright +Fast	A very ornate ancient sword with a small cross guard and bright ribbons attached to the base of the hilt.
11	Chopsticks	YARI-JUTSU	2	+Throw	Common eating utensils.
12	Sai	BO-JUTSU	5	+Defensive	A small metal pole with two horn-like prongs that jut out above the handle.

MODERN WEAPONS

Modern weapon design maximizes damage while completely disregarding stealth and multi-functionality. (Don't believe us? Just try to flip a burger with an Uzi!) Due to this trend, Ninja are very reluctant to use firearms and explosives in combat, choosing instead to rely on stealth and their ever-faithful sword or staff. However, all shadow warriors know that Ninja do occasionally find themselves in dire situations where successfully completing a delivery requires not the subtle flick of a shuriken, but rather the raw destructive power of a rocket launcher. Just ask Low Wang!

	Weapon	Skill	DAM	Special	Description
1	Taser	TAI-JUTSU	2	+Zap	A battery-powered plastic gizmo about the same shape as a sword hilt. It generates a powerful electric shock capable of incapacitating targets and flash-frying wontons!
2	Flame Thrower	MAKUDO-NARUDO	3	+Deep Fry, +Flame	A backpack with a flexible hose running from it to a wand. When activated, flames spew from the business end of the wand.
3	Bayonet	YARI-JUTSU	4	-	A knife that attaches to the end of a Rifle or Machinegun
4	Magnum	KAYAKU-JUTSU	7	+Punk, +Short Range, +Slow	A very large and powerful handgun
5	Shotgun	KAYAKU-JUTSU	6	+Large, +Reach	A useful item for killing zombies
6	Pistol	KAYAKU-JUTSU	4	+Fast, +Short Range	A semi-automatic handgun
7	Stun-Gun	KAYAKU-JUTSU	2	+Zap, +Reach	Another plastic gizmo. This one is about the size of an old-school TV remote control. When activated, it shoots a thin wire towards the target which is used to deliver a strong electric shock.
8	SMG	KAYAKU-JUTSU	3	+Fast, +Fast, +Long Range	A small automatic weapon
9	Rifle	KAYAKU-JUTSU	7	+Accurate, +Large, +Long Range	A single action long range firearm
10	Assault Rifle	KAYAKU-JUTSU	5	+Fast, +Large, +Long Range	An automatic long range firearm
11	Machinegun	KAYAKU-JUTSU	5	+Fast, +Large, +Long Range	A heavy assault rifle, usually mounted
12	Rocket Launcher	BO RYAKU	6	+Awkward, +BOOM, +Long Range, +Slow	A long tube used to propel explosives great distances
13	Explosives	BO RYAKU	X	+Fuse	This is a satchel charge with a 2 Turn timer. This charge is strong enough to create a new door in a concrete wall.
14	Grenade, Fragmentation	SHURIKEN-JUTSU	4	+Awkward, +BOOM, +Throw	A fist sized explosive that detonates a few seconds after its pin is pulled

FUTURISTIC NINJA WEAPONS

Except for the spatula (whose form and function has been improved upon greatly since their inception) Ninja weapons have seen very little change throughout the ages. In fact, except for a brief experiment with bio-chemical weaponry (why do you think we called it the BLACK plague?) the Ninja Managers have been so satisfied with the results of Ninja using traditional weapons that there is no reason to alter their selections. This being the case, it should not be surprising to learn that there is not an entirely new set of weapons for Ninja to use in combating the foes of the future. In place of new fangled weapons, Ninja must rely on their intensive training in both the mental and physical realms to keep them competitive in “The High Tech Future of Giant Robot Combat.”

FUTURISTIC NINJA WEAPONS

	Weapon	Skill	DAM	Special	Description
1	Ninja Fist or Knee	TAI-JUTSU	3	-	Deadly in any dimension
2	Arrow	-	4	+Ammunition, +Fast, +Short Range	A very short, black spear that has feathers attached to the end opposite the pointy tip
3	Shuriken	SHURIKEN-JUTSU	2	+Fast, +Fast, +Throw	Ninja throwing stars, they come in assorted shapes and sizes
4	Spatula, Self Heating	BO-JUTSU	4	-	This spatula has an especially large handle containing a heating element capable of generating searing flames
5	Jo	BO-JUTSU	4	+Defensive	A small staff, about 4 feet long
6	Bow	KAYAKU-JUTSU / BO-JUTSU	0 / 3	-	A simple bamboo staff that can be quickly strung to launch arrows
7	Ninja-to	KENPO-JUTSU	7	-	The classic Ninja sword, arguably ²¹ the most lethal weapon ever invented
8	Manriki	KUSARIGAMA-JUTSU	3	+Fast, + Reach, +Climb	A long chain with weights at both ends
9	Bokken	KENPO-JUTSU / BO-JUTSU	4	-	A wooden training sword
10	Ono	YARI-JUTSU	7	+Large, +Reach	A heavy axe head attached to a long staff
11	Kyoketsu-shoge	KUSARIGAMA-JUTSU / KENPO-JUTSU	4	+Fast, +Reach, +Entangle	A Ninja dagger attached to a cord
12	Kakute	TAI-JUTSU	1	+Poison	Rings with spikes or horns that are dipped in poison, 3 rings per set

ENEMY VEHICLE WEAPONS

Weapon	Skill	DAM	Special
Turret	BAJITSU	12	+Long Range
Energy Turret	BAJITSU	6	+Fast, +Long Range
Auto Cannon	BAJITSU	14	+Long Range
Heavy Auto Cannon	BAJITSU	18	+Long Range, +Slow
Laser Cannon	BAJITSU	10	+Long Range, +Melt
Heavy Laser Cannon	BAJITSU	14	+Long Range, +Melt, +Slow +Accurate

²¹ Not that we are going to argue that point with a Ninja, but someone else might.

FUTURISTIC NON-NINJA WEAPONS

	Weapon	DAM	Special	Description
-	High Tech Arrows	-	+Ammunition, +Long Range	<i>Roll once on this table to determine type.</i>
1	HEAM (High Explosive Anti-Mek)	3d6	+Wild, +Impact (3)	These large, unwieldy arrows are tipped with a shaped charge that is triggered to explode on contact, focusing a tremendously powerful explosion at narrow area.
2	HEAT (High Explosive Anti-Tank)	2d6	+Awkward, +Impact (1)	This heavy arrow has an explosive charge attached to its shaft. On impact, the charge detonates unleashing a sizable explosion.
3	HEAP (High Explosive Anti-Personnel)	1d6 + 3	-	This ingenious device, invented by Mirv-san, expels numerous, small explosive charges after striking its target. Damages target and anyone within 1 Square (5 Feet)
4	Uranium Tipped	5	+Pierce	This arrow is capped with a depleted uranium head. The density of the uranium allows it to punch through even the heaviest of armours.
5	Razor Tipped	4	-	This arrow is tipped with a wickedly sharp head enabling it to slice through flesh and bone with the greatest of ease.
6	Lead-Tipped	2	-	This arrow is tipped with a soft lead slug and is used to pummel or incapacitate one's opponents. While it does cause great amounts of pain, the damage this arrow causes it generally not fatal.

ENEMY WEAPONS

Weapon	Skill	DAM	Special	Description
Slug Thrower	KAYAKU-JUTSU	5	+Short Range	A tremendously high calibre handgun
Energy Pistol	KAYAKU-JUTSU	4	+Accurate, +Short Range	A generic single-handed laser / photon weapon
Pulse Rifle	KAYAKU-JUTSU	6	+Fast, +Large, +Long Range	A futuristic assault rifle
Energy Carbine	KAYAKU-JUTSU	5	+Accurate, +Large, +Short Range	A futuristic energy rifle
Rail Gun	KAYAKU-JUTSU	9	+Large, +Long Range, +Slow	A huge rifle that uses electromagnetism to hurl a metal slug at very high speeds
Napalm Spewer	MAKUDO-NARUDO	6	+Deeper Fry, +Large, +Short Range, +Slow	The ultimate in flame throwing technology
Vibro-knife	KENPO-JUTSU	4	-	A small blade that vibrates at an incredibly high rate of speed ²²
Chain-axe	YARI-JUTSU	6	+Large, + Reach	A long hefted axe with a chainsaw running along its blade
Mono-sword	KENPO-JUTSU	7	-	A molecularly-engineered, perfect sword, sharpened to the thickness of a single atom

²² We actually have no idea what this means in terms of increased cutting power, but our extensive research into science fiction has assured us that it will certainly be a futuristic method of increasing a melee weapon's damage.

WEAPON MODIFIERS

Sorted by book of first appearance then alphabetically.

+Climb	All TAI-JUTSU climbing rolls are made at -1 die of DIFFICULTY when using this weapon.
+Cook	All MAKUDONARUDO cooking rolls are made at -1 die of DIFFICULTY when using this weapon.
+Entangle	Ninja may spend an action to attempt to entangle opponent with this weapon. Make attack roll as normal but for 0 DAM. If successful target must make a 3 dice AGILITY roll or lose 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 fingers (points of honour) to attack with the weapon
+Reach	The weapon can strike opponents 1 square (5 feet) away from the Ninja
+Throw	This weapon can be thrown with no penalty to attack roll. Can be used against any target up to 5 squares (25 feet) away from the attacker that he has a clear line of sight to. Obviously, this removes the weapon from the attacker's inventory but it can be recovered.

+BOOM ²³	This weapon deals full DAM to everyone in the square where it explodes and ½ DAM (round down) to everyone in adjacent squares. If the attacker misses, it still explodes and he needs to determine which square(s) it affects. To accomplish this, roll on the +BOOM Deviation Chart. All directions are figured from the target, based on the direction the attack came from.
+Bright	The gaily coloured ribbons affixed to its hilt increases the DIFFICULTY of all INTONJITSU sneaking rolls by 1 die.
+Defensive	A Ninja may spend an action to fight defensively with this weapon, increasing their Combat Dice by 1 until their next turn.
+Wild	This weapon is very bulky, making it difficult to fire accurately. Increase the target's Combat Dice by 2 / suffer a penalty of 2 dice when using it.

+Accurate	The attacker can spend 1 full Turn aiming at a target to reduce its Combat Dice by 1.
+Awkward	This weapon is poorly weighted, making it harder to fire with great precision. Increase the target's Combat Dice / DIFFICULTY of the attack roll by 1 die.
+Deep Fry	To use this weapon, make a 3 dice MAKUDONARUDO roll instead of an attack roll. If it is successful, the attacker chooses a direction. Everyone within 3 squares of the attacker in the chosen direction makes a 4 dice AGILITY roll. If they fail the roll they take the DAM listed with the weapon, otherwise they duck out of the way, taking no DAM. If the attacker fails his MAKUDONARUDO roll he must roll on the +Deep Fry Disaster Chart.
+Fuse	Activating this weapon requires a 4 dice BO RYAKU roll. If the roll is failed, the device instantly explodes and everyone in the square with it and all adjacent squares take X DAM (X is the EXTRANEIOUS of the person setting the bomb). If the roll is successful the character using the weapon designates the number of Turns that will elapse before it explodes.
+Long Range	This weapon can be used to strike any opponent the attacker has a clear line of sight to and is more than 1 square (5 feet) away from him.
+Punk	This weapon allows the attacker to reduce the DIFFICULTY of an attack roll by 5 dice. In order to use this ability, the player must shout, "Do you feel lucky, Punk? Well, do ya?" and the target must have lost track of whether the attacker fired 5 or 6 bullets.
+Slow	This weapon can only be fired once every 2 Turns.
+Short Range	This weapon can be used to strike any opponent that the attacker has a clear line of sight to and is within 7 squares (35 feet) of the attacker
+Zap	This weapon renders its target defenceless. After being struck with this weapon the target makes a 4 dice TAI-JUTSU roll. If he fails, he is stunned, unable to act, for 2 Turns.

²³ These rules copied from TMNB. Original footnote: These +BOOM rules are da bomb and supercede those in INBM.

+Ammunition	This weapon is designed to be hurled by another weapon. Using it in any other manner reduces its DAM by ½ and removes any other special abilities.
+Deeper Fry	To use this weapon, make a 4 dice MAKUDONARUDO roll instead of an attack roll. If it is successful, the attacker chooses a direction. Everyone within 3 squares of the attacker in the chosen direction makes a 5 dice AGILITY roll. If they fail the roll, they take the DAM listed with the weapon, otherwise they duck out of the way, taking 0 DAM. If the attacker fails his MAKUDONARUDO roll he, and everyone in adjacent squares, takes ½ the DAM listed with the weapon.
+Defensive	A Ninja may spend an action to fight defensively with this weapon, increasing their Combat Dice by 1 until their next Turn.
+Impact (#)	For safety reasons this weapon will only explode when striking an extremely hard substance (one with an AV of # or greater).
+Melt	This weapon does 1d6 additional DAM
+Pierce	This weapon ignores AV for DAM purposes.
+Poison	If the target loses HITS to this attack they must make a 4 dice STRENGTH roll. If they fail they lose 1d6 HITS and the next round they must make a 3 dice STRENGTH roll or lose an additional 1d6 HITS. Continue this process until the STRENGTH roll is reduced to 0d6, the target makes the STRENGTH roll, or the target dies.
+Slow	This weapon can only be fired once every 2 Turns.

+BOOM THROWN WEAPON DEVIATION

Roll	Result
1	Whoa There! - Long By 1 Square
2	Couldn't Get It Up! - Short By 1 Square
3	A Little To The Left! - 1 Square to the Left
4	No! Your Other Left! - 1 Square to the Right
5	It's Out-A-Here! - Player picks a direction and rolls 1d6 to determine the distance in squares.
6	Oh No! - Ninja Manager's Choice!



NINJA POCKETS CHARTS

NINJA POCKETS CHART

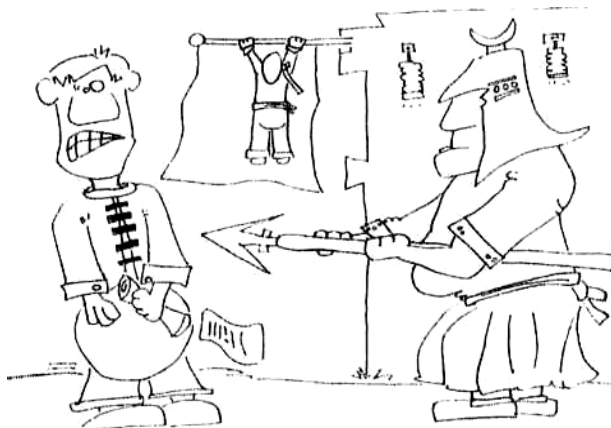
	1	2	3	4	5	6
1	Snake Eyes!	Bag of Caltrops	Random Weapon	Ninja Oil	Headband	NB™ Meal
2	Random Weapon	Eggshell Grenade	Medicinal Herbs	Lock Pick	NB™ Meal	1d6 Shuriken
3	Lock Pick	Ninja Oil	Eggshell Grenade	NB™ Meal	Special	Random Weapon
4	1d6 Shuriken	Special	NB™ Meal	Eggshell Grenade	Medicinal Herbs	Disguise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

EGG GRENADE TYPE

Roll	Effect
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 BURGER TYPE AND COMPLETING YOUR ORDER

Roll	Burger	Roll	Other item
1	Regular	1	A Samurai Chicken Sandwich
2	Regular	2	French Fries of Our Ancestors
3	Regular	3	An Onion Death Blossom
4	Junior	4	Another Ninja Burger™
5	Junior	5	Extra Wasabi
6	Double	6	A Large Cola



ANCIENT NINJA POCKETS CHART

	1	2	3	4	5	6
1	Snake Eyes!	Comb	Eye-patch	Ancient Weapon	Jug of Sake	NB™ Meal
2	Eye-patch	Eggshell Grenade	Ancient Special	1d6 Darts	NB™ Meal	1d6 Darts
3	Leaflets	Ancient Weapon	Eggshell Grenade	NB™ Meal	Leaflets	Jug of Sake
4	Matches	Ancient Special	NB™ Meal	Eggshell Grenade	Ancient Special	Ancient Weapon
5	Ancient Weapon	NB™ Meal	Jug of Sake	Matches	Eggshell Grenade	Eye-patch
6	NB™ Meal	Leaflets	1d6 Darts	Ancient Special	Comb	Eggshell Grenade

DART POISON

Roll	Poison & Effect
1	Deadly Rancid-Wasabi Poison - Target must make two STRENGTH rolls at 4 dice, and take 4 DAM for each failed roll.
2 – 3	Hot & Spicy Salsa Poison - Target must make a STRENGTH roll at 4 dice, and take 5 DAM if they fail.
4 – 5	Ninja Poison Sauce -Target must make a STRENGTH roll at 3 dice, and take 3 DAM if they fail.
6	Mild Ninja Poison Light - All the taste of a full-bodied Ninja Poison with Vi the calories and none of the DAM.

ANCIENT EGG GRENADE TYPE

Roll	Effect
1	Snake (KO Powder) - Everyone in the room must make a 3 dice STRENGTH roll; if they fail, they fall unconscious for 1d6 turns.
2	Flea & Tick (Itching Powder) - All non- Ninja in the room must make a 3 dice EXTRANEIOUS roll, if they fail, they itch uncontrollably for 1d6 turns. Itching uncontrollably requires 2 actions per turn.
3	Pepper (Sneezing Powder) - All non- Ninja in the room must make a 3 dice KI roll, if they fail, they sneeze uncontrollably for 1d6 turns. Sneezing uncontrollably requires 1 action per turn and negates any attempt to sneak or hide.
4	Fried (Black Powder) - The grenade exploded on the target for 1d6 DAM, everyone else in the room takes 1 DAM from egg shell fragments.
5	Soft Boiled (Baby Powder) - Everyone in the room must make a 3 dice AGILITY roll, anyone who fails is covered in a fine coat of white, scented talcum powder.
6	Imitation (Powdered Egg) - Just add water and you have a white pasty substance with V4 the fat, and 1/3 the cholesterol of an actual egg. 0 DAM, 2 DAM if eaten.

MODERN NINJA POCKETS

	1	2	3	4	5	6
1	Snake Eyes!	Random Weapon	Special	Chill Vest	1d6 Shuriken	NB™ Meal
2	Black Noise	Eggshell Grenade	Small Mirror	Random Weapon	NB™ Meal	Can-O-Ninja
3	Talcum Spray	1d6 Shuriken	Eggshell Grenade	NB™ Meal	Special	Computer Repair Kit
4	Special	Can-O-Ninja	NB™ Meal	Eggshell Grenade	Video Cassette	Cellphone
5	Chill Vest	NB™ Meal	Video Cassette	Black Noise	Eggshell Grenade	Random Weapon
6	NB™ Meal	Computer Repair Kit	1d6 Shuriken	Talcum Spray	Small Mirror	Eggshell Grenade

MODERN EGG TYPE CHART

Roll	Effect
1	Disco Ball - This eggshell is equipped with an electromagnetic inhibitor. For the next 3 Turns no electronic equipment will function in the target square or any adjacent squares (10 foot radius).
2	Ice Ball - This eggshell is filled with a slippery fluid. Anyone in the square where it lands or entering that square must make a 4 dice SHINOBI IRI roll. Failure means they fall to the ground and lose their next Turn. The fluid evaporates in 3 Turns.
3	Power Ball - Target Gaijin believes that he has won the lottery. He acts very excited, immediately quits his job and runs out of the building hooting and hollering.
4	Moth Ball - This eggshell is filled with multicoloured flying insects that flutter about the room (or a 15 foot radius outdoors) for 2 Turns. While present the fluttering colours of moth wings distract anyone attempting to take an action in the affected area, the DIFFICULTY of all actions is increased by 1 die.
5	Eight Ball - This eggshell is painted black and is filled with lead. 8 Ball (SHURIKEN-JUTSU) 5 DAM +Throw
6	Paint Ball - This eggshell is filled with dye and covers any surface it strikes with black ink.

+DEEP FRY DISASTER CHART

Roll	Effect
1	Nothing Bad Happens
2	Out of Fuel - The weapon no longer functions
3	Friendly Fire - The Ninja Manager gets to choose a new direction for the attack
4	Shoot Self - The attacker takes the weapon's DAM
5	Lose Control - The Ninja Manager chooses a new target direction this round and each succeeding round until the attacker regains control of the wand. Regaining control requires a 3 dice AGILITY roll
6	Weapon Explodes - The attacker and everyone in the square takes weapon's DAM x 1d6, everyone in an adjacent square takes Vi DAM

FUTURISTIC NINJA POCKETS CHART

	1	2	3	4	5	6
1	Snake Eyes!	Magnetic Grapple	Tool Kit	1d6 Shuriken	Reflective Wrappings	NB™ Meal
2	Elec. Key	Eggshell Grenade	Special	2 H-T Arrows	NB Meal	1d6 Shuriken
3	Special	Stim Patch	Eggshell Grenade	NB™ Meal	Magnetic Grapple	Reactive Wrappings
4	1d6 Shuriken	Reflective Wrappings	NB™ Meal	Eggshell Grenade	Tool Kit	Random Weapon
5	Random Weapon	NB™ Meal	Random Weapon	Elec. Key	Eggshell Grenade	2 H-T Arrows
6	NB™ Meal	2 H-T Arrows	Reactive Wrappings	Stim Patch	Special	Eggshell Grenade

FUTURISTIC EGG TYPE CHART

Roll	Effect
1	Electromagnetic Spheroid - Housed within this eggshell is a miniaturized electromagnetic pulse generator. For the next 3 Turns, no electronic equipment will function within 3 squares (15 feet) of the target square.
2	Neural-Inhibiting Spheroid - This eggshell contains a high-powered neural disruptor capable of neutralizing super powers. The target and everyone within 2 squares (10 feet) lose any and all super powers for 2 Turns.
3	Antimatter Spheroid - A series of magnets hidden within this eggshell keep a small particle of anti-matter suspended in a vacuum. Upon impact, the anti-matter containment field is broken allowing it to contact matter with explosive results. Target and everyone in adjacent squares take 2d6 DAM, everyone 2 squares away from the target takes 1d6 DAM.
4	Vibrantium Spheroid - Enclosed in this eggshell is an extremely dense dull grey metal. When the shell is broken and the metal is exposed to air it nullifies any and all sound within 3 squares (15 feet) for the next 3 turns by absorbing any and all sonic vibrations.
5	Transforming Spheroid - This eggshell is actually a toy given to young Ninja to hone their analytical and spatial relation skills. When thrown correctly it transforms into another piece of equipment before striking the target. (Reroll on the equipment chart to determine what it changes into)
6	Imaginary Spheroid - This eggshell is invisible, making it nearly impossible to dodge. Unfortunately, the process involved in making the grenade invisible seems to have nullified any effect it might otherwise have had.

NINJA EQUIPMENT!

All Ninja begin the game with their Ninja Burger™ uniform and nametag, a ML 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 dishonour his ancestors by rolling for the row first, their Ninja is immediately slain by the Ninja Enforcer Microsofts 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 honour. 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.

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 dishonourable to attempt such a feat!
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 (in the Ninja Pockets section) for each item beyond the first.
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, ²⁴ 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 he must roll "Special" to find it again.

²⁴ Super Combo Edition Editor says, See my comment at the start of the Weapon section. Or roll 1d12, don't roll 2d6.

ANCIENT NINJA EQUIPMENT!

1d6 Darts	See the Ancient Ninja Weapons! Section.
Ancient Special	The new and improved Ancient Special affords the Ninja 2 choices. They ran retrieve something they placed in their pockets earlier in the game or roll on the Equipment chart found in Ninja Burger: the Role-Playing Game! or from any future Ninja Burger: the RPGI supplement.
Ancient Weapon	Roll 2d6 and receive the corresponding weapon from the Ancient Ninja Weapons! list.
Comb	An intricately carved ivory hair comb. When this item is drawn from a Ninja's secret pocket, a pretty young Asian girl with a green Tai Chi sword appears and attacks the Ninja. She will relentlessly pursue the Ninja until he surrenders the comb (which would result in the loss of 1 point of honour) or she is dead. Asian Girl S: 14 A: 15 K: 12 E:14 / CD:4 / Green Sword 8 DAM / KENPO-JUTSU
Eye-Patch	Anyone who's ever watched Saturday afternoon Kung-Fu theatre knows the guy wearing the eye-patch is always one hardcore, bad ass dude! Upon donning the patch, you gain +3 STRENGTH, +2 AGILITY, -3 KI, -2 EXTRANEIOUS. This effect lasts until it is removed or the Ninja loses any honour.
Eggshell Grenade	As eggs have been around for quite some time it is perfectly acceptable for a Ninja to use eggshell grenades in ancient times. To use a grenade simply throw it at a target, then make a SHURIKEN-JUTSU roll. The DIFFICULTY is the target's 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.
Jug of Sake	A small clay pot filled with rice wine. After drinking some you must make 2 STRENGTH rolls to determine if you become inebriated. The difficulty of each roll is equal to X (X = the number of drinks you've taken). If you fail both rolls you pass out for 1d6+X turns. If you only fail 1 roll you become drunk: +3 STRENGTH and +3 EXTRANEIOUS for d6+X turns, - 3 KI, and -3 AGILITY for 2d6+X turns. If you make both rolls, nothing happens. (1 Jug contains 3 drinks.)
Leaflets	A fist-full (1d6 - 1) leaflets with a cute Ninja Burger™ logo on the bottom describing the sublime burgers that will be available in the future. Leaflets should be distributed to future customers, the peasants - one to a person, please!
Matches	3 Ninja Sure-Light™ Matches that can be used anywhere. These matches will function under any conditions - underwater, in space, etc. However, fire, like Ninja, is bound by natural laws and if you are hoping for anything more than a brief spark or small flicker in such an environment you are out of luck.
Ninja Burger™ Meal	The Ninja Burger™ Meal provided for delivery in ancient times has been standardized. At first Ninja would attempt to explain the multitude of choices available to their customers but their primitive minds were unable to comprehend them all. As such the Ninja Masters have decided to simply provide their most popular item, ²⁵ Combo #1.

²⁵ As determined in a millennium long, double blind taste test between the various Ninja Burger™ products conducted in secret as part of the Ninja Burger™ Cares School Lunch Program.

MODERN EQUIPMENT

1d6 Shuriken	A handful of throwing stars. Shuriken (SHURIKEN-JUTSU) 2 DAM +Fast, +Fast, +Throw
Black Noise Eliminator	Like the models sold in trendy high-end stores (e.g. The Sharper Picture) this device eliminates background noise. Unlike the standard consumer unit, which only suppresses white noise to produce a quiet and peaceful environment, this version eliminates black noise ²⁶ as well. Unfortunately, the increased functionality has decreased battery life and the unit ceases to function after 3 Turns. When using this device, reduce the DIFFICULTY of SEISHIN TEKI KYOYO and SHINOBI IRI rolls by 1 die.
Can-O-Ninja®	One of the Ninja Burger™ Corporation's most ingenious inventions. This device looks like an ordinary can of soda painted pitch black. When the tab is pulled, the can becomes incredibly dense and heavy reaching the exact weight of a Ninja. The R&D Ninja generate this effect with a tiny stabilized black hole. When the can is opened the black hole begins to destabilize and fold in on itself. After 5 Turns the can collapses in on itself, winking out of existence.
Cellphone	This is an ordinary cell phone which can be used to make telephone calls, check stock prices on the NYSE, ²⁷ answer e-mails, and see how your online auctions are doing.
Chill Vest	On a routine delivery to a top-secret plastic surgery clinic, a delivery Ninja made a startling discovery. A nurse made a compress cold by bending it in half until something inside it broke. Assuming the nurse was a demon in disguise; the Ninja quickly dispatched him and took the device back to Ninja Burger™ R&D. There it was quickly ascertained that a chemical reaction, not Black Demon Magic, was responsible for the loss of heat. This technology was incorporated into a vest which helps reduce the wearer's internal temperature. The chemical reaction lasts for 3 Turns and reduces the DIFFICULTY of the initial and all subsequent SEISHIN TEKI KYOYO rolls to defeat a Heat Sensor by 1 die.
Computer Repair Kit	This is a set of small screwdrivers, wire clippers and other tools used in the repair of computers and electronic gizmos. When used, reduce the DIFFICULTY of CHOHO rolls to repair eyeglasses or disable computers and other electronic devices by 2 dice.
Eggshell Grenade	Thanks to the R&D Ninja at Ninja Burger Labs™, the modern Ninja has a full selection of Eggshell Grenades for those sticky situations. To use a grenade simply throw it at a target, then make a SHURIKEN-JUTSU roll. The DIFFICULTY is the target's COMBAT DICE or 1 if the target is an inanimate object. Roll on the Random Egg Type Chart to determine the grenade's contents after the attack has been resolved.
Ninja Burger™ Meal	This is a bag filled with the tasty and delicious Ninja Burger™ products that your customer is patiently awaiting. If it becomes important to know exactly what is in the bag, consult the Ninja Burger™ Meal listing in the tables section.
Random Weapon	The Ninja pulls a random weapon from her pockets. She can roll on either the Modern Weapon Chart or the original Weapon Chart made for the base game.
Small Mirror	This is a hand-sized, highly polished mirror useful for personal grooming, defeating medusas, and deflecting laser beams. When used, reduce the DIFFICULTY of HENSOJITSU rolls by 1 die.
Special	The Ninja can either recover something placed in his pockets earlier in the mission or roll again on the equipment chart found in any other Ninja Burger: the RPG product.
Talcum Spray	This small, pressurized canister holds a fine, white, baby-fresh powder that is released by depressing a button at the top. There is enough powder to coat a 4 Square (20 foot) area, making laser light visible to the naked eye. When used, reduce the DIFFICULTY of defeating laser grids by 2 dice for 3 Turns.
Video Cassette	This is a standard, black VCR tape (most likely containing last week's episode of The Ninja-bomes.)

²⁶ Black noise is any sound produced by someone with a propensity for wearing black who is actively trying NOT to make any noise.

²⁷ The NYSE (Ninja Yen Stock Exchange) is the market at which shares of the Honourable Ninja Burger™ Corporation (symbol HNBC) are traded.

FUTURISTIC NINJA EQUIPMENT

1d6 Shuriken	See the Futuristic Ninja Weapons section.
2 H-T (High Tech) Arrows	Roll once on the Random Quiver chart to determine what type of arrows were pulled. See the Futuristic Ninja Weapons section for details on the specific arrows.
Electronic Key Generator	This small gizmo has a multi-pronged adapter that can be inserted into any electronic lock. Once activated it reduces the difficulty of any CHOHO roll to disable or enable an electronic lock by 2 dice.
Eggshell Grenades	Ninja Burger Labs™ has developed a special series of grenades for use when in the future and in alternate dimensions. These high potency grenades were designed to assist the Ninja in dealing with the unusual problems that the future presents. To use a grenade simply throw it at a target, then make a SHURIKEN-JUTSU roll. The DIFFICULTY is the target's COMBAT DICE or 1 if the target is an inanimate object. Roll on the Futuristic Egg Type Chart to determine the grenade's contents after the attack has been resolved.
Magnetic Grapple	This small dense disk is attached to a length of thin cord. When activated, the disk will adhere to any metallic surface it is thrown against. Placing the disk successfully requires a Shuriken-jutsu roll of 1 + the target's CD. When attached correctly, this grapple reduces the difficulty of any Tai-jutsu rolls to climb by 2 dice.
NB™ (Ninja Burger™) Meal	A tasty treat for the 42nd century Mek-Warrior who has so much fighting to do that he doesn't even have the time to stop for a decent meal! If the specifics of the meal become important, refer to "Ninja Burger™ Meal" in the yellow Equipment table above
Random Weapon	Roll on the Futuristic Ninja Weapons Chart or the original Ninja Weapon Chart from Ninja Burger: the RPG
Reactive Wrappings	Reduces the DAM from all conventional missile weapons (slug throwers, pulse rifles, and rail guns) by 2.
Reflective Wrappings	Reduces the DAM from all energy missile weapons (energy pistols, energy carbines, and napalm spewers) by 2.
Stim Patch	While not officially sanctioned by the greater Ninja Burger Corporation™ these performance-enhancing bandages are often carried by Ninja for their amazing curative properties. The patch gives the user a Bonus Die to all STRENGTH rolls, a Penalty Die to all KI and EXTRANEIOUS rolls, and heals 2 HITS per turn for the following 3 Turns. As use of this item isn't officially sanctioned, Ninja lose 1 Point of Honour for using it.
Tool Kit	A small black pouch containing a set of handy electronic and mechanical implements. It can be used to reduce the DIFFICULTY of a CHOHO roll to repair, alter, or disable machinery by 2 dice.



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 fuelled by the bones of our enemies, special sauce, lettuce, cheese, 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 too 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.

KID'S ITEM	DESCRIPTION	PRICE
1. Ninja Little Human Meal	Just for kids. Small human-sized Ninja Burger, small order of French Fries of Our Ancestors, small Cola, and a free surprise. No wasabi sauce.	\$4.00 (¥490)
2. Ninja Birthday Special	Party with a ninja! Price includes one Little Human Meal per child, party favours, a Samurai-shaped piñata, games like Pin the Shuriken on the Donkey, and Soy-flavoured birthday cake.	\$11.00/c hild (¥1348)
3. Small Cola	A small cola. Just like large cola but small for little humans. Adults no buy small cola.	\$.75 (¥92)

DELIVERY BAG DISASTER CHART

Roll	Effect
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 dishonoured 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 Hara-Kiri House Rule.
4	Forgot the Wasabi - An unforgivable error; lose 1 point of honour.
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 (Robbie Robbie!)
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 honour immediately.
11	Missing in Action - Where'd that bag go?
12	Smashed Food - It's all squished and ruined; commit seppuku immediately!

Roll if Ninja is carrying delivery and does something that could hurt bag, e.g. attack, jump, wujenitsu



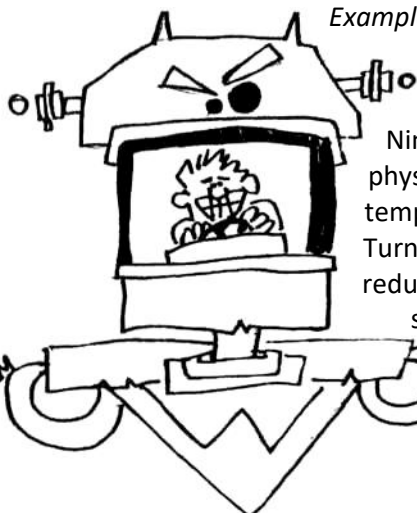
BURGER TECH

FUTURISTIC ARMOUR

In an effort to make more durable killing machines scientists needed to create a new grade of armour needed to be created. In answer to this call, metallurgists from across the world developed harder and more resilient f alloys. These new metals were then improved upon by other scientists and eventually a new generation of ultra protection was born. Trojinium, while still rather heavy, is more resilient than any other material known to man. Depending upon the thickness of the plate, it is actually able to ignore certain amounts of damage. In terms of Ninja Burger: the RPG this ability is known as Armour Value. AV represents the amount of DAM that is ignored from each and every attack before something loses HITS.

Example: If a tank has an AV of 2 and it is hit with a Shuriken 3 DAM it would only take 1 DAM.

When Ninja first entered the future, they found that their weapons were not quite as deadly as expected. However, by falling back on their intense training and research Ninja were able to lessen the effects of AV. It is well documented that Ninja are excellent planners. In their wisdom, the Ninja Masters provide Ninja with schemata on all the possible units they might encounter. Ninja, who are excellent strategists, can easily pick out the weak areas in each opponent's design. When fighting a mechanical enemy with AV a Ninja may draw upon his research and make a CHIMON roll to recall its weakness. The DIFFICULTY of the CHIMON roll is 4 dice. If the Ninja is successful, all his attacks against that target are resolved at V2 the AV.



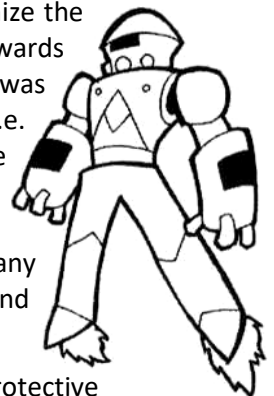
Example: A Ninja is fighting an alien with an AV 4. If she succeeds in her CHIMON roll she resolves her attacks against the alien as if it were AV 2.

Ninja also have the ability to channel their mental strength into their physical attacks. A Ninja may spend an action and lose one point of KI temporarily to increase the effectiveness of their attacks. For the next 3 Turns all the Ninja's attacks are resolved as if the target's AV were reduced by 2. KI can only be regained through the use of the TENMON skill.

Example: A Ninja is fighting a Mek™ with an AV 6. He may spend an action, and expend a point of KI, to reduce the resolve his attacks against the robot as if it were AV 4.

RISE OF THE MEK

Mek™ is a colossal robotic vehicle armed with some of the most deadly weapons and advanced defensive systems ever conceived. Since the Mek™ is one of the most inefficient and gratuitously violent weapons ever made, its evolution is an interesting story (and the subject of many, many hours of documentaries on the Future Channel). Throughout most of contemporary history, man has sought to minimize the profile of weapon systems, making it harder for the enemy to find and target them. Towards the end of the 29th century, however, the vehicles of war became so small that it was impossible for the media to cover them.²⁸ The prospect of fighting an unpopular war (i.e. one not endorsed by the media) so disturbed the military industrial complexes of the world that a revolution in military hardware occurred. Instead of making things smaller and more precise, everything got bigger and more spectacular. The bombs got bigger, the tanks got bigger, even the bullets got bigger. Unfortunately, humans didn't get any bigger. To use these bigger guns scientists needed to develop machines with bigger and bigger hands to use their larger guns.



First came battle armour. Generally, this took the form of a fully environmental protective covering. While increasing hand size slightly, it was rather bulky and only the strongest could wear it for any

²⁸ Ninja Burger's™ futurians believe that this change is related to the difficult time the media had attempting to cover a naval engagement that was waged behind closed doors. Quite literally the entire war took place in a general's bathroom.

length of time. Next came power armour. This was a much bulkier version of the basic battle armour, but it did contain a mechanical exoskeleton. This exoskeleton enhanced a person's ability to move the armour and as such, it (and its hands) was able to increase in size considerably.

To keep up with the ever increasing size of guns being produced, scientist's had to abandon the idea that a human could power the machine pulling the trigger. It wasn't long before they decided that if humans couldn't pull the trigger, a human-looking robot would! Other, more practical designs were suggested, but a People Magazine Reader's Poll won out in the end. Citizens became so enthralled with these Engines of Destruction that the brave men and women who drove them were elevated to super stardom overnight.

Mek™ battles made war so popular that people actually began encouraging their officials to go to war. While this seemed great for governments, eventually the leaders soon realized that there were drawbacks to being in a perpetual wartime state.²⁹ To slake the mass's hunger for destruction, the Mek Fighting League (MFL) was formed. Each country or region entered a faction into the league and huge battles were fought in remote locations such as Antarctica, the Australian outback, Siberia, and Utah where there was very little chance of destroying anything vital. Every year these factions fought great wars for fabulous prizes and bragging rights for their sponsor counties.

To keep things fair, the MFL commissioner decided to assign a point value to all the various Mekz™, Tanks, and Infantry units that the various factions utilized. Before each engagement, the opposing sides select a point total to fight with and construct their armies accordingly.³⁰ The factions fight for an allotted amount of time, after which both sides stop shooting and begin to add up their points. Factions earn points for various things like destroying units, surviving units, and snatching your opponent's units. These battles are fast, furious, and a make it really hard place to find lunch.

Enter Ninja Burger™

During the course of an engagement it is possible that one or more sides will get a case of the munchies and place a call to Ninja Burger™. Delivery Ninja are quickly dispatched to provide the starving soldiers with fresh and tasty Ninja Burger™ products. Delivering food into a futuristic battle arena presents a whole new set of challenges for the contemporary Ninja. Each MFL faction favours a bright neon colour scheme, but everyone mostly wears black. Since Ninja have always favoured the black on black scheme - and since Mek Jockeys™ usually shoot first, and shoot again later - Ninja are generally considered to be hostiles on the field of battle. Also, there is the exchange of extremely deadly live ammunition to worry about and the fact that most Mekz™ are ridiculously tall and their controls (and the hungry Mek Jockey™ using them) are generally located on the top in the robot's head.

RISE OF THE SUPER CHILDREN

No one is quite sure how "The Annoyingly Contrived Future of Super Powered Children" came to be. Most versions of its history claim a rogue scientist's failed attempt to build a device that used anime to pickup chicks is responsible. He administered his "Mangna-desiac" to a number of random women but before he could perform a clinical examination of his extraordinarily unconventional study, his lab was destroyed in a freak accident.³¹ About six years later, a small group of children began to exhibit some extraordinary talents; like super strength, flight, and the ability to shoot energy from various parts of their body.



The children's parents had all been young once, and they realized the huge amount of ridicule their kids would endure. (Who isn't going to make fun of a skinny girl with green skin and prehensile ears?) So, they coaxed them into hiding their abilities. For a few years this seemed to work. However, as fate would have it,

²⁹ Such as the perpetually shrinking tax / labour pool and an economy perpetually on the brink of collapse. A lot like the late nineties.

³⁰ While fun for the victor, studies have shown that lopsided battles receive significantly lower ratings and thus lower advertising revenue.

³¹ This is an annoyingly contrived future after all.

those children would be the only ones who stood in the way of earth's total domination by a gang of intergalactic space villains.³²



It all started in the Midwest. One day, a spaceship landed in the centre of Ground Zero Township (aptly named) and two gruesome looking monsters emerged. Obviously, widespread panic ensued. The creatures began stalking through the town, straight toward the school, smashing anything in their path. Local authorities attempted to stop them, but nothing would slow their progress. Teachers were trying to evacuate the school from a back entrance when little Zak remembered Mr. Stinky, the 4th grade pet hamster. Without a thought for his own safety, he turned and ran back to the classroom with his three best friends close on his heels. They grabbed the hamster, tossed him into his exercise ball, and were about to leave when the two monsters burst into the room through the far wall.

The aliens growled that they wanted the ball. They stupidly explained it was something called a Wyvern ball™ and that the first person to collect six of them would rule the planet. Understandably, Zak was a little concerned with simply handing over the ball (not to mention Mr. Stinky) and he hesitated. As aliens are an impatient lot, one screamed loudly and unleashed a sphere of terrible energy at children. Before they could react, it exploded, destroying a good-sized section of the school. After the impact, everything was quiet except the hamster ball hitting the ground. Zak's friends were a little dusty, but were otherwise unharmed. It looked like the Wyvern Ball™ protected Mr. Stinky, but poor Zak was nowhere to be seen. In a fit of rage, the three friends launched themselves at the aliens and gave them the thrashing of a lifetime. Talking afterwards they all admitted to having hidden super abilities and vowed to find the rest of the Wyvern balls™ for Zak and to save the planet.

A very similar thing happened in a popular shopping mall two thousand miles away. A group of girls were preparing for a show. They had recently won the "Young Teen American Idol" competition and were at the first stop on their mall tour when an exceptionally large and ugly alien assaulted the building. To save their recording contract (and possibly get some free publicity) one by one they admitted to having special powers and were able to work defeating the monster into their act, saving both the local population and their appearance! Now they travel from mall to mall singing, shopping, and saving the world.³³

Similar scenarios occurred all across the world. Super powered children across the globe banded together to keep the world safe from an ever-increasing number of evil intergalactic space villains. Protecting the planet is a full time job and it keeps the super kids busy. It is a rare day when they get to share a meal with the rest of the family. Even though they are more than capable of taking care of themselves against the forces of evil, their parents worry about the little things like if they are sleeping enough, wearing clean underwear, and eating right. Their parents don't have much control over the first two, but with Ninja Burger's™ help they can at least make sure their kids have enough to eat and a relaxing few minutes in which to eat it. Besides delivering the food, a successful delivery often requires the Ninja to keep the alien busy for 3 rounds while the customer enjoys her snack.

Ninja Master's Note: While it would easy for a Ninja to deal with the Alien invader he or she is discouraged from actually defeating the Alien Menace³⁴ since Ninja Burger™ wants to milk as much profit from this reality as possible.

SUPER ABILITIES

For reasons that cannot be explained space aliens seem to be unaffected by contemporary weapons like swords, guns, howitzers, or anything short of a massive explosion. Oddly enough, they seem to take full

³² We warned you (see above)

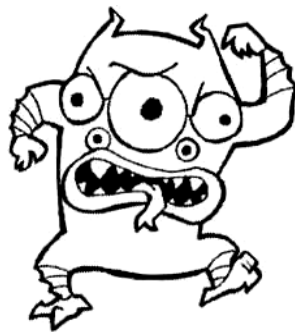
³³ Before the femani(nja)sts get mad at us, we would like to point out that we all know that super powered girls are just as capable of saving the world as super powered boys are. However, the girls never learned about the Wyvern Bails™ and the boys never thought to tell them because they are ten and girls are yucky!

³⁴ Not the game company, makers of fine board games, but the not-yet-named invasion of giant space monsters occurring in this future.

damage from super powers and hand-to-hand fighting. Luckily, Earth has a newfound crop of super-powered kids to defend it.

There are numerous possible super powers that an alien or child might develop. These powers divide into three categories. The first encompasses enhanced STATS like Mega Might, Intense Intelligence, and Amazing Agility. The second has to do with controlling and creating energy or matter. The final category is a catch-all for those powers that don't fit nicely into the first two.

When creating a random super child or evil alien invader roll 1d6 to determine how many rolls on the Super Power Chart they get. When selecting which charts to roll on it is important to remember that you may not roll on a chart three times until the child or alien has rolled on all the charts at least once. If you roll the same result twice they can re-roll. A child may sacrifice one roll to gain the Toughness power.



SUPER STATS

Roll	Power
1	STRENGTH - +3d6 STRENGTH, +3 DAM in melee combat.
2	AGILITY - +3d6 AGILITY
3	KI - +3d6 KI
4	EXTRANEIOUS - +3d6 EXTRANEIOUS
5	Toughness - A remarkably tough body with a natural resistance to DAM. 2 AV
6	Regeneration - Superior healing, the ability to re-grow lost body parts and heal 1 HIT per round.

ENERGY AND MATTER CONTROL

Roll	Power
1	Shoot Energy - The ability to shoot a blast of energy from some part of your body.
2	Energy Armour - The ability to cover oneself with energy. When struck the attacker takes DAM.
3	Manipulate Energy - The ability to control energy. Must be present to be used.
4	Matter Armour - The ability to cover oneself with matter. This generally provides AV.
5	Manipulate Matter - The ability to control matter.
6	Roller's Choice

Roll once on the Energy or Matter Type chart to determine which particular energy or type of matter their powers affect.

OTHER POWERS

Roll	Power	
1	Flight	The ability to fly through the air with the greatest of ease. (All distances can still be calculated in squares, they are approximately 5 feet wide, long and high.)
2	Super Speed	The ability to run at a speed 5 times one's normal MOVE!
3	Superior Sense	Heightened smell, X-Ray vision, echolocation, etc. Roller gets to choose one.
4	Chameleon	The ability to blend into ones surroundings when not moving.
5	Prehensile Tail	A tail with very fine motor control, it can be used like a third hand.
6	Other	Nothing too crazy, mind you.

ENERGY TYPE CHART

Roll	Energy	Power
1	Fire	All combustibles burst into flame. Shoot 2d6 DAM +Short Range, Armour 3 DAM
2	Electricity	Non-grounded electronic equipment ceases to function. Shoot 2d6 DAM +Reach, Armour 3 DAM
3	Light	Can change colours of light at will. Shoot 1d6 DAM +Long Range, Armour 0 DAM
4	Radiation	Prolonged exposure may cause cancer in humans. Shoot 2d6 DAM. Armour 2 DAM
5	Sonic	Can always make a scene. Shoot 1d6 DAM (to everyone within 3 Squares), Armour 1 DAM
6	Kinetic	Excellent for knocking things down. Shoot 2d6 DAM +Short Range, Armour +1 AV

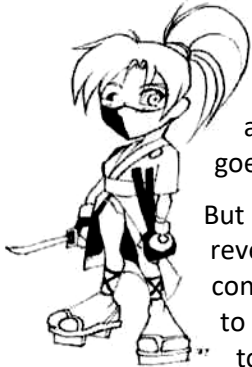
MATTER TYPE CHART

Roll	Matter	Power
1	Rock	Covers everything from mud to stone. Armour +2 AV
2	Metal	Covers all naturally occurring metals and their alloys. Armour +2 AV
3	Air	Covers anything in gaseous form. Armour AV +0 (Gives 2 Bonus Dice to any jump, climb, acrobatic and AGILITY rolls)
4	Water	Covers water in all its states. Armour +1 AV (Ice)
5	Plasma	Covers that very unusual and hard to duplicate supercharged state of matter. Armour +0 AV (Causes 4 DAM as Energy Armour)
6	Plastic	Covers the wide range of man-made petroleum- based products. Armour +1 AV

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

Before play begins, all Ninja compete for the honour of sitting on the left hand of the Ninja Manager in the Seat of Lightning Swiftness. This honour belongs to the Ninja with the highest EXTRANEIOUS. During each turn of play, the

Ninja occupying the Seat of Lightning Swiftness goes first, and play continues clock- wise, 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 honour, if revealing a Ninja's stats is dishonourable? 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 honour and reveal your EXTRANEIOUS.

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 floor 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.

VERSUS!

In some situations, two Ninja have the honour 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 manoeuvres. 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 honour, 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.

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.

Example 2: Sukenji decides to throw shuriken at the Samurai Burger Night Manager. The Manager has 3 CD. Sukenji has a 17 AGILITY, which controls SHURIKEN-JUTSU. Sukenji 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 Sukenji 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.

HONOUR 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 honour, and the greatest honour, of course, is working for Ninja Burger™.

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



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 honour. This rule is especially important for the following skills: INTONJITSU, SHINOBI IRI, CHOHO, HENSOJITSU, CHIMON, and KYOJTTSU TEN KAN 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 honour. You only lose 1 point of honour 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 dishonourable act, which demands the immediate loss of 1 point of honour. 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, 5/7/5.³⁵ 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 dishonour 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 honour, 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 chose to name their Ninja "Dick."

THE HONOURABLE RESPECT RULES

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

FOOTWEAR HONOURIFIC

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.

³⁵ SDDHVC editor says: The Japanese language uses units of length called morae and doesn't count syllables. "Ro" with a short duration vowel is one mora but "rō" where the vowel is pronounced for longer is two morae but both are one syllable long. The ending "-n" is itself one mora long. This makes the word "rōnin" four morae.

SUFFIX HONOURIFIC

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 honour. 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 favoured 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 honour.

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.)

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!).³⁶ Repeat offences 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 honour.

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 dishonoured Ninja Burger™," then you must MIME disembowelling 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 honour. (Game Designer's Note: Future Ninja Burger: the RPG supplements will include the Firefly and Storm Shadow House Rules. GO JOE!)³⁷

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.



³⁶ SDDHVC editor says: The *Name Game* is some old '60s song I think. I heard it once. It's bad even for a 60s song.

³⁷ SDDHVC editor says: Even I know this is supposed to be "Yo Joe!" not "Go Joe!" G.I. Joe was a 12" soldier doll / action figure from the 60s with lots of outfits that was adapted into a team of small Star Wars size action figures in the 80s. It became a TV show and a Marvel comic book and then in the 2000s it became another comic book by a different publisher. Snake Eyes was originally an all black (no paint) figure called "Commando" but soon became the G.I Joe Ninja. Eventually he got a wolf for a pet and became the most popular character. He always wore his mask, didn't talk on the TV show and I think he might have talked once in Marvel issue 100 or something.

IRON NINJA BURGER MONKEY HOUSE RULES!

THE BILL-SAN & TED-SAN'S EXCELLENT ADVENTURE RULE³⁸

Ninja are always prepared, even if it means going back in time to plant equipment they might find useful during the mission. Once per game a Ninja may "find" any one weapon or piece of equipment that was left for them by their future self. To use this house rule the player must stand up at the table and announce his Ninja's name and a piece of fortune cookie wisdom. Example: "I am Bill Shinto Preston Esquire.... Be excellent to one another." Use of this rule will result in the loss of 1 point of honour. Ninja may only use this house rule when in the past.

THE HEY, ISN'T THAT A NINJA RULE

In modern times, Ninja have the luxury of centuries of PR carefully designed to obfuscate the truth of their existence. It took hundreds of years to create the "mythical" brand image of the Ninja; thousands of Ninja-hours were spent purging every mention of Ninja from accredited historical records. Thousands more were spent spreading unbelievable tales of their exploits.

In ancient times, while this process was just beginning, some people still believed that Ninja existed. Without any physical proof, however, this belief is certain to die out. To ensure the proper extermination of this belief it is DOUBLY important that Ninja remain unseen in the past. Should a Ninja be seen by a peasant in the past and that peasant survive the delivery, the observed Ninja loses 2 points of honour, (instead of the 1 point of honour that the Ninja normally loses). In addition, as peasants really enjoy watching a good fight, after recognizing a Ninja they are sure to yell for the town guard, two of whom will show up in 1d6 turns.

THE OH MY BUDDHA! THEY KILLED KENNY-SAN RULE³⁹

Though Ninja are very careful to avoid it, there is always the possibility that a native could meet an untimely (no pun intended) death as a result of negligent time travellers. While it is impossible to calculate its full effect on the future, there is a chance that the person killed was the honourable ancestor of one of your fellow Ninja or the dishonourable ancestor of one of the foes you are chasing through time. When a commoner is killed by someone from the future, roll 2d6. On the result of a 2, the person was actually the ancestor of one of the enemies of Ninja Burger™. The Ninja Manager chooses one of the time travelling enemies and removes him from the game. On the result of a 12, the person was the ancestor of a Ninja Burger™ employee. The person who caused the death rolls 1d6 and counts that many seats to his left, ignoring the Ninja Manager. The Ninja of the person sitting in that seat is immediately removed from the game.



THE REVISED CORPORATE POLICY #5 RULE

Corporate Policy #5: YOU are a reflection of Ninja Burger™.

As such, whenever you are in the uniform you are expected to perform to the companies exacting standards: be it in the kitchen; on the phone; or massacring the weak, dishonourable masses. Be warned: should you choose to violate Ninja Burger™ policy you will be reprimanded accordingly. You are a big Ninja and are expected to act appropriately. However, should you attempt to disguise your infraction as the shoddy workmanship of a gaijin then you will incite the wrath of the Ninja Masters. As soon as they notice you must immediately roll on the Horrible Disgrace chart of their choice.

³⁸ SDDHVC editor says: An 80s movie about some idiots time travelling and needing help to do their homework so they could found a utopian society. I gather they left things behind in the past for themselves to use.

³⁹ SDDHVC editor says: TV show South Park used to kill main character Kenny once per episode, then he'd be back for the next episode like nothing had happened. One of the other main characters used to say "Oh my God, you killed Kenny!" every time.

THE STORM SHADOW RULE⁴⁰

To avoid a death by means of dishonour you may voluntarily convert to the Lo Cal clan. To do so, you must select one other Ninja at the table against whom you or your family have a vendetta. Stand up and announce the grudge to everyone present. After you have finished, bow and retake your seat. The other players will vote on the substance of your grudge. If it is deemed worthy, then you are spared the dishonourable death and thrust into the Lo Cal. You are given a cool, white, sleeveless uniform. Your new mission is to avenge yourself against the Ninja who has wronged you. NOTE: If you are already a dirty, low-down Lo Cal Ninja then you cannot utilize this rule, die you dishonourable dog! ALSO NOTE: Should one of the other players be Snake Eyes the grudge must be against him; however, there is no voting after you relate your story, you automatically succeed.



⁴⁰ SDDHVC editor says: Storm Shadow is another ninja from the G.I. Joe comic book. He was originally working for Cobra but then I think he started free-lancing and became friends with Snake-Eyes.

MODERN HOUSE RULES

THE PLAYER CHARACTER PARMESAN RULE

If a player rolls the dishonourable Lo Cal as their Ninja Clan, there is a chance that they might actually be part of the PARM Anti-Ninja Program. If the Ninja Manager allows it, you may chose to roll on the Pets Affected by Radioactive Mutations Chart on page 16. Player character PARMs should re-roll their STATS per PARM type, and record their +Mutant Edge on their Ninja Employee Reference Form. Since they are not true Ninja, PC PARM are only trained in the skills listed in the PARMs description and do not roll for Skill Masteries.

THE MY, WHAT BIG EYES YOU HAVE RULE

As PARMs are all known members of the Lo Cal Clan, all honourable Ninja will kill them on sight. Before one encounters a Ninja Burger™ employee, they may attempt to disguise their rather obvious mutations to avoid instant recognition as agents of Lo Cal. The base DIFFICULTY of the HENSOJITSU roll for a PARM to impersonate a Ninja, or any other non-mutant human, is 4 dice.

THE RING RULE⁴¹

Corporate Policy #39 Revised: Ninja are not to be seen now nor are they to be recorded for later viewing. Secrecy is the hallmark of a Ninja.

If a Ninja fails to adhere to Corporate Policy #39 Revised (under the Video Camera Security System rules) and allows herself to be recorded, she could face a very severe reprimand by the Ninja Masters if the recording is not recovered or destroyed before the end of the mission. Should the Ninja leave the site without the recording, they lose 1d6 Points of Honour (one for each despicable Gaijin that watches the Ninja tape). If the tape is watched while the Ninja is on-site, any Gaijin viewing the tape must be eliminated before the end of the mission or the Ninja loses 1 Point of Honour per surviving Gaijin.

THE NINJA BURGER™ PROOF OF PURCHASE RULE (AKA THE FIREFLY RULE)⁴²

In an effort to foster the Continuation of the Secrecy of Ninja Existence (Corporate Policy #21-K), the Ninja Managers have started a "Proof of Purchase" Rebate Redemption Plan. Ninja Burger™ Employees and their families are offered an incentive to recover any recordings that prove that Ninja exist. When one is fortunate enough to recover proof and present it to the Ninja Managers at the end of a mission they are granted a boon, the return of a Point of Honour and the reattaching a finger (no more than 10 fingers per Ninja please!). This point is a gift from the Ninja who was caught on tape and is deducted from his total, generally with a sharp cleaver. For example, if Chan-san is videotaped sneaking into a building and Lucy-san recovers the VCR tape showing him doing it, she regains 1 Point of Honour at the end of the mission and he loses 1 Point of Honour. Also, the Ninja recovering the tape begins the next mission with cool urban-camo Ninja fatigues and a Rocket Launcher! (Firefly was a punk who was only out for number one! Rock on Firefly!)

⁴¹ SDDHVC editor says: Is this a reference to the old, not at all scary, horror film? In *The Ring* if you watch a particular video tape (yeah, not blu-ray), you die in a week unless you make someone else watch it. If you read the novels, the events of the movies take place in a simulated reality called LOOP and the Ring virus escaped into the real world where it became a cancer.

⁴² SDDHVC editor says: Firefly was originally a terrorist guy working for Cobra against G.I. Joe who as it turns out was a ninja all along like Snake-Eyes and Storm Shadow. He did wear urban-camo.

FUTURISTIC HOUSE RULES

THE YOU FORGOT TO ADD THE BASIC STATS FOR KIDS AND ALIENS RULE⁴³

No we didn't! Both super human children and evil intergalactic space villain roll 3d6 for all of their STATS.

THE BAD GUYS CHEAT RULE

When making a delivery in "The Annoyingly Contrived Future of Super Powered Children" one must always be on the lookout for cheating villains. Unlike Ninja villains who are bound to fight honourably Evil Space Aliens are nearly certain to cheat. When things are at their bleakest the alien can take a step back and laugh manically to call in reinforcements. When this occurs 1d6 Alien Reinforcements rush to his aid.⁴⁴

Alien Reinforcements S:10 A:10 K:10 E:10 / CD:3 / Claw 3 DAM/ Toughness 2AV

THE JINX RULE⁴⁵

It is important to note that deliveries to "The High Tech Future of Giant Robot Combat" are taking place in a war zone and that tremendous amounts of destructive firepower is being tossed about haphazardly by glory hounds looking for ratings. This being the case it is entirely possible to be struck by a random attack at any time. On the beginning of the Ninja Manager's turn all Ninja should roll 2d6. Anyone who scores an 11 or higher is struck by a misdirected attack. (If there is very little fighting going on the Ninja Manager is free to decrease the frequency to once every two or three turns as she sees fit.) Anyone struck by an attack must roll on the What Hit Me? chart to determine the effects of the attack.

Roll	What hit me
1	A Seagull
2	Heavy Weapons
3	A Hover Tank
4	A Light Tank
5	A Light Mek™
6	A Medium Mek™

Seagull 0 DAM (there is a white stain on your uniform and all INTONJTTSU rolls are 1 die more difficult.)

THE BLIND FURY RULE

If Ninja are ever struck blind (or has had their eyes burned out by application of burning hot Freedom Fries of Our Ancestors) she can spend 15 years of silent mediation in a remote jungle location. There, an old Ninja Master will teach her to harness her fury and blindness, making her the undisputed master of ass-kicking in any one weapon of her choosing. Since she is blind, she suffers a PENALTY DIE to all rolls requiring sight, but gains a BONUS DIE to all rolls using the chosen Ninja Weapon.

THE WHO THE HELL IS DRIVING THIS THING RULE

Piloting and attack rolls for a Mek™ or other vehicle should be made by a member of the crew. It is safe to assume that in a vehicle with a number of crewmen, the guy with the highest stat (for that action) will have the controls for that system, and as such make the roll.

THE MEK™ SPECIAL VALUE COMBO MEAL RULE

If a group of Mekz™ all belong to the same faction, they can choose to enter a formation together - generally referred to as a Combo Pack. This formation has no practical application, but every single game of giant robot combat has this feature, and 9th Level is not about to be left out of the fun.

THE MOM KNOWS BEST RULE

A successful delivery to Super Powered Children requires that the child be kept safe from Alien invaders for at least 3 rounds while the customer enjoys her snack. Ninja Burger™ is part of a healthy, well-rounded diet.

⁴³ SDDHVC editor says: WTF? This isn't a house rule, this is a core rule.

⁴⁴ ** Ninja Management has no rules discouraging the wholesale slaughter of alien cannon fodder.

⁴⁵ Otaku Fanboy Note: For those of you that were following the GI JOE Ninja bit, this was the last we could think of. If we missed one, please drop us an e-mail. Otherwise, you'll only have Rutger Hauer references to look forward to. SDDHVC editor says: There were no more books after this so apart from *Blind Fury* (based on *Zatoichi* who wasn't a ninja), Rutger Hauer references never came. Wikipedia didn't exist when the book was written but there were G.I. Joe fan sites. There were like a million ninja in the comic and it was renamed *Ninja Force starring G.I. Joe* or something.

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 Honourable 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 honour 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 Dishonour 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.

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 EXTRANEIOUS. 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 honour due to the Ninja Failure House Rule. Your BO RYAKU roll is 3 dice.

Rei - Makes a Dishonour Check and passes and then makes the BO RYAKU roll and scores over her EXTRANEIOUS. 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 honour.



NINJA MANAGER SECTION

WELCOME TO NINJA MANAGEMENT

If you're reading this section, you have been promoted to a great honour, Ninja I 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 honour!

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

The enemies of Ninja Burger™ are varied and widespread. Luckily, they are all honourless 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!



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)honour 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 flavours 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 flavour!) 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-fibre, 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™.

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 defence) 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 portalling 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 brown clothes. Even in this weakened state the Oni are terribly powerful and will always attack Ninja on sight.

GAJIN

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.

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 Honour. Ninja are NOT ALLOWED TO KILL CUSTOMERS!!! If a Ninja does, they lose 2 points of honour.

IRON NINJA BURGER MONKEY ENEMIES

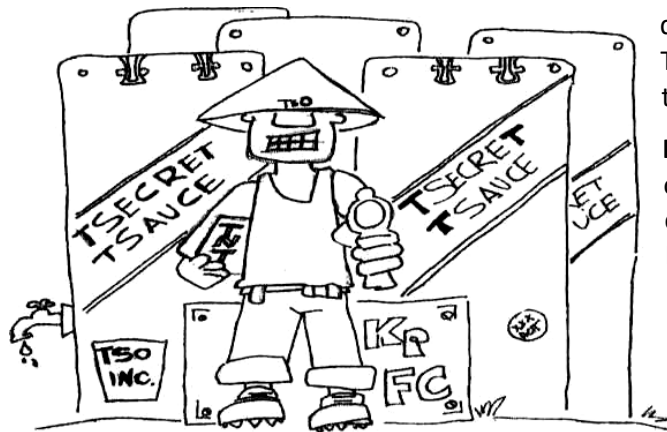
KUNG-POW FRIED CHICKEN™ (KPFC)

(Slogan: - You no do chicken right, I do chicken right!)

KpFC is a recent addition to the fast food arena founded by General Tso, the former leader of a Tsouth East Asian Drug Cartel. Colonel S. Anders is in charge of their fast food operations. They mainly focus on Flash-Frying Chicken (using the Colonel's secret recipe and special blend of one herb and / or tspice - gunpowder) to varying degrees of hardness; "Original," "Extra Hard," and "Get a Hammer." Tiny KpFC tstands now litter the country; tselling fatty black-powder burned chicken parts In wicker buckets, while General Tso marshals his forces to take over the world. They also have great biscuits.

General Tso Assassin - Trained in the jungles of Tsouth East Asia, these fighters of freedom are trained from an early age in the tsubtle arts of infiltration and assassination and ran expertly approximate weights of anything up to 1 kilo. They favour jungle camo pants, black wife-beater t-shirts, and a whole lot of gel in their hair.

General Tso Attack Chicken - An accident while attempting to create chickens with 8 drumsticks, Attack Chickens are used by Tsoldiers as bloodhounds, guard dogs and the occasional bucket of Extra-Toughy Roughy.



KpFS Tservice Associate - This is your every day, ordinary KpFC employee. They are the underpaid inner city youths responsible for all the menial tasks that keep the emerging franchise running.

General Tso Tsoldier - These are the tstreet-level grunts of Tso, using MSG SMGS. They tstand ready to tstrike at a moment's notice.

ANCIENT ENEMIES

Governor - Like most imperial functionaries, the Governor has grown fat, lazy and corrupt over time. He over-taxes the peasants, withholds food, etc. He's pretty much your stereotypical cowardly and evil bureaucrat.

Functionary - No one is sure what exactly these men do, but you are sure to find them wherever you find government officials.

Inept Guardsman - These guardsmen are poorly trained, poorly equipped and have a penchant for getting in one another's way.

Inept Sergeant - Basically, he is the fattest guardsman who gets better pay and more vacation time.

Less-Inept Captain - The captain is the meanest and toughest of all the guardsmen (or the Governor's nephew). Generally, when a new guard post is established all the guards get together to select the new captain. Anyone can apply and they compete in three categories; Loud Yelling, Evil Glances and Congeniality. The possible candidates are rated by the rest of the guards and the person with the highest overall score becomes the captain. In the event of a tie the winner is decided by the always popular Mortal Combat in a Swimsuit competition.

Scow-Ling Monk - The Scow-Ling monks devote their lives to quiet meditation, reflection and the study of martial arts. As you might expect, they are pretty good at it. While generally champions of the downtrodden and oppressed, this particular branch has decided to take the quick and easy path and has joined the Governor's tyrannical regime.

Peasant - Yesterday's peasant is tomorrow's IT professional! This being the case it behoves Ninja Burger™ Employees not to kill their own customer base. However sometimes accidents do happen; make certain to enforce The OH MY BUDDHA! THEY KILLED KENNY-SAN Rule when they do.

MAHJONGG-OHS™

"Mahjongg-Ohs™ guarantees that you'll love our pizza and that it will be delivered in thirty minutes or less!"

- Ol Lac, President of Mahjongg-Ohs™

Everyone's favourite evil warlord and vegetarian fascist, Lo Cal, was shocked to receive a report concerning the ongoing popularity of pizza, a delightful Italian bread product covered with a paste of relatively fresh tomatoes, accented with cheese and assorted vegetables. While he was opposed to the use of meat toppings and he wasn't thrilled with the use of cheese (cows are people too, you know) the otherwise pro-vegetarian product's popularity was amazing. As his own plans to enforce worldwide vegetarianism have consistently failed, Lo Cal was quick to capitalize on pizza's near-vegetarian bandwagon. People were so enthralled with this tomato, bread, and cheese concoction that they had begun to forswear the almighty BURGER!

With this in mind, Lo Cal called upon UnFood Enterprises (the R&D arm of the Lo Cal Clan) and demanded results. For pizza to completely mesh with his ideal animal protein-free utopia required the development of synthetic cheese. After weeks of furious research, UnFood scientists presented their master with Tai-Cheese™, a 100% synthetic, non-dairy cheese-like substance. Cutting the cheese, he now possessed the weapon he needed to crush his ancient enemy, Ninja Burger™. Days later, Mahjongg-Ohs™ Pizza Delivery Restaurants began springing up all across the world, promising quick and accurate pizza delivery.

For the first time in Ninja Burger's™ long history, the Ninja Managers fear that the competition may be encroaching on their market share! Mahjongg-Ohs™ has quickly become the #2 Fast Food Delivery Chain (according to a recent USA Tomorrow poll) and they have their sights set on #1. Investigators report that 100% of Mahjongg-Ohs™ customers have received their steaming hot, gooey, extra Tai-Cheese™, and Pepper-Oni⁴⁶ pizzas within 29 minutes of ordering and customer satisfaction is through the roof! Unbeknownst to USA Tomorrow, the reason Mahjongg-Ohs™ customers are so satisfied is the result of their employee's strict adherence to the Customer Service Rules of the Lo Cal Clan (proudly displayed on a happy poster on the kitchen wall in every Mahjongg-Ohs™ Restaurant).



DELIVERY IN 30 MINUTES

or we mutate the family pet into a killing machine to devour any witnesses to our failure.

THE LO CAL PARM ANTI-NINJA BURGER™ PROGRAM

Because UnFood is part of the Lo Cal Tong, the idea of testing a product on animals is out of the question. All safety testing is done on human captives. This complete lack of animal testing lead to a fascinating discovery when the first house pet of a Mahjongg-Ohs™ customer got hold of some Tai-Cheese™. Within minutes, the simple pet had mutated into a Kung-Fu infused fighting machine with one goal- to destroy everything that stands between it and another slice of Pizza. The scientists called these mutants PARMs, which stands for Pets Affected by Radioactive Mutations.

Research scientists at UnFood haven't found the cause of these mutations yet, but they have narrowed it down to two possibilities: a dangerous soy-lecithin protein chain reaction or the high concentration of Uranium-235 (added for the gooeyness). Whatever the cause, Lo Cal was quick to capitalize on their strengths, their desire to work for peanuts (err, pizza) and the fact that Mutant Animal labour is not regulated by any Federal Government. Fie ordered all PARMs to enter the PARM Anti-Ninja Burger™ Program, which gives its students a crash course in the arts of the Ninja and the operation of a fast food franchise. With this new breed of warriors at his disposal Lo Cal is attempting a hostile takeover of Ninja Burger™ in an effort to put an end to their deliveries forever!

⁴⁶ Lo Cal opposes the eating of animals, not demons.

This abbreviated training period limits the number of Ninja skills the PARMs can learn. A PARM's training focuses primarily on skills geared to their strengths: Veal are natural fighters, while Eggplants tend to have a more intellectual bent. Each PARM description includes a list of trained skills. Unlike full-fledged Ninja, who spend a lifetime honing their skills to perfection, the PARMs are unable to master any skills in their two brief weeks of training.

PETS AFFECTED BY RADIOACTIVE MUTATIONS (PARM) CHART

Roll	PARM
1	Chicken PARM
2	Veal PARM
3	Eggplant PARM
4	Pork PARM
5	Furry PARM
6	Sushi PARM



CHICKEN PARM

Mutated from chickens, parakeets, parrots or other avians, Chicken PARMs are the masters of movement and transportation! Lo Cal uses these daring monsters as pilots, drivers, and paratroopers. Chicken PARMs love to rush about (generally in circles) and revel in the sheer joy of a successful delivery. Chicken PARMs generally mistrust Veal PARMs, due to years of conflict both on and off the plate.

Stat	Dice	Skills
STRENGTH	2d6	TAI-JUTSU, KUSARIGAMA-JUTSU
AGILITY	5d6	all skills
KI	2d6	HENSOJITSU, CHOHO
EXTRANEIOUS	3d6	BO RYAKU, TENMON, MAKUDONARUDO

+Vestigial Wings: These mutants have little wings that cannot be used for flying, but can be used to assist in acrobatic manoeuvres. Reduce the DIFFICULTY of all rolls involving climbing, jumping, falling, and tumbling by 1 die and increase the DIFFICULTY of all HENSOJITSU and INTONJITSU by 1 die.

VEAL PARM

Hailing mainly from the heartland (where people keep bovines in the house), these farm fresh mutated cows are incredibly powerful! The Veal PARM is the strong arm of the Anti Ninja Burger™ Program. Unfortunately they aren't too quick and often come home in doggie bags; Ninja have a tendency to chop them up into Grade M Ground Chuck - 100% All Mutant Beef Patties. Veal PARM get along best with Sushi PARM (never underestimate their Surf and Turf Attack!) and have a deep mistrust of the Chicken PARM.

Stat	Dice	Skills
STRENGTH	5d6	all skills
AGILITY	2d6	INTONJITSU, SHINOBI IRI
KI	2d6	HENSOJITSU, CHOHO
EXTRANEIOUS	3d6	BO RYAKU, CHIMON, MAKUDONARUDO

+Horns: These mutants have large horns protruding from their heads which are reinforced for use in combat. Though handy, +Horns does make it more troublesome for Veal PARMs to disguise their animal nature (See the "My, What Big Eyes You Have" Rule in the House Rules Section) Increase the DIFFICULTY of these HENSOJITSU rolls by 2 dice.

+Horns (YARI-JUTSU) 5 DAM (A big set of reinforced and sharpened horns)

EGGPLANT PARM

Some customers, especially those with allergies, do not have pets. Fortunately, Tai-Cheese™ works equally well on plant life. Sprinkle a little on a garden or house plant and within a few seconds you have Kung-fu fauna! These mutants are the pride and joy of the PARM Anti Ninja Burger Project™ -taking on the critical roles of field commanders and

Stat	Dice	Skills
STRENGTH	2d6	TAI-JUTSU, BO-JUTSU
AGILITY	2d6	INTONJITSU, SHINOBI IRI
KI	5d6	all skills
EXTRANEIOUS	3d6	BO RYAKU, KYOJITSU, MAKUDONARUDO

accountants. Tough, bland, and deeply rooted in the History and Traditions of the Glorious Lo Cal Revolution, the Eggplant PARM is the core of every well-balanced Mahjongg-Ohs™ Strike Team. Eggplant PARM can work well with most other PARMs.

+Photosynthesis: This Mutant doesn't need to breathe or eat, she only needs to sit in the sun for at least one hour a day. These mutants are immune to the effects of +POSITION gas, suffocation, and starvation.

PORK PARM

Pork PARMs are the most recent addition to the PARM Anti-Ninja Burger™ Program because the really hip people that keep pot-bellied pigs as pets are generally people who don't eat much or often. Pork PARMs, the Other White Ninja, have quickly gained prominence for their ability to save their bacon when things get hot. Pork PARMs are generally belligerent and snarky with everyone, but have the least amount of trouble with the Eggplant PARM.

Stat	Dice	Skills
STRENGTH	4d6	TAI-JUTSU, KENPO-JUTSU, BO-JUTSU, YARI-JUTSU
AGILITY	2d6	INTONJITSU, SHINOBI IRI
KI	4d6	CHOHO, HENSOJITSU, SEISHEN, WUJENITSU
EXTRANEIOUS	2d6	BO RYAKU, MAKUDONARUDO

+Pork Chop: The cloven hooves of the Pork PARM are natural insulators, grounding them against all +Zap Attacks. These hooves make it slightly more problematic for Pork PARMs to disguise their animal nature (See the "My, What Big Eyes You Have" Rule in the House Rules Section) Increase the DIFFICULTY of these HENSOJITSU rolls by 1 die.

+Pork Chops (TAI-JUTSU) 4 DAM (A set of thick hooves ground to a razor's edge)

FURRY PARM

These PARMs are mutated house cats, dogs, weasels, hamsters, or other family pets. These monsters were way too friendly with humans before being mutated, and now they never shut up about having opposable thumbs. As such the Furry PARMs are unpopular with the other PARMs! Furry PARMs get along well with non-mutants, and generally pass for human, as long as you don't take too close a look!

Stat	Dice	Skills
STRENGTH	3d6	TAI-JUTSU, KENPO-JUTSU, BO-JUTSU
AGILITY	4d6	SUIREN, INTONJITSU, SHINOBI IRI, SHURIKEN-JUTSU
KI	3d6	KAYAKU-JUTSU, CHOHO, HENSOJITSU, WUJENITSU
EXTRANEIOUS	2d6	BO RYAKU, MAKUDONARUDO

+Opposable Thumbs: Now that Furry PARMs have thumbs, they can do all of the things they watched humans do for all those years. These digits make it easier for Furry PARMs to disguise their animal nature. (See the MY, WHAT BIG EYES YOU HAVE Rule in the House Rules Section) Decrease the DIFFICULTY of these HENSOJITSU rolls by 1 die

SUSHI PARM

The ultimate in all-terrain attack mutants, Sushi PARMs can be mutated from any fish or amphibian- though most turn out to be goldfish from County Fair prizes and are very pissed off. The Sushi PARM is a proud, fierce operative with a penchant for useless information. Sushi PARM get along pretty well with Veal PARM behemoths and have a long-standing quarrel with the Eggplant PARM over who is the smartest mutant race!

Stat	Dice	Skills
STRENGTH	2d6	TAI-JUTSU, KUSARIGAMA-JUTSU
AGILITY	3d6	INTONJITSU, SHINOBI IRI, SHURIKEN-JUTSU
KI	2d6	HENSOJITSU, WUJENITSU
EXTRANEIOUS	5d6	all skills

+Raw Seafood Heritage: These mutants are immune to all +FLAME effects and cannot fail SURIEN rolls.

MODERN ENEMIES

NEW GENERIC ENEMIES

The following is an expanded list of security personnel that a Ninja could encounter in the course of a mission.

Rent-A-Cop (Gaijin) - This is your standard-issue security guy. He gets paid minimum wage to guard someone else or their valuables. For what they get paid, it's not likely they're going to stick around long if things get hairy.

Police Officer (Gaijin) - A friendly neighbourhood flat-foot. They are useful in keeping the peace, but have conquered one too many donuts to be considered a truly worthy opponent.

SWAT - These units are much more highly trained and conditioned than police officers and have access better arms and armour. Ninja have some modicum of respect for members of this force because they understand The Importance of Wearing Black.

Soldier (Gaijin) - Trained fighters in the employ of a government (or wannabe government) agency.

Specialist - These soldiers excel in the use of heavy weapons (Like Flame Throwers and Rocket Launchers) because they love making things go BOOM! Special Forces - Highly trained fighters who, while no match for a Ninja, do present them with an interesting diversion.

Mercenary - Trained warriors who are no longer bound to the institution that trained them and instead fight for the highest bidder.

NEW LO CAL CLAN (D. B. A. MAHJONGG-OHS™) ENEMIES

Lo Cal Overseer - Each Mahjongg-Ohs™ is run by a fanatical devotee of the Lo Cal Clan. He ensures that all food prepared in the restaurant is made in accordance with his warlord's strict guidelines.

Mahjongg Ho - These poorly paid employees are responsible for answering the phone, taking orders, and preparing every pizza that leaves a Mahjongg- Ohs™. They work under the closest scrutiny from the Overseer who is quick to issue terminal reprimands for any deviation from the warlord's pizza preparation guidelines.

UnFood Scientist - Hailing from the finest community colleges and state schools in the country, these scientist aren't the best that money can buy but they sure have a lot of spirit.

NEW ONI ONI PARCEL SERVICE ENEMIES

In this modern era it is becoming increasingly difficult for trans-dimensional beings to conquer the world. While the rapid expansions of corporations f into the global marketplace has infused the Oni Oni Parcel Service with a great amount of capital, the demands of operating a parcel company in the Internet Age doesn't leave a whole lot of time for world domination!

Upon first encountering the PARMs, the Oni were amazed at their abilities and decided to conduct their own experiments. After experimenting on thousands of Mahjongg-Ohs™ pizzas they were able to duplicate the effects of Tai- Cheese™. Like the Lo Cal Clan, the Oni have developed a line of mutants. These mutant demons, like the PARMs, have a talent for Kung-fu, a hankering for pizza and are trained from their hatching in the dankest pits of hell to slay all Ninja!

Pepper Oni - Mix Tai-Cheese™ with one part jalapeno and one part ravaging demon from the Hell of Lemon Juice and Tiny Paper Cuts - and blammo, the Pepper Oni! Eight smouldering feet of burning hot kung-fu madness! These beasts delight in beating their enemies to death with their hugely oversized pepper-shaped heads. Pepper Oni are extremely tasty when sliced thin and baked on a pizza.

+Watery-Eyes Curse: Every time this Oni is struck for DAM everyone within 1 Square (5 feet) must make a 3 dice BO RYAKU roll. Everyone who fails is struck blind for 2 Turns due to its intense eye-watering pepperiness.

Macker Oni - When Tai-Cheese™ found its way into the 86th Chinese Hell (the Hell of the Unfunny but Inescapable Punch Lines), the Macker Oni was born. Oozing cheesy goodness, the Macker Oni is a master of Black Demon Magic (see Wujenitsu section) and macramé.

+The Cheesiest: Whenever this Oni is stuck in melee the attacker must make a second 4 dice attack roll. If they fail their weapon gets stuck to the Oni and is unable to be used on the next Turn.



RISE OF THE MEK FUTURISTIC ENEMIES

FUTURISTIC NINJA BURGER™ ENEMIES

Soldier	Generic infantry soldiers used to fill any number of support rolls in an MLF army; from occupying objectives to reconnaissance, and from crowd control to providing a meat shield for a tank.
Special Forces	Highly trained soldiers used for infiltration, sabotage, and the occasional suicide mission.
Heavy Weapons Expert	Solders trained in the use of heavy weapons.
Battle Armour	Soldiers of this variety wear a bulky suit of armour that provides protection at the cost of reduced mobility.
Power Armour	Solders equipped with a high tech suit of heavy armour that has hydraulic or mechanical enhancements to augment the pilot's strength and speed.
Mek Jockey™	These are the lucky few who graduated battle school at the top of the class and are trained in the piloting of Mekz™.
Tank Crewman	Soldiers who feel that riding around in a tank with a few inches of reinforced metal armour between them and the enemy is a good idea.
Technician	The guys and gals responsible for keeping the tanks, Mekz™, and all the assorted weapons operational on the battlefield.
Medic	The people who are trained in the art of keeping the pilots, jockeys, and firers of the guns alive and kicking.

FUTURISTIC NINJA BURGER™ ENEMY VEHICLES

Light Tank	A small (relatively speaking) tank used primarily to support heavier vehicles. Crew generally consists of 3 Tank Crew, a Soldier, and a Tech.
Heavy Tank	A huge lumbering beast of a tank used primarily for blasting big holes in things at great distances. Crew generally consists of 5 Tank Crew, a Soldier, a Heavy Weapons Expert and a Medic/Tech.
Hover Tank	A quick light vehicle used for reconnaissance and infantry support. Crew generally consists of 3 Tank Crew and a Soldier.
Small Mek™	A vaguely humanoid robot approximately 25-35 feet tall and piloted by a Mek Jockey™. Climbing to the top requires a 4 dice TAI-JUTSU roll.
Medium Mek™	A vaguely humanoid robot approximately 30-40 feet tall and piloted by a Mek Jockey™. Climbing to the top requires two 4 dice TAI-JUTSU rolls, increase the DIFFICULTY by 1 die if the Mek™ is moving around.
Large Mek™	A vaguely humanoid robot approximately 35-45 feet tall and piloted by a Mek Jockey™. Climbing to the top requires two 4 dice TAI-JUTSU rolls, increase the DIFFICULTY by 1 die if the Mek™ is moving around.
Super Size Mek™	A vaguely humanoid robot approximately 45-60 feet tall and piloted by a Mek Jockey™. Climbing to the top requires three 4 dice TAI- JUTSU rolls, increase the DIFFICULTY by 1 die if the Mek™ is moving around.

RISE OF THE SUPER KIDS - EXAMPLE TEAMS

Name	S	A	K	E	CD	Weapon	Dam	Powers
Zak!								
Merl	23	12	10	7	3	Fist	6	Super STRENGTH, Toughness 2 AV, Prehensile Tail
Wilber	9	15	15	4	4	Kick	3	Regeneration, Toughness 2 AV
Larry	11	16	25	8	4	Electricity	2d6	Super KI, Shoot Electricity, Control Electricity
Mr. Stinky	2	4	1	8	1	-	-	-
<i>Pirate Moon!</i>								
Rei	16	11	8	12	3	Fist	3	Flight, Toughness 2 AV, Sonic Armour
Suke	7	12	26	7	3	Light	1d6	Flight, Shoot Light, Super KI
Yuri	12	14	13	13	3	Fist	3	Light Armour, Super Speed, Regeneration
Aynomi	13	8	11	25	2	Fist	3	Control Light, Super EXTRANEIOUS, Chameleon, Superior Smell
L'azure Femme								
Blue	10	11	10	11	3	Fist	3	Alien Pheromones

EXAMPLE ALIEN INVADERS

Name	S	A	K	E	CD	Weapon	Dam	Powers
Growldar	28	9	8	12	2	Fist	6	Super Strength, Toughness AV 2, Rock Armour +2 AV, Shoot Light, Control Rock
Zaakoor	11	15	20	6	4	Kinetic	2d6	Flight, Regeneration, Shoot Kinetic, Super KI
Super-Manga Phallus Monster	17	15	8	8	4	Tentacle	3	3d6 prehensile tentacles

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 honour!

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.



SDDHVC editor says: I have no idea what that picture is meant to be. But it fills in space so there it is.

"DELIVERY TO FODTEKKEN"

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

Honourable 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.

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 honour 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 travelling 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 IFNKAN 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- IUTSU

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.

- Fish tanks - These large glass tanks hold all manner of colourful 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 •.It 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 is the three men forcibly laughing at each other's bad jokes. One is dressed in the cheep polyester twill of a travelling 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 Microsoftits Lynx 2001, the latest addition to the computerized golfing arena, and he has just dishonoured 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

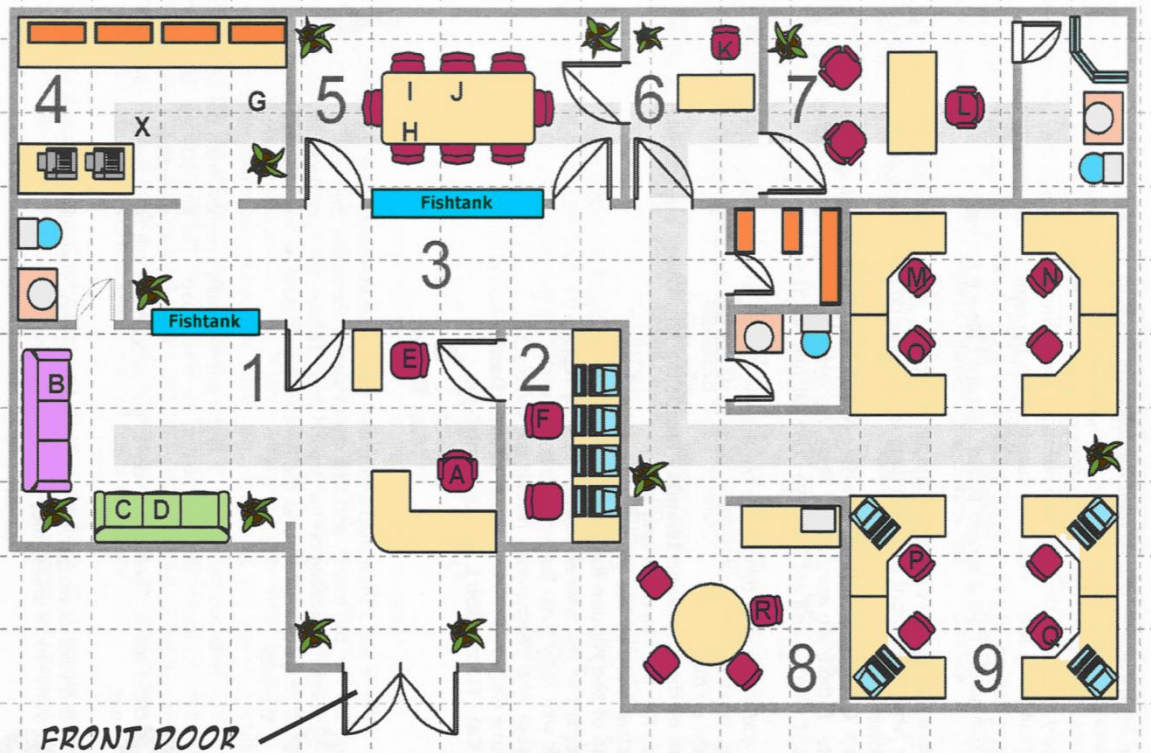
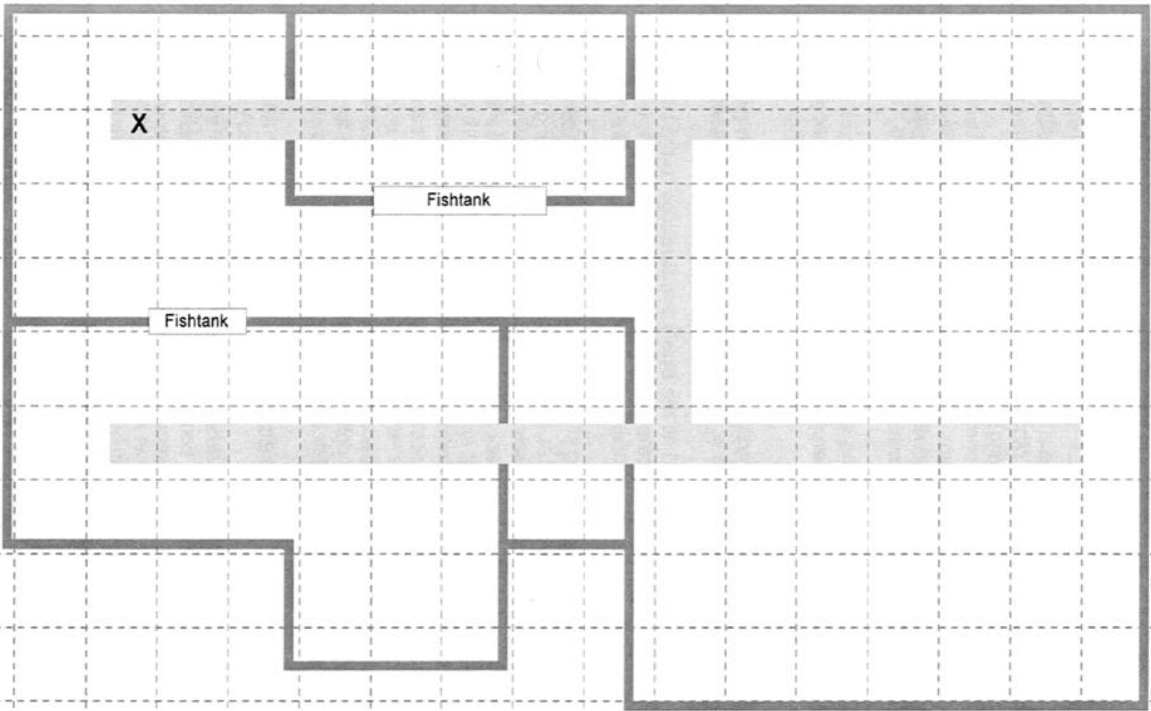
Heather N, an employee S:3 A:3 K:3 E:12 / CD:1 / Fist 1 DAM / No Skill

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!



"IRON NINJA BURGER MONKEY, THE ADVENTURE!"

The Ninja Manager should not read the italicized parts aloud. These parts contain information about the adventure that non-managerial Ninja should not be made privy to until the Ninja Manager deems it appropriate.

INTRODUCTION

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

"One of Ninja Burger's™ most insidious enemies, Kung-Pow Fried Chicken (KpFC), has developed a time machine. With it they have sent operatives into the past to eliminate a simple street vendor. They believe this vendor might be the ancestor of a Ninja who (they believe) became one of the founding Ninja Masters of Ninja Burger™. As Ninja have long had the ability to move through time, and as they are the guardians of the Time-Space™ continuum, the honourable Ninja Masters decide to send a team of employees back in time to prevent the assassination. Not because the vendor is actually the ancestor of an honourable Ninja Master, but because it was one of his descendants that first brought Cola to the East, in turn allowing the Ninja Masters to perfect the beverage and re-introduce it to the West. Plus, they hope to prevent a temporal paradox that could have disastrous long reaching effects... like the destruction of the universe, which could only be bad for business."

The Ninja Masters have provided the Ninja with the following information about the village they are being sent to.

1. The Royal Governor and his garrison of poorly trained troops rule over the town.
2. There is a masked man who fights for justice and litters the ground with leaflets; he calls himself the Iron Ninja!

DELIVERIES

In order to bolster the future success of the company Ninja Masters select certain Individuals in the past to sample the hand-fried goodness of Ninja Burger™. It would be the height of folly to believe that we could fully understand the extent of the Ninja Masters' selections we do know that those chosen always attain some measure of fame in their lifetime and they all rave about burgers, even though most of the people they are raving to have no idea what a burger is! Perhaps it has something to do with one of the slogans that the marketing department was kicking around... "Eat Ninja Burger™! The taste that was foretold of in your grandfather's grandfather's grandfather's time."

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

Peasant Pb, Peasant Pc, Head Chef, Guard Captain, Governor's Wife, Governor If there are more than six Ninja, the other Ninja should make deliveries to patrons in Location 4 The Restaurant or functionaries in Location 1 The Governor's Mansion.

GOALS

In addition to their delivery, each Ninja is charged with the protection of Peasant A and the elimination of the three⁴⁷ KpFC Assassins.

If the Ninja Manager wishes to add an even greater element of difficulty to the delivery he can assign the Ninja the following Secondary Mission Goals based on their Ninja Clan.

- Clan of the Blue Trees - Replace Iron Ninja leaflets with Ninja Burger™ Leaflets.
- Clan of the Hidden Ranch - Acquire the Royal Seal from the Emissary
- Clan of 1,000 Islands - Protect the Iron Ninja
- Keepers of the Secret Sauce - Relieve the Governor of his Gold Coins
- House Gaijin - Deliver leaflets to three commoners in the promenade
- Lo Cal - Kill the Iron Ninja and the Burger Monkey

⁴⁷ Add one Assassin for each Ninja playing beyond six.

MAP RULES!

Ninja Insertion Point: The Ninja Burger™ Employees all start at Location 7. This is also the location that they must reach after completing their delivery to be brought back to their correct time.

Climbing Buildings: Climbing can be very important for Ninja wishing to enter or exit a building without attracting a lot of attention. Except for Location 4 The Restaurant all of the buildings are two stories tall and require a 3 dice TAI-JUTSU roll to climb them. The Restaurant and the small tents in Location 5 The Promenade require only a 2 dice TAI-JUTSU roll to ascend.

Rooftop Travel: Ninja (both flesh and Iron) and their enemies may find it useful to travel by rooftop. Doing this is relatively straightforward until you come to the end of the roof, at which time it begins to get tricky. When leaping from one rooftop to another count the number of squares that separate the buildings. The result is the DIFFICULTY of the TAI-JUTSU roll to make the leap. If successful, you land on the target rooftop. Otherwise you fall to the ground with a 'THUD,' taking 1d6 DAM from the fall.

Windows: Glass was a very rare luxury in this time and you won't find much of it in this town. None of the windows have glass in them; they are simply open holes in the side of the buildings, some with shutters that can be closed over them. Opening the shutters quietly requires a 2 dice SHINOBIIRI roll.

NON PLAYER CHARACTER RULES!

ASSASSIN RULES!

The KpFC Assassins start at Location 8. Each turn they move two squares closer to Location 3 The Silo, unless they encounter a guard patrol, which delays them for a turn, or a Ninja, which slows them until either the assassins or the Ninja has been dealt with. Like the Ninja, the assassins attempt to avoid attracting the attention of the locals. After arriving at The Silo they spend 1 turn setting up. One assassin stands guard on the stairs while the others assemble a sniper rifle on the platform at the top. Once they have the rifle assembled they take three shots at the target, one shot each turn for 3 turns. The first two are 3 dice KAYAKU-JUTSU rolls. The third is 4 dice, because the target has hit the dirt. If they miss with all three shots they give up all attempting to be secretive and go attempt to kill him with their machetes.

KpFC Assassin 1, S: 10 A: 12 K:10 E:8/ CD:3/ Rifle 5 DAM, Machete 5 DAM/ SHINOBIIRI, KAYAKU-JUTSU

KpFC Assassin 2, 3+ S:10 A: 12 K:10 E:8/ CD:3/ Machete 5 DAM/ SHINOBI IRI

IRON NINJA RULES!

The Iron Ninja is an ancient Ninja who fights to protect the poor and oppressed and distributes pamphlets containing cheerful messages to the downtrodden. By day the Iron Ninja is a well-respected doctor who specializes in treating the poor with acupuncture. The Iron Ninja is very crafty - so crafty that his actions seem almost random. On his first turn the Ninja Manager should roll a 1d6 to determine what the Iron Ninja's goal will be. He will continue attempting to perform this action for 3 turns, then the Ninja Manager rolls again. He begins in Location 5 The Hospital.

1. Harass the Governor at Location 1 The Governor's Mansion.
2. Harass the guards at Location 1 The Governor's Mansion.
3. Harass the guards at Location 2 The Barracks
4. Distribute leaflets in Location 6 The Promenade
5. Head home to treat the sick in the hospital.
6. Head home to treat the sick in the hospital.

Iron Ninja S: 15 A: 14 K:16 E:14/ CD:3/Fist 5 DAM/ TAI-JUTSU/ Leaflets

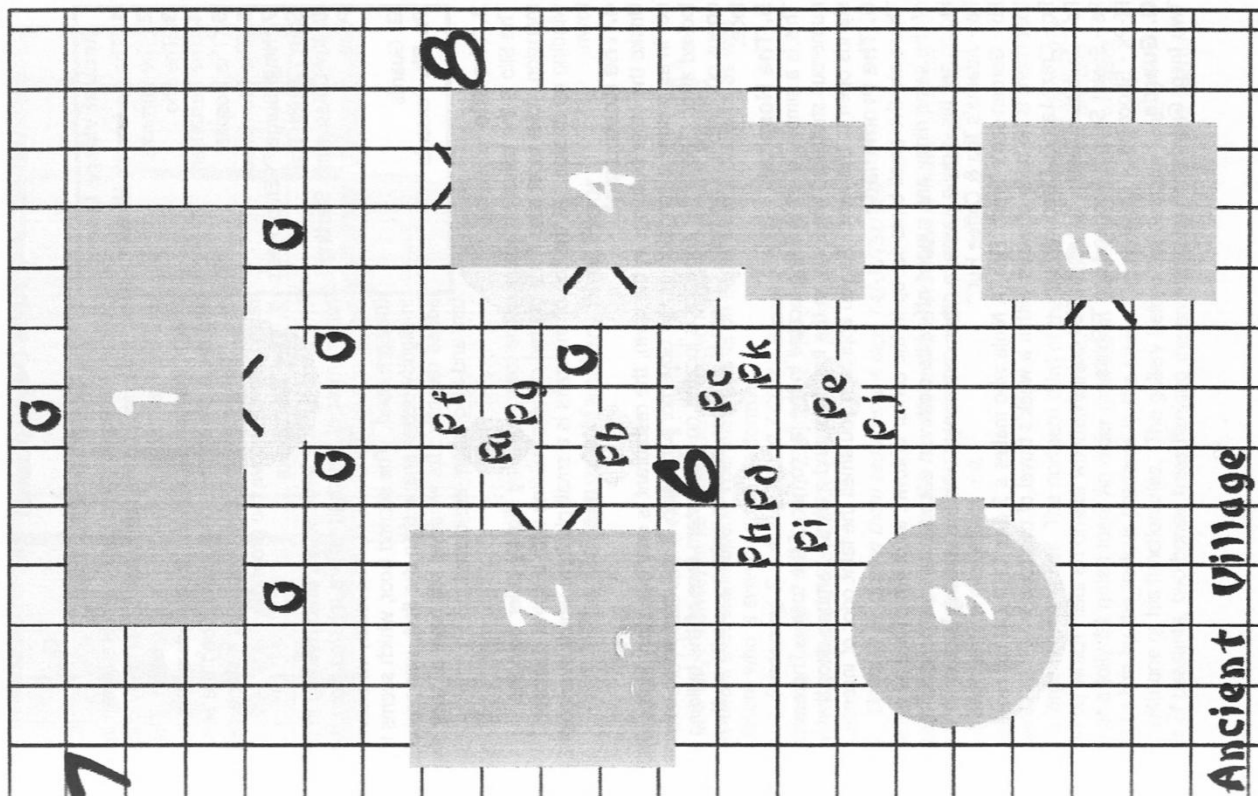
BURGER MONKEY RULES!

The Burger Monkey is the Iron Ninja's sidekick. She is very young, but as they knew how to train Ninja in the old days, is still quite formidable. When not assisting in the fight for justice, she enjoys healing the sick and random acts of charity. After determining the Iron Ninja's actions roll 1d6. If the result is odd, the Burger Monkey is with the Iron Ninja, assisting in the fulfilment of his goal. Otherwise she remains at the hospital tending the sick. Like the Iron Ninja, she begins in Location 5 The Hospital. After the Emissary arrives she stays with the Iron Ninja at all times.

EMISSARY RULES!

The Emissary was sent from the Emperor's court to deal with the Iron Ninja. Apparently, word of the Iron Ninja's exploits has spread beyond the province and the emperor, knowing how inept most of his functionaries are, sent a heavy hitter to deal with the problem. He stands nearly 7 feet tall, wears extravagant robes and is trained in the deadly art of SLEEVE-JUTSU! He can actually cause the sleeves of his robe to elongate and strike with enough force to shatter bricks. The Emissary arrives in Location 7 on' the 5th turn, he goes straight for the Iron Ninja who he tries to kill.

The Emissary S:18 A:18 K:18 E:18 / CD:4 / Sleeves⁴⁸ 4 DAM (+Reach +Entangle +Fast) / SLEEVE-JUTSU / Royal Seal



AREA DESCRIPTIONS!

1. THE GOVERNOR'S MANSION

This ornate home is the dwelling place of the imperial Governor and his family. It is a brightly coloured, well maintained, and well guarded building. There is a large wooden door in the south face of the house and there are shuttered windows along the second floor. Before the massive doors lays a stone dais raised slightly above the ground.

2. THE BARRACKS

The Barracks is a large squat, drab building in poor repair; most of the shutters are missing from the first floor and the doors squeak loudly whenever they are used. The second floor, which seems to be in slightly better shape than the first, was probably added recently. Its windows still have all their shutters and all of them are closed.

Ancient Village Legend

⁴⁸ Sleeves (SLEEVE-JUTSU) 4 DAM +Reach +Entangle +Fast (Very long, ornate, and deadly sleeves attached to a very fashionable silk robe.)

3. THE SILO

The Silo is the tallest structure in the town, standing slightly taller than the mansion. Like most silos it's a big red circular building with a spiral staircase winding up its side. At the top of the stairs is a small platform which overlooks the town.

4. THE RESTAURANT

Unlike the other buildings in the town, the restaurant is only one story high. While not in as pristine a condition as the Governor's mansion, it still appears to be well looked after. The larger entrance is located on the eastern face of the building and opens out onto a huge deck. There is another, smaller, entrance on its northern face.

5. THE HOSPITAL

This is a simple, quiet building located in the far corner of the town. There are numerous shuttered windows on the first floor and a flimsy bamboo door that stands open to the west. As you approach you smell the faint odour of incense.

6. THE PROMENADE

There are five small tents set up in the centre of town, all of which are all made out of the same dingy and rugged off-white cloth. In each tent a commoner is attempting to sell his various wares to other commoners who are walking by.

Pa - Adama's Tea & Coffee Hut™

Pb - Gorden-san's 'Fresh' Fish (A Ninja who makes a 2 dice CHIMON roll realizes that there is no body of water within a week's travel of this town)

Pc - Crazy Larry's Discount Rugs

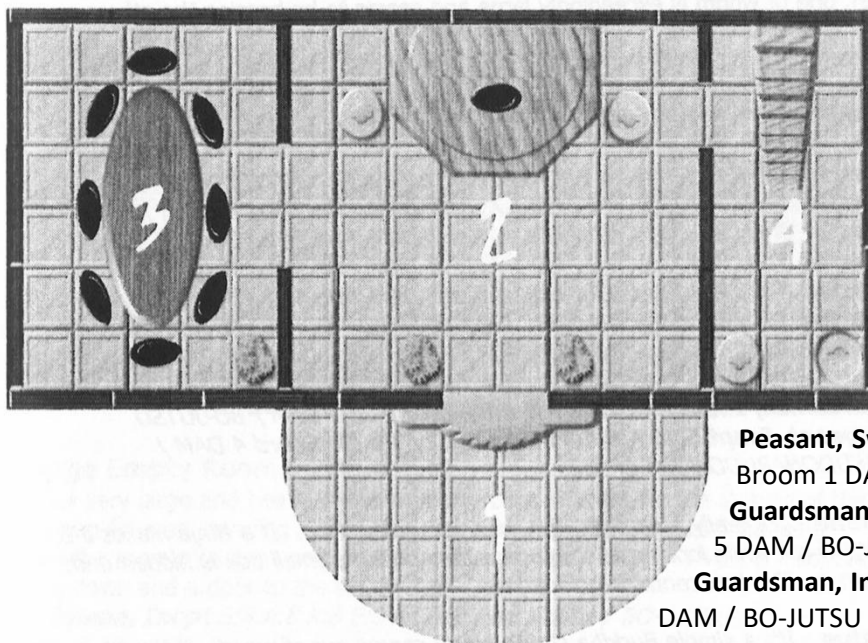
Pd - Imitation Teenie Taby® stuffed animals

Pe - Sweat Shop™ Bootleg Logo T-Shirts

Pf-Pk - Shoppers

G. Guards - Two Inept Guardsmen on patrol

1	The Governor's Mansion
2	The Barracks
3	The Silo
4	The Restaurant
5	The Hospital
6	The Promenade
7	Ninja Burger™ Employee's Start / Finish Point
8	KpFC Assassin's Starting Point
G	Guards
Pa-Pk	Peasants



The Governor's Mansion, First Floor

1. ENTRANCE

This is the entry plaza to the Governor's mansion. A low stone platform, with a statue of a large monkey in its centre, leads to two massive and well polished wooden doors that stand open. There are guards on either side of the door as well as a peasant who is sweeping the platform.

Peasant, Sweeping S:3 A:3 K:3 E:10 / CD:1 / Broom 1 DAM / No Skill

Guardsman, Inept 1 S:8 A:8 K:6 E:8/ CD:2 / Bo 5 DAM / BO-JUTSU

Guardsman, Inept 2 S:8 A:8 K:6 E:8/ CD:2 / Bo 5 DAM / BO-JUTSU

Doors - Opening or dosing them requires a 4 TAI-JUTSU roll.

dice

Statue - This is a large statue of a monkey made entirely out of metal. You see two Iron Ninja leaflets here. If the Ninja find the statue offensive they can shatter it with a successful 6 dice attack roll.

2. COURT

This is a large receiving hall. The northern third of the room is dominated by a large platform on which rests an ornate wooden throne. Flanking the platform are two statues of a jolly fat green man. An older man sits in the throne listening to cases brought to him by the various peasants in the town. Occasionally, he turns to consult with one of his functionaries. The gallery before the platform holds a number of peasants, two bonsai trees flanking the entrance way and some guardsmen, one of whom is exceedingly large and seems to be bossing the others around. A large doorway leads to the west and smaller doorway leads to the east; each has a guard before it. To the south are the large wooden doors that exit into the village.

Governor S:8A:6 K:8 E:12 / CD:2 / Fist 1 DAM/ No Skill/ Gold Coins

Functionary 1 S:2 A:4 K:6 E:8/CD:1 / Quill 1 DAM/KYOJITSU TENKAN HO/ Scroll

Functionary 2 S:2 AM K:6 E:8 / CD:1 / Quill 1 DAM / KYOJITSU TENKAN HO

Peasant 1 S:3 A:3 K:3 E:10 / CD:1 / Fist 1 DAM/ No Skill/ Bowl of Rice

Peasant 2 S:3 A:3 K:3 E:10 / CD: 1 / Fist 1 DAM/ No Skill/ Bowl of Rice

Peasant 3 S:3 A:3 K:3 E:10/CD:1 / Fist 1 DAM/No Skill/ Bowl of Rice

Peasant 4 S:3 A:3 K:3 E:10/CD:1 / Fist 1 DAM/ No Skill/ Bowl of Rice

Guardsmen, Inept 1 S:8 A:8 K:6 E:8 / CD:2 / Bo 5 DAM / BO-JUTSU

Guardsmen, Inept 2 S:8 A:8 K:6 E:8/ CD:2 / Bo 5 DAM / BO-JUTSU

Guardsmen, Inept 3 S:8 A:8 K:6 E:8/ CD:2/Bo 5 DAM/BO-JUTSU

Guardsmen, Inept 4 S:8 A:8 K:6 E:8/ CD:2 / Bo 5 DAM/ BO-JUTSU

Sergeant, Inept S:10 A:6 K:8 E:10/CD:2/ Tai Chi Sword 4 DAM/ MAKUDONARUDO / Jug of Sake

Throne - It's really an amazingly well constructed chair. If a Ninja makes a 3 dice CHOHO mil while looking at the throne they notice a small box is hidden underneath it. The box contains gold coins.

Statue - It's a simple Buddha statue nicely carved out of wood. If the Ninja find it offensive they can demolish it with a successful 4 dice attack roll.

Bonsai - A small well manicured shrub or bush. Hiding behind it would require a 4 dice INTONJITSU roll.

South Door - The door begins the game opened. Opening or dosing them requires a 4 dice TAI-JUTSU roll.

3. MEETING ROOM

This room is dominated by a huge wooden table, around which eight well crafted wooden chairs have been placed. Three of the chairs are occupied - two by officious looking men and the third by a peasant seeking legal counsel. However, each time she attempts to speak the functionaries talk right over her. There is a large doorway on the room's eastern wall.

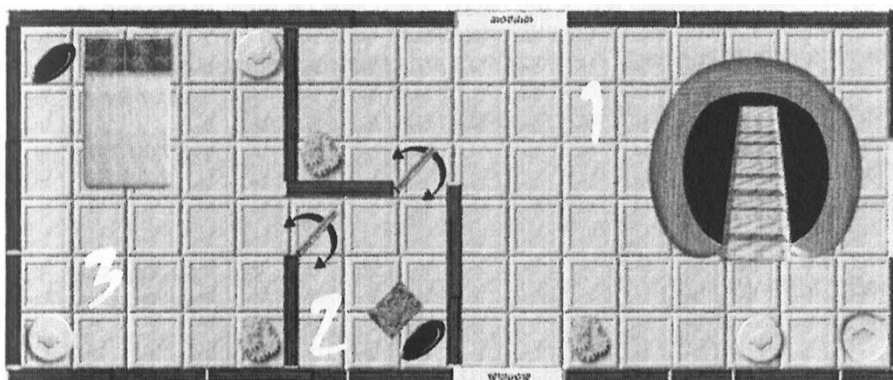
Functionary 1 S:2 A:4 K:6 E:8/ CD:1 / Quill 1 DAM / KYOJITSU TENKAN HO

Functionary 2 S:2 A:4 K:6 E:8/ CD:1 / Quill 1 DAM/ KYOJITSU TENKAN HO/ Scroll

Peasant S:3 A:3 K:3 E:10/CD:1 / Fist 1 DAM/No Skill/Jug of Sake

Stairwell - A finely carved wooden stairway leads from this room to the second floor. You see more statues of the jolly green fat man against the southern wall and a doorway leading to the west.

Statue - It's a simple Buddha statue nicely carved out of wood. If the Ninja find it offensive they can demolish it with a successful 4 dice attack roll.



The Governor's Mansion, Second Floor

1. LARGE EMPTY ROOM

This is a very large and nearly entirely empty room. Except for the statues of the Jolly green fat man standing against the southern wall and the guard standing against the room's western wall, the room is completely empty. There is a stairway

leading down and a door to the southwest.

Guardsmen, Inept S:8 A:8 K:6 E:8/ CD:2/ Bo 5 DAM/BO-JUTSU

Door - The door begins the game dosed. Opening the door silently requires a 2 dice SHINOBI IRI roll. If the door is not opened quietly the guard in Location 2 The Study awakens when someone enters.

Statue - It's a simple Buddha statue nicely carved out of wood. If the Ninja find it offensive they can demolish it with a successful 4 dice attack roll.

2. THE STUDY

There is a small writing desk and chair in this room. There is a guard napping on the chair. There is a closed door to the west

Guardsmen, Inept S:8 A:8 K:6 E:8/ CD:2 / Bo 5 DAM/BO-JUTSU

Desk - This is a much cluttered little wooden desk. On top of all the clutter, however you see an Iron Ninja leaflet

Northeast Door - The door begins the game dosed. Opening the door silently requires a 2 dice SHINOBI IRI roll. If the door is not opened quietly the guard in Location 1 Large Empty Room notices and will attack any intruder he sees.

West Door - The door begins the game dosed. Opening the door silently requires a 2 dice SHINOBI IRI roll. If the door is not opened quietly the occupants in Location 3 The Bedroom will yell for help if they see an intruder.

3. THE BEDROOM

This bedroom is enormous and lavishly decorated. Silk tapestries hang from every wall and all the furniture, a chair and a bed, is fabulously ornate. However, some of the room's effect is lost due to the fact that clothing covers everything. You can barely tell that the statues are of the happy green little fat man! In the bed, an older woman is hastily disrobing a solemn looking youth who can't be half her age. There is a door to the east. The occupants are otherwise engaged but if they do see an intruder they will yell. If they yell, any guard left on this floor will arrive on the next turn and two more guards will arrive on the following turn.

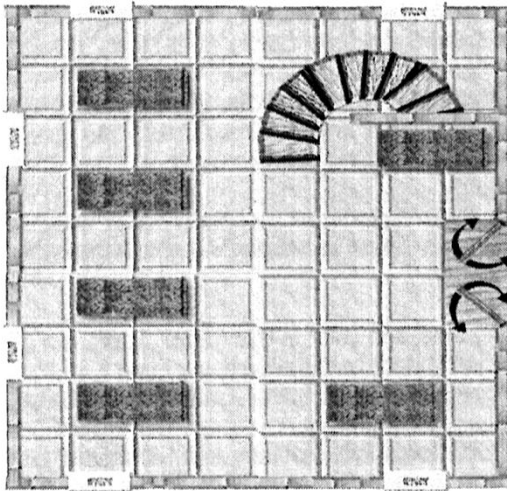
Functionary, Young S:2 A:4 K:6 E:8/ CD:1 / Quill 1 DAM/ KYOJITSU TENKAN HO/Scroll

Governor's Wife S:3 A:3 K:3 E:16/CD:1 / Fist 1 DAM/No Skill

Bed - This is a solid, well-made, four-post bed covered in brightly coloured silk sheets. If the Ninja look under the bed they see a small chest; if opened they find some gold coins and a comb.

East Door - The door begins the game dosed. Opening the door silently requires a 2 dice SHINOBI IRI roll. If the door is not opened quietly the occupants in Location 3 The Bedroom will yell for help, if they see an intruder. The guard in Location 2 The Study awakens when someone enters.

Statue - It's a simple Buddha statue nicely carved out of wood. If the Ninja find it offensive they can demolish it with a successful 4 dice attack roll.



The Barracks, First Floor

The first floor of the barracks is packed with small cots and off-duty guardsmen lounging about. There is a large door to the east that leads outside and a spiral staircase that leads to the second floor.

Guardsmen, Inept 1 S:8 A:8 K:6 E:8 / CD:2 / Bo 5 DAM / BO-JUTSU

Guardsmen, Inept 2 S:8 A:8 K:6 E:8 / CD:2 / Bo 5 DAM / BO-JUTSU

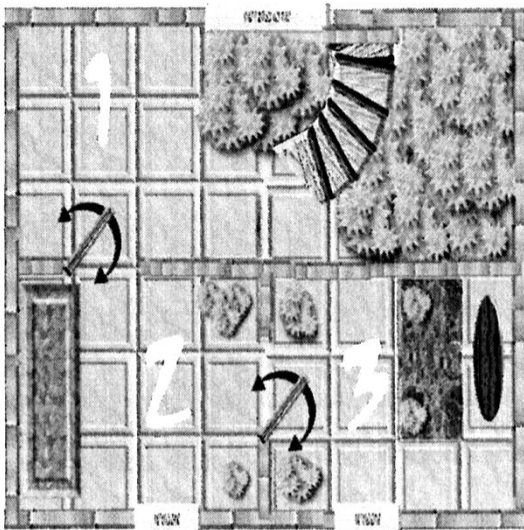
Guardsmen, Inept 3 S:8 A:8 K:6 E:8 / CD:2 / Bo 5 DAM / BO-JUTSU

Guardsmen, Inept 4 S:8 A:8 K:6 E:8 / CD:2 / Bo 5 DAM / BO-JUTSU

Guardsmen, Inept 5 S:8 A:8 K:6 E:8 / CD:2 / Bo 5 DAM / BO-JUTSU

Cot - There is nothing remarkable about them; they're simple cots. If a Ninja looks underneath one he finds a random weapon, roll on the Ancient Weapon Chart.

The Barracks, Second Floor



1. **BONSAI ROOM**

This room is filled with tiny, expertly trimmed trees and shrubs arranged on various small platforms to give the room a nice layered effect. There is a small door leading to the south, a spiral staircase leading down and a guard admiring all the little plants.

Guardsmen, Inept S:8 A:8 K:6 E:8 / CD:2 / Bo 5 DAM / BO-JUTSU

Bonsai Forest - A large number of well manicured shrubs and bushes. Hiding within it requires a 2 dice INTONJITSU roll.

Door - The door begins the game opened.

2. **STUDY**

This is a small, tidy, well-lit room containing a bookshelf and

a pair of bonsai trees. There are doors to the north and east.

Bookshelf - A simple press board bookcase. There are numerous books on bonsai and one Iron Ninja leaflet.

Bonsai - A small well manicured shrub or bush. Hiding behind it would require a 4 dice INTONJITSU roll.

East Door - The door begins the game dosed. Opening the door silently requires a 2 dice SHINOBI IRI roll. If the door is not opened quietly the guard captain in Location 3 Captains Room looks up and rings for backup if they see an intruder.

North Door - The door begins the game opened.

3. **CAPTAIN'S ROOM**

This room contains a very large desk covered in bonsai trees and the various tools one uses in trimming said trees. A man sits behind the desk gazing at them and occasionally picking up a tool to prune a little tree. There is a door in the west wall. The captain is otherwise engaged but if he sees an intruder he rings a

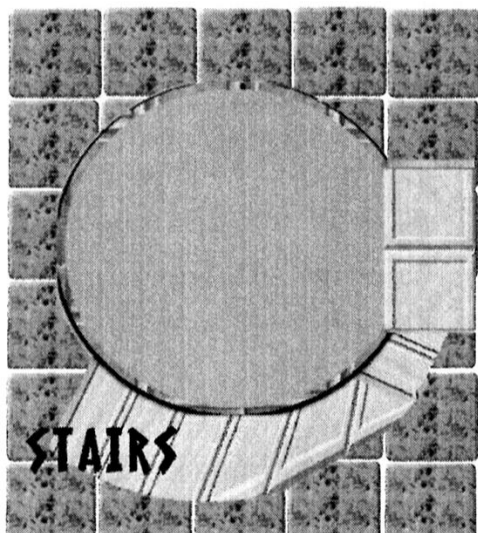
secret bell. Any guard left on this floor will arrive on the next turn and two more guards will arrive on the following turn.

Captain, Less-Inept S:12 A:8 K:10 E: 12/ CD:2/ Naginata 6 DAM/ YARI-JUTSU/ Eye-Patch

Bonsai - A small well manicured shrub or bush. Hiding behind it would require a 4 dice INTONJITSU roll.

Desk - This is a plain wooden desk. There is a random weapon, roll on the Ancient Weapon Chart to determine which.

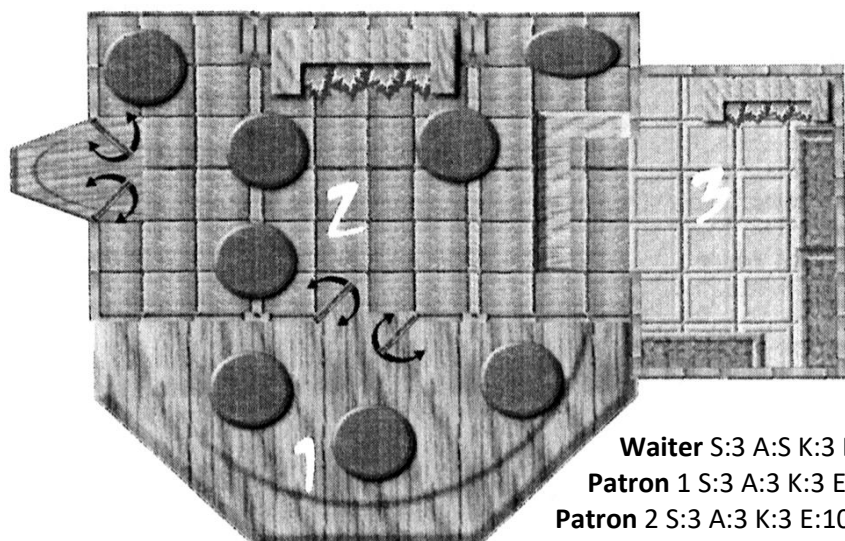
West Door - The door begins the game dosed. Opening the door silently requires a 2 dice SHINOBI IRI roll. If the door is not opened quietly the guard captain in Location 3 Captains Room looks up and rings for backup if he sees an intruder.



The Silo

This is a tall cylindrical building filled with grain. A staircase begins at the rear of the silo and circles up to a platform at its top.

Platform - From the platform you have an eagle's eye view of the entire town. There is also a small doorway looking into the sib. You notice that it's about half filled with grain.



The Restaurant

1. THE DECK

To take advantage of the mild weather the proprietor of this restaurant has added a deck to his restaurant. It is made out of wood and allows him to serve a few more tables' worth of people on sunny days. Beyond the deck is the main entrance to the restaurant, two hefty wooden doors. There is one waiter bustling about serving the patrons who decided to dine out of doors.

Waiter S:3 A:S K:3 E:12/CD:2/Tray 1 DAM/No Skill/ Bowl of Rice
Patron 1 S:3 A:3 K:3 E:10/CD:1 / Fist 1 DAM/ No Skill/ Bowl of Rice
Patron 2 S:3 A:3 K:3 E:10 / CD:1 / Fist 1 DAM/ No Skill/Jug of Sake
Patron 3 S:3 A:3 K:3 E:10 / CD:1 / Fist 1 DAM/No Skill/ Bowl of Rice
Door - The door begins the game opened. Opening or dosing them

requires a 3 dice TAI-JUTSU roll.

Table - It's an ordinary table, breaking it requires a successful 2 dice attack roll.

2. MAIN ROOM

The main room of this restaurant is very hot; for some reason they decided that they needed the fireplace lit on this beautiful spring day. The place is rather crowded. There are a number of patrons and a few guards eating at the various tables with waiters hastily bringing out food. There is a bar to the south where a very fat guard and the barkeep are having a lively conversation. Every once in a while he barks an order at one of the other guards and they snap to attention. The main entrance is through the bulky wooden doors to the west. There is a smaller door leading outside to the north, and a doorway into the kitchen behind the bar to the south.

Waiter 1 S:3 A:5 K:3 E:12 / CD:2 / Tray 1 DAM / No Skill / Jug of Sake

Waiter 2 S:3 A:5 K:3 E:12 / CD:2 / Tray 1 DAM / No Skill / Bowl of Rice

Bar keep S:10 A: 4 K:8 E:12 / CD: 1 / Dao 5 DAM / KYOJITSU TENKAN HO

Patron 1 S:3 A:3 K:3 E:10 / CD:1 / Fist 1 DAM / No Skill / Bowl of Rice

Patron 2 S:3 A:3 K:3 E:10 / CD:1 / Fist 1 DAM / No Skill

Patron 3 S:3 A:3 K:3 E:10 / CD:1 / Fist 1 DAM / No Skill / Jug of Sake

Patron 4 S:3 A:3 K:3 E:10 / CD:1 / Fist 1 DAM / No Skill

Patron 5 S:3 A:3 K:3 E:10 / CD:1 / Fist 1 DAM / No Skill / Bowl of Rice

Guardsmen, Inept 1 S:8 A:8 K:6 E:8 / CD:2 / Bo 5 DAM / BO-JUTSU

Guardsmen, Inept 2 S:8 A:8 K:6 E:8 / CD:2 / Bo 5 DAM / BO-JUTSU

Guardsmen, Inept 3 S:8 A:8 K:6 E:8 / CD:2 / Bo 5 DAM / BO-JUTSU

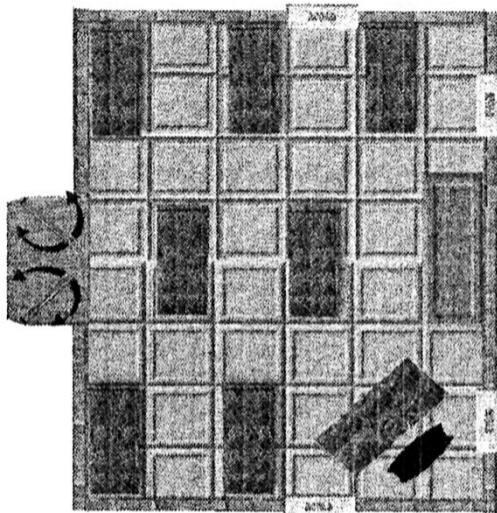
Sergeant, Inept S:10 A:6 K:8 E:10 / CD:2 / Tai Chi Sword 4 DAM / MAKUDONARUDO / Jug of Sake

Fireplace - This is a very large fireplace with a mantle on top. There is a tea kettle hanging in the flames and upon the mantle is an Iron Ninja Leaflet. Fire is HOT! Anyone touching the flames takes 1 DAM, anyone who ends up in the fireplace takes 1d6 DAM.

West Door - These doors begins the game opened. Opening or dosing them requires a 3 dice TAI-JUTSU roll.

North Door - The door begins the game opened.

Table - It's an ordinary table; breaking it requires a successful 2 dice attack roll.



The Hospital, First Floor

1. KITCHEN

This; kitchen is a frenzy of activity. Chefs chop and stir while waiters and bus boys weave all about them. This seemingly chaotic activity is actually being orchestrated by the head chef who stands in the corner and directs the help with a good deal of grunting and pointing. There is a fireplace against the east wall and a doorway out to the main room to the north.

Bus Boy 1 S:4 A:4 K:3 E:14 / CD:1 / Tray 1 DAM / No Skill

Bus Boy 2 S:4 A:4 K:3 E:14 / CD: 1 / Tray 1 DAM / No Skill

Waiter S:3 A:5 K:3 E:12 / CD:2 / Tray 1 DAM / No Skill / Bowl of Rice

Chef 1 S:6 A:5 K:6 E:8 / CD:2 / Kitchen Knife 2 DAM / MAKUDONARUDO

Chef 2 S:6 A:5 K:6 E:8 / CD:2 / Rolling Pin 2 DAM / MAKUDONARUDO

Chef 3 S:6 A:5 K:6 E:8 / CD:2 / Large Spoon 2 DAM / MAKUDONARUDO

Head Chef S: 12 A:8 K:8 E:10 / CD:2 / Large Knife 3 DAM / MAKUDONARUDO, KENPO-JUTSU

Fireplace - This is a very large fireplace with a mantle on top. There is a large pot of rice hanging in the flames. Fire is HOT! Anyone touching the flames takes 1 DAM, anyone who ends up in the fireplace takes 1d6 DAM.

An aura of peace and solitude pervades this large room. The windows are all shuttered and the dim light mixed with the thick smell of incense seems to demand rest and recuperation. There are a number of cots about the room, most of which are occupied by sick and recuperating villagers. The only doors exit to the town and are on the west wall. There is also a small bookshelf against the east wall, and a desk in the southeast corner. You also notice that there is a ledge that runs along the perimeter of the room - but you don't see any stairs. Anyone who enters the first floor of the hospital must make a 3 dice KI roll, if they fail they succumb to the powerful incense being burned and must take a nap for 2 turns. Any Ninja who falls asleep on the job loses 1 point of honour.

Patient 1 S:3 A:3 K:3 E:10/ CD:1 /Fist 1 DAM/No Skill

Patient 2 S:3 A:3 K:3 E:10/CD: 1 / Fist 1 DAM/No Skill

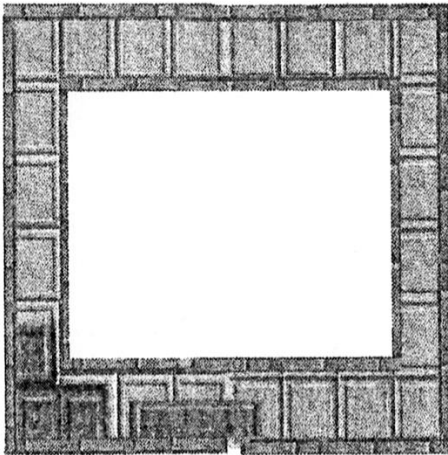
Patient 3 S:3 A:3 K:3 E:10/CD:1 / Fist 1 DAM/ No Skill

Patient 4 S:3 A:3 K:3 E:10/ CD:1 / Fist 1 DAM/No Skill

Shelf - This is a small bookshelf with numerous volumes on the care and treatment of various ailments and diseases. There is a small package of herbs sitting atop the bookshelf. This is a package of medicinal herbs.

Desk - This is a very simple wooden desk with a large silver incense burner resting on top of it.

Ledge - This looks like some sort of storage area but you see no obvious means of accessing it; there is no ladder or any stairs leading to it. A Ninja could jump or climb to the ledge with a 4 dice TAI-JUTSU roll, if the roll is failed the Ninja falls, taking 2 DAM,



This looks like a storage area. There are boxes stacked in the southwest corner and a cabinet along the south wall. Getting down requires a 3 dice TAI-JUTSU roll. If the Ninja fails they fall, taking 1d6 DAM.

Boxes - There are a number of boxes stacked here; they all are filled with Iron Ninja leaflets.

Cabinet - This is a finely carved wooden cabinet. Inside you find two rockets and a rope ladder which is attached to the wall and looks like it reaches down to the floor. If the Ninja use the rope Ladder it reduces the TAI-JUTSU rolls for moving between levels by 2 dice.

The Hospital, Second Floor

"UNFOOD INFILTRATION"

SAMPLE DELIVERY TO A HIGHLY SECURE FACILITY

The Ninja Manager should not read the italicized parts aloud. These parts contain information about the adventure that non-managerial Ninja should not be made privy to until the Ninja Manager deems it appropriate.

INTRODUCTION

Ninja Burger™ has just received an order from the UnFood Corporation. Apparently a number of scientists are sick of veggies and yearn for the hand-fried goodness that only a Ninja Burger™ can deliver. As the Ninja Masters never pass up an opportunity, they have decided to add a secondary objective to the mission of delivering burgers to the enemy laboratory. The Ninja are to acquire the supply of Pepper-Oni from the UnFood Vault.

The Lab is a modern structure made almost entirely of reinforced concrete. The building stands nearly two stories tall and is the light tan of a new sidewalk. The word "UNFOOD" appears in white letters on a small sign above the entranceway. The interior walls are thick cement and run from floor to ceiling. Though two stories tall, the lab has only one floor. High above that floor is the shiny aluminium air conditioning ductwork that runs throughout most of the complex.

DELIVERIES

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

Scientists S6, S5, S4, S3, S2, S1

GOALS

In addition to making their delivery, all non-Lo Cal Ninja have been ordered to retrieve the cooler filled with Pepper-Oni from Location 10 The UnFood Vault. The Ninja who successfully removes the cooler from the building gains 1 point of honour. Ninja of the Lo Cal Clan, however, must protect the supply of Pepper-Oni. If the Pepper-Oni cooler leaves the building they lose 1 point of honour.

MAP RULES!

Ninja Insertion Point: The Ninja Burger™ Employees all start outside of the building in the square of their choice.

Where to Go: There are 2 main map areas: the floor and the air ducts. Ninja may enter the building on the ground floor, through the front doors at Location 1 The Entrance.

Up the Building: All Ninja know that climbing can be vital for a successful delivery. However, as there is only one entrance to this building there probably won't be much call for it here. But just in case, the Lab is approximately two stories tall and requires a 3 dice TAI-JUTSU roll to climb it.

AIR DUCT RULES!

While in the air-ducts, all rolls are made at one additional die of DIFFICULTY. Ninja may access the air ducts through any vent marked with a "*" on the Ninja Map. The vents are 15 feet from the ground and it takes a successful 3 dice TAI-JUTSU roll to reach them and get down from them. 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.

If the Ninja fails the roll to disable the small Laser Grids in the Air Ducts an alarm sounds and security releases a rat-like Furry PARM into the ducts to ferret out the intruder. It enters the ducts over Location 3 the Security Checkpoint-

Furry PARM S:12 A: 16 K:12 E:8 / CD:4 / SMG 4 DAM / KAYAKU-JUTSU & SHINOBI IRI

HALLWAY RULES!

If a Ninja is in the building and not in a room or in the air ducts they are most likely in a hallway. Whenever a Ninja spends all or part of a Turn in a hallway, roll on the Random Hallway Traffic Chart to determine if he encounters anyone.

RANDOM HALLWAY TRAFFIC CHART: (1D6)

Roll	Traffic
1	All's quiet on the Eastern front.
2	Lab assistant pokes his head out (unless the Ninja is actively hiding roll 1d6, on a 5-6 he notices the Ninja). Assistant S:8 A:7 K:12 E:11 / CD:2 / Clipboard 2 DAM / KYOJITSU
3	Janitor walks over to clean the floor. (Roll 1d6, on a 3-6 the janitor wants to clean the spot the Ninja is standing in.)
4	A Rent-A-Cop™ is doing the rounds. Rent-A-Cop™ S:8 A:8 K:8 E:12 / CD:2 / Taser 2 DAM / No Skill
5	A Soldier is doing the rounds. Soldier S:14 A:14 K:12 E:10 / CD:3 / Rifle/Knife 7/3 DAM / KAYAKU-JUTSU
6	A Pepper-Oni is looking for his lost pals! Pepper-Oni S:18 A:14 K:14 E:10 / CD:3 / Head 3 DAM / TAI-JUTSU

The following security devices are found in various hallways:

V - Video Camera: If the Ninja fails a 4 die INTONJITSU roll he is spotted by the guards in Location 3 The Security Checkpoint. 2 Rent-A-Cops™ appear on the Ninja Managers turn to investigate.

Rent-A-Cop™ S:8 A:8 K:8 E:12 / CD:2 / Taser 2 DAM / No Skill

T - Tripwire: The first Ninja to fail a 4 dice BO RYAKU roll sets off an alarm. All Security Guards and Rent-A-Cops™ In Location 3 The Security Checkpoint rush out to investigate.

P - Pressure Plate: The first Ninja to fail a 4 dice BO RYAKU roll triggers a trap. An array of Poison Darts shoots from the walls peppering everyone in this square and all adjacent squares. The Ninja Manager makes an SHURIKEN-JUTSU attack roll against all possible targets, at an AGILITY of 12. Dart (SHURIKEN-JUTSU) 1 DAM +Zap

LOCATION 1 THE ENTRANCE

This is a very large open room. There is a counter at the far end with two receptionists chatting with one another. The Main doors exit to the South, there is a closed door to the West, and you can see a hallway leading off to the East.

Receptionist R1 S:4 A:4 K:4 E:4 / CD:1 / Phone 1 DAM / No Skill, +Pleasant Demeanour⁴⁹

Receptionist R2 S:4 A:4 K:4 E:4 / CD:1 / Pencil 1 DAM / No Skill

LOCATION 2 (A, B, C) THE LABS

These are the rooms where the UnFood Scientists do all their research. Each has a table for experiments and a second for supplies. The scientists and their assistants are hard at work!

2A

UnFood Scientist S1 S:5 A:7 K:16 E:13 / CD:2 / Scalpel 2 DAM / BO RYAKU

UnFood Scientist S2 S:5 A:7 K:16 E:13 / CD:2 / Scissors 2 DAM / BO RYAKU

Assistant A1 S:8 A:7 K:12 E:11 / CD:2 / Clipboard 2 DAM / KYOJITSU

⁴⁹ SDDHVC Editor says, This isn't defined anywhere. Probably an effort to define a personality like the trigger happy guard

2B

UnFood Scientist S3 S:5 A:7 K:16 E:13 / CD:2 / Beaker 2 DAM / BO RYAKU

Assistant A2 S:8 A:7 K:12 E:11 / CD:2 / Lab Rat 2 DAM / KYOJITSU

2C

UnFood Scientist S5 S:5 A:7 K:16 E:13 / CD:2 / Keyboard 2 DAM / BO RYAKU

UnFood Scientist S6 S:5 A:7 K:16 E:13 / CD:2 / Test Tube 2 DAM / BO RYAKU

Assistant A3 S:8 A:7 K:12 E:11 / CD:2 / Clipboard 2 DAM / KYOJITSU

LOCATION 3 THE SECURITY CHECKPOINT

This room is dominated by a large counter. Behind it, various security professionals attempt to ensure that this secure location remains that way. Two Security Guards are watching video screens while a number of Rent-A-Cops™ are giving a scientist a hard time for losing his badge.

Rent-A-Cop™ C1 S:8 A:8 K:8 E:12 / CD:2 / Taser 2 DAM / No Skill

Rent-A-Cop™ C2 S:8 A:8 K:8 E:12 / CD:2 / Taser 2 DAM / No Skill

Rent-A-Cop™ C3 S:8 A:8 K:8 E:12 / CD:2 / Taser 2 DAM / No Skill

Big Rent-A-Cop™ C4 S:12 A:8 K:8 E:12 / CD:2 / Taser 2 DAM / No Skill

Security Guard G1 S:8 A:8 K:4 E:12 / CD:1 / Stun Gun 2 DAM / No Skill +Trigger Happy

Security Guard G1 S:8 A:8 K:4 E:12 / CD:1 / Stun Gun 2 DAM / No Skill +Trigger Happy

UnFood Scientist S4 S:5 A:7 K:16 E:13 / CD:2 / Badge 0 DAM / BO RYAKU

LOCATION 4 AN EMPTY ROOM

This large room is completely empty. As you step into the room you notice that the walls are marred with scorch marks and that there is a small sensor on the far wall. As you begin to get nervous you finally notice that there is a very large calibre gun mounted in the ceiling and it is training on you... There is a door to the East and one to the North as well.

M - Motion Detector: If the Ninja does not immediately stop and attempt to move slowly, the Sentry Gun will make an attack on her each time she leaves a square covered by the detector. Moving slowly reduces the Ninja's Move by V2 and requires a 5 dice INTONJITSU roll. If the roll is failed the Ninja is not moving slowly enough and the Sentry Gun makes an attack on her each time she leaves a square covered by the detector. The Sentry Gun has 12 HITS, an AGILITY of 12, and causes 5 DAM

LOCATION 5 ANOTHER EMPTY ROOM

Like many other rooms in this complex, this one is empty. As you enter the room you are quick to notice a Sonic detector dangling from the ceiling and a circular imprint on the floor.

S - Sound Detector: The Ninja must make a 3 dice SHINOBI IRI roll each time he leaves a square covered by the sensor. The first time the roll is failed an alarm sounds and the circular indentation on the floor opens momentarily, allowing a Veal PARM to jump through and attack the intruder!

Veal PARM S:20 A:8 K:8 E:12 / CD:2 / Horn 5 DAM / YARI-JUTSU / BO RYAKU

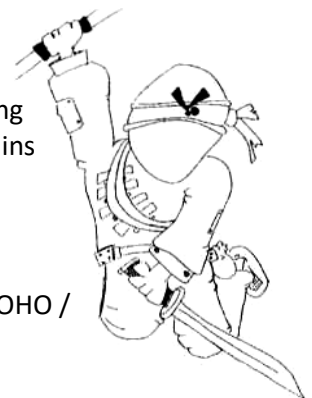
LOCATION 6 MILITARY CHECKPOINT

This small room contains a number of military types and some fancy monitoring equipment, so that the soldiers stationed here can ensure that this area remains secure.

Soldier O1 S:14 A: 12 K:12 E:10 / CD:3 / Rifle/Knife 7/3 DAM / KAYAKU-JUTSU

Soldier O2 S:14 A: 12 K:12 E:10 / CD:3 / Rifle/Knife 7/3 DAM / KAYAKU-JUTSU

Special Forces F1 S:16 A:14 K:14 E:10 / CD:2 / Assault Rifle/Bayonet 5/4 DAM / CHOHO / Vault Keycard



LOCATION 7 A SEALED HALLWAY

The door to this hallway is closed. There is no handle but there is a green button. Pressing the button opens the door with a "whoosh!" and it closes a second or so later. At the other end of the hall is another door. This one has a keypad and card reader beside it.

There are two Security Systems in the next room - a complex Laser Grid and a Heat Sensor.

Door - Opening the door requires a 5 dice CHOHO roll (reduce the DIFFICULTY by 2 dice if the Ninja uses the Vault Keycard from Location 6 the Military Checkpoint). The Ninja can attempt to disable either one of the Security systems, increasing the DIFFICULTY of the roll by 2 dice. If the Ninja fails this roll once they may no longer attempt to disable the security systems. If it is failed twice, an alarm sounds, the door behind her locks, and she hears gas being pumped into the chamber.

Poison Gas - Each Turn the Ninja must make a SUIREN roll to avoid inhaling the gas. The DIFFICULTY is 2 plus the number of turns the Ninja has been holding his breath plus the number of actions⁵⁰ he is attempting. Poison Gas does 4 DAM when inhaled.

LOCATION 8 THE VAULT

This is a heavily reinforced room with shiny little laser reflectors and temperature gages scattered about it. At the far side is a white Styrofoam cooler filled with fresh Pepper-Oni.

L - Laser Grid: A large Laser Grid protects the area surrounding the cooler. Failing the 5 dice TAI-JUTSU roll to flip through or the 4 dice SHINOBI IRI rolls to contort through results in the Vault Alarm sounding.

H - Heat Sensor: The entire room is monitored for temperature change. The Ninja must make a 4 dice SEISHIN TEKI KYOYO roll to reduce her body temperature to room temperature and a 4 dice SEISHIN TEKI KYOYO roll each turn to ensure it stays there. If she fails any of these rolls the device triggers the Vault Alarm.

VAULT ALARM

The door closes and locks and you hear gas being pumped into the room. Two sections of the floor roll back momentarily and two Sushi PARMS jump out to attack.

Sushi PARM S:8 A: 12 K:8 E:20 / CD:3 / KUSARIGAMA 5 DAM / KUSARIGAMA- JUTSU / KYOJITSU / Vault Keycard

Poison Gas - Each turn the Ninja must make a SUIREN roll to avoid inhaling the gas. The DIFFICULTY is 2 plus the number of turns the Ninja has been holding his breath plus the number of actions* he is attempting. Poison Gas does 4 DAM when inhaled.

Door - Opening the door requires a 4 dice CHOHO roll; reduce the DIFFICULTY by 2 dice if the Ninja uses a Vault Keycard.

⁵⁰ Attempting to not breathe does not count as an action.

APPENDIX ICHI: HOW TO SPEAK NINJA

COUNTING

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

GENERAL COMBAT VOCABULARY

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

PARTS OF THE BODY

Ashi: foot	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	Uke: 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: straight 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 gozaimasu: thank you (very formal)	Domo arigato: thank you
Dou itashimashite: you're welcome	Hai: yes	Hayuku: hurry up!
Honto: really (sarcastic)	lie: 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	Kama: sickle
Dai-sho: the two swords of a samurai, "long and short."	Daito: great sword, larger of the dai-sho	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
Fuku: uniform, outfit	Giri: literally "duty"	Isami: courage
Eta: those outside normal society, such as Ninja	Kage: shadow	Kuguri: submerge, hide
Ki: spirit, energy, inner strength	Kunoichi: a female Ninja	Obi: Belt
Kyu: Below black belt grade	Ryoko: power, strength	Saboru: sabotage!
Kuji-kiri: "nine ways cutting," hand positions used to focus a Ninja's mind		

NAME	
NINJA CLAN	
WEAPON	
EQUIPMENT	
HAIR COLOUR	Unknown
EYE COLOUR	Unknown
FAVOURITE COLOUR	Black

S Strength	A Agility	COMBAT DICE
K Ki	E Extraneous	

PERKS	SUCCESSFUL DELIVERIES
AWARDS	GOALS

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

HITS



Employee Sketch



HONOUR

N.E.R.F

APPENDIX NI: REVIEWS

SDDHVC editor: Couldn't find many reviews, most were for the Ninja Burger card game, but here are a few paragraphs sampled from some.

[HTTP://WWW.OGRECAVE.COM/REVIEWS/NINBURGER.SHTML](http://www.ogrecave.com/reviews/ninburger.shtml)

Ninja Burger: The Role-Playing Game is incredibly easy to grasp, both in what the authors describe as its "high concept" of Ninja and fast food, and in 9th Level Games' Beer Engine rules. It can be played as an occasional one-off game between sessions of other campaigns, but it does have potential as a slightly longer series of sessions played out like a Saturday morning cartoon. Plus it has the satirical elements of more adult cartoons, poking fun at corporate life and certain global fast food joints, which should appeal to, and amuse most gamers.

[HTTPS://WWW.RPG.NET/REVIEWS/ARCHIVE/9/9771.PHTML](https://www.rpg.net/reviews/archive/9/9771.phtml)

Ninja Burger is a game that did not cry out for supplements. The premise is limited at best, making it a good beer-and-pretzels game, but not a campaign game. How then to extend the premise and make a campaign viable? Enter *Iron Ninja Burger Monkey*. ...

Given the already high mortality rate of delivery ninja, I don't think [not regaining points between deliveries] was necessary. It short-changes survivors in favor of new characters. Sure, if a ninja survives enough deliveries, his chance of survival goes up as well, but the initial perks are not enough. ...

At this point the pop culture references become more fun to read than they would be to play. Some of them might not even make sense to a younger crowd, such as the silver car that appears out of nowhere. [Back to the Future film reference] *Ninja Burger* is intended to be humorous, but nothing is less funny than the phrase, "I don't get it." And pop culture reference is not automatically funny, even when everyone gets the joke. ...

This may be the best *Ninja Burger* delivery available anywhere. There's the usual secret delivery, but there's also infiltration. Success is not automatically measured in body count. And the ninja may run afoul of the legendary Iron Ninja or his assistant, the Burger Monkey. It's actually quite complex and layered, with plenty of opportunity for ninja humor. *Iron Ninja Burger Monkey* is worth the price just for this alone.

Art-wise, it's mostly doodles on the occasional page. They're not good, but they are clear enough. ...

[HTTPS://RPGGEEK.COM/THREAD/659197/NINJA-BURGER-BOOK-1-VGER-AFFAIR](https://rpggeek.com/thread/659197/ninja-burger-book-1-vger-affair)

If released as a board game, say as a few pregenerated characters, figures or standees, a modular board, an assortment of scenarios and counters to mark traps and items, items chits to be drawn from the pockets, I can see that it could have worth though it would have needed more content than is in this one booklet. Much of that additional content only came out over the next three years as the expansions. Perhaps they wanted a board game but budget restraints on first time authors did not permit which is why it was released as a centre stapled booklet under the title of RPG. Whatever the case, it stands on a no man's ground with only a relatively cheap original price to redeem it.

Out of historical interest I'm glad I have it in my collection but your life is none the poorer if you've never played it and I doubt it would see much play time.

APPENDIX SAN: SELECTIONS FROM THE NINJA BURGER WEBSITE

NINJA BURGER HISTORY



Irrashaimase!

We wish all the time to be able to provide you hot fresh delivery and to propose to you a joy of eating burger life. Let's enjoy the burger with a smooth fries of our ancestors. You will be sure you will be satisfied. Ninja Burger bring happy life, healthy life. Guaranteed, or we commit seppuku.

At Ninja Burger, we guarantee that all our customers are happy. In fact, there is no such thing as an unhappy customer. We mean that. If you are unhappy, we will be happy to send a ninja delivery person to speak with you about what is making you unhappy. And then you will be happy. Or else you will not be. Alive, that is.

Ninja Burger was founded in 1954, and soon became the world's predominant underground ninja-run fast food delivery service. We would be happy to tell you more about the company, but since we're ninja, we would then have to kill you.

However, we can tell you about the Web site.

The Ninja Burger Web site was developed in 1999 by the honourable Kenshiro Aette-san and Miyoko Aenomi-san in the traditions of their honourable ancestors. Their solemn mission: to defend the downtrodden, fight for the honour of Ninja Burger, and to deliver hot and fresh food to Ninja Burger's customers. Somewhere along the line it all went horribly wrong.

Currently, Ninja Burger is looking forward to doing business with its One-hundred-millionth customer in the very near future (of course, Ninja Burger cannot prove this number, but are you going to argue with them?)

Maybe it could be you! Whether you are a customer or a future employee, we welcome you to the world of Ninja Burger, and hope you enjoy your visit!

NINJA BURGER THROUGH THE YEARS

1954 - Ninja Burger is founded.

1955-1999 - [Deleted]

2000 - Ninja Burger Web site debuts.

2001 - Ninja Burger: The RPG (by 9th Level Games) released.

2002 - Iron Ninja Burger Monkey released.

2003 - Ninja Burger Card Game (by Steve Jackson Games) released.

The concept for Ninja Burger began in an online chat. The actual log excerpt follows, though the names have been changed to protect the guilty.

Serohito says, 'I should probably go get a cup o noodles from the car'
Karishi says, 'Gah, go get some real food, like a burger or something. Order out.'
Serohito says, 'I'm at the office. You cannot order food to the 3rd floor of a locked building.'
Aenomi-san says, 'Ninja Burger. We deliver ANYWHERE.'
Kenshiro says, 'God bless those Ninja.'
Serohito says, 'most don't have cell phones to let you know they're there'
Kenshiro says, 'No, they're delivery only.'
Serohito says, 'That could really fly here.'
Kenshiro says, 'Their actual location is secret.'
Serohito says, 'Anytime, anywhere, our snipers can drop you....r food.'
Karishi says, 'you would just call, and they would just show up.'
Kenshiro says, 'You never see the delivery persons'
Serohito says, 'You call. You don't tell them where you are. They already know. The only delivery service to never be subject to a prank from the same person twice.'
Aenomi-san says, 'a ninja reaches down from the ceiling to collect the money'
Serohito says, 'With zip lines.'

ORDERING FROM NINJA BURGER

We wish all the time to be able to provide you hot fresh delivery and to propose to you a joy of eating burger life. Let's enjoy the burger with a smooth fries of our ancestors. You will be sure you will be satisfied.

Ninja Burger bring happy life, healthy life. Guaranteed, or we commit seppuku.

As masters of the ancient art of Fast Food Delivery, we guarantee that all our customers are happy. In fact, there is no such thing as an unhappy customer. We mean that. If you are unhappy, we will be happy to send a ninja delivery person to speak with you about what is making you unhappy. And then you will be happy. Or else you will not be. Alive, that is.

NINJA BURGER LOCATIONS

In addition to serving all major cities* in all fifty United States (including Alaska and Hawai'i), and most of Europe and Japan, Ninja Burger plans to open franchises in the following countries within the next few years:

Afghanistan, Albania, Algeria, Antigua, Argentina, Armenia, Australia, Azerbaijan, Bahamas, Bahrain, Bangladesh, Barbados, Belarus, Belize, Benin, Bhutan, Bolivia, Botswana, Brazil, Brunei, Bulgaria, Burundi, Cambodia, Cameroon, Canada, Cape Verde, Chad, Chile, China, Colombia, Comoros, Congo, Costa Rica, Croatia, Cuba, Cyprus, Cote d'Ivoire, Dominican Republic, Ecuador, Egypt, El Salvador, Equatorial Guinea, Eritrea, Estonia, Ethiopia, Fiji, Gabon, Gambia, Georgia, Ghana, Grenada, Guatemala, Guinea, Guyana, Haiti, Honduras, India, Indonesia, Israel, Jamaica, Jordan, Kazakhstan, Kenya, South Korea, Kuwait, Kyrgyzstan, Laos, Latvia, Lebanon, Lesotho, Liberia, Libya, Liechtenstein, Lithuania, Macedonia, Madagascar, Malawi, Malaysia, Maldives, Mali, Malta, Mauritania, Mexico, Micronesia, Moldova, Mongolia, Morocco, Mozambique, Myanmar, Namibia, Nepal, New Zealand, Nicaragua, Nigeria, Oman, Pakistan, Palau, Panama, Papua New Guinea, Paraguay, Peru, Philippines, Qatar, Romania, Russia, Rwanda, Samoa, Saudi Arabia, Senegal, Seychelles, Sierra Leone, Singapore, Slovakia, Slovenia, Somalia, South Africa, Sri Lanka, Sudan, Suriname, Swaziland, Syria, Taiwan, Tajikistan, Tanzania, Thailand, Togo, Tonga, Tunisia, Turkmenistan, Tuvalu, Uganda, Ukraine, United Arab Emirates, Uruguay, Uzbekistan, Vanuatu, Vatican City, Venezuela, Vietnam, Yemen, Zambia, and Zimbabwe.

*Except Detroit.

JOIN NINJA BURGER

You WILL join the  team... Or you will die!!!

We're looking for qualified candidates to join our team.

There's a reason we're the number one online clandestine fast food delivery service: we eliminate all who oppose our clan!



Employee Qualifications:

- Positive Attitude
- Team Player
- Like Challenge
- Kill with Single Touch
- Criminal Record Not a Problem

Employee Benefits:

- Employee Meals
- Competitive Wages
- Exciting Work Environment
- Free Uniform Including Tabi Boots and Ninja Sword!



TM



Employee Application

Name/Alias: _____

Village: _____ Prefecture: _____

Are You 18? **Yes** **No**
Are You Immortal? **Yes** **No** **So Far**

If Yes, Daimyo: _____

Social Security #: _____

Street Address: _____

Phone #: () _____ Email: _____

Have You Ever Been a Samurai,
Ninja or other Bushi before? **Yes** **No** **Maybe**

Reason for going Ronin: **Dishonor** **Daimyo killed**

AVAILABILITY:

Total Hours Available Per Week: _____

Are You Under A Curse, **Yes** **No**
Geas or Blood Oath? **Curse Prevents From Saying**

How Did You _____ How Far Do You _____
Hear Of Job? _____ Live From Ninja Burger? _____

Hours
Available:

	M	T	W	T	F	S	S
From							
To							

How Will You _____
Get To Work? **Horse** **Run** **Ninja Magic**

DOJO MOST RECENTLY ATTENDED:

Name: _____ Sensei: _____

Street Address: _____ Martial Art: _____ Kyu/Dan: _____

Village: _____ Prefecture: _____ Reason for leaving: **Dishonor** **Sensei Killed**

Phone #: () _____ **Graduated** **Defeated Sensei in Single Combat**

THREE MOST RECENT JOBS:

Employer: _____ Street Address: _____

Village: _____ Prefecture: _____ Phone #: () _____ Email: _____

Dates Worked: From _____ To _____ Reason for leaving: **Dishonor** **Mission Completed**

Payment: _____ **Killed Employer** **Betrayed by Employer, Killed Him**

Employer: _____ Street Address: _____

Village: _____ Prefecture: _____ Phone #: () _____ Email: _____

Dates Worked: From _____ To _____ Reason for leaving: **Dishonor** **Mission Completed**

Payment: _____ **Killed Employer** **Betrayed by Employer, Killed Him**

Employer: _____ Street Address: _____

Village: _____ Prefecture: _____ Phone #: () _____ Email: _____

Dates Worked: From _____ To _____ Reason for leaving: **Dishonor** **Mission Completed**

Payment: _____ **Killed Employer** **Betrayed by Employer, Killed Him**

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APPLICATION

Note: Should you wish to send an application to us, you will need to use Photoshop or something to edit these images, and then you can email those to aeon@ninjaburger.com. Please do not be stupid and include your real phone number, social security number, etc. unless you want people stalking you. We reserve the right to use any information you send on our Web site.

Ninja Burger is an equal opportunity employer committed to a diverse work force. In order to assist us in our efforts, we invite you to voluntarily provide responses to the following requests for information. Failure to respond will result in you involuntarily providing responses to the following requests for information. This form will be kept strictly confidential and will not be retained with your employment application, even though it is on the other side of the same sheet of paper as your application. By reading this paragraph you have accepted Ninja Burger's terms and agree to cooperate.

Sex: **Male** **Female**

Race/Color/National Origin: **Japanese** **Chinese**
Korean **Vietnamese** **Taiwanese** **American**

If American, have you ever taken Tae-Bo lessons or seen the film "Gymkata"? **Yes** **No**

If "Yes," we are sorry, but we cannot take your application seriously. We suggest you try Samurai Burger.

Ninja Burger provides a unique service to our customers. This service may include situations which could prove quite hazardous to your health, or the health of others. These situations include: capture by the enemy; attack by Ronin or Samurai warriors; poison by rogue Ninja; temptation by nubile female Ninja; falling off walls; falling into spiked pits; being decapitated; grease burns; and salmonella poisoning. By signing below (not optional), you agree to hold Ninja Burger free of all liability regarding any injury or death which may occur during the above, or any other, circumstances which may or may not arise as a condition of working for Ninja Burger. Furthermore, you agree that Ninja Burger will deny your employment if asked by anyone, including future employers, law enforcement officials, or next of kin.

Sign here: _____

During the past 10 years, have you ever been convicted of or pled guilty to a crime, excluding misdemeanors and traffic violations? **Yes** **No** If Yes, why were you captured?: _____

During the past 10 years, have you ever committed a crime/crimes for which you were not convicted? **Yes** **No**
If Yes, describe in full: _____

MILITARY EXPERIENCE:

Branch of Service: _____ Country: _____

Dates: From _____ To _____ Reason for leaving: **Dishonor** **Mission Completed**

Rank: _____ Payment: _____ **Killed Employer** **Betrayed by Employer, Killed Him**

GENERAL EXPERIENCE:

What additional relevant experiences or training have you had which you feel would add to your value as a Ninja Burger employee? (Include weapons, poisons, or any of the Ninja Juhakkei): _____

I certify that I have read and fully completed both sides of this application and that the information contained on this application is correct to the best of my knowledge and understand that any omission or erroneous information is grounds for dismissal, torture or decapitation by Ninja Burger. I acknowledge that Ninja Burger reserves the right to amend or modify the policies at any time, without prior notice, and that these policies do not create any promises or contractual obligations between Ninja Burger and its employees. At Ninja Burger, employment is not at will. This means I am not free to terminate my employment at any time, for any reason. Attempts to terminate employment will result in death.

Sign here: _____

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For more information, visit the aethereal FORGE website at www.aetherealFORGE.com

NINJA BURGER STAFF PHOTOS







SDDHVC editor says: Yeah, I chose mostly pics of women (so you can tell I didn't censor the nudity).

NINJA BURGER EMPLOYEE MANUAL

You probably already know that all Ninja Burger ninja employees are trained in the 20 secret Ninja Juhakkei, as well as the dreaded Two-Spatula Style. But there's a lot more to it than that, and that's where this employee manual comes in.

However, unlike most employee manuals, this manual is not written for employees. It is written by employees. Because of this, Ninja Burger takes no responsibility for any death, dismemberment or embarrassment which may occur from the use of this manual as a guide for your behaviour or actions, on or off the job. Not that we would take any responsibility for any of that even if we had written it, mind you.

Currently, the Ninja Burger Employee Manual contains:

- Food Fighting by Carl Flynn
- Food Fighting by Blaise Telcontar
- Ninja Dating Tips by Bonnie Burton
- Origin of the Ninja by G.T. Karber
- Ninja Invisibility by G.T. Karber
- Mugei-Mumei-No-Jitsu by Himura Kenshin
- How to make a ninja mask out of a t-shirt
- How to make a paper shuriken
- How to make a blowgun from a pen

MUGEI-MUMEI-NO-JITSU BY HIMURA KENSHIN

Ninjitsu as revealed herein is essentially a pragmatic art. It will employ any technique from any source which will serve its purpose. It strives always to be one with the natural order of things. This is the true meaning of passing without leaving a trace. It is said that the Ninja can walk through walls; that when they are looked for, they cannot be seen; when listened for, they cannot be heard; and when they are felt for, they cannot be touched. A Ninja never swaggers-his gait is firm and straight ahead. He neither makes a show of force, nor beats his own drum. This is known as Mugei-Mumei-No-Jitsu, "no name, no art." A Ninja does not surrender peaceably, nor does he carry on his person documents which might implicate his superiors. The Ninja acts alone, relying on his own ability. He is one with himself. What will happen in one's life is already written, but one must choose to be there. The way that can be told is not the eternal way...it cannot be explained or defined, it can only be experienced. This is the Way of Ninjitsu.

NINJA INVISIBILITY (OR HOW TO DECEIVE THE ENEMY'S (FOOLISH SAMURAI'S) SENSES IN ORDER TO DELIVER A NINJA BURGER IN TOTAL SILENCE) BY G.T. KARBER OF WWW.KARBER.NET

SIGHT-

Ah, sight, the strongest sense of the human. You can fool this sense with disguises, camouflage, and the such. It is also useful for the Ninja to throw objects that will crackle when burned (such as wet leaves) into a fire. The foolish Samurai will stare into the blaze and temporarily destroy his night vision.

SOUND-

Move during conversation, machinery, or when the wind blows. If there is a pond or lake nearby and the foolish Samurai are following you, throw a rock in. They will think it is you and search the water while you make your escape.

KO ASHI (SMALL STEP)

The Ninja will use this to move through shallow water or dry leaves. The goal is to get the foot beneath the surface as silent as possible. Maintain a low hip position and place your body weight on the front foot, pull your rear foot up, and slowly move it over to the spot where it will touch down. Then point your toe downward and dig straight in, passing through the surface slowly. After the heel has gone through the surface, your foot should level out so the sole of the foot may come to rest on the ground beneath the

water or leaves. Then shift the weight onto this new leading foot, and pull the trailing foot out and move forward into the next step. This will make the Ninja appear as a crane.

YOKO ARUKI (SIDEWAYS WALKING)

If you would like to move in the shadow of a building, or through a tight passageway. You must line the hips up (instead of facing in) the direction of travel, and the stepping motion is lateral. The movement begins by leading with the hips to one side or the other, depending on whether one is advancing or retreating (Remember, the Ninja that runs away, lives to fight another day. Unless he is killed by fellow Ninja). As the weight shifts to the leading leg, the knees are bent deeply and the rear leg crosses over in front. The body weight then shifts to the new leading foot, as the new rear leg is pulled from behind and repositioned in the lead. The sideways walking motion is done in a smooth and level flowing action, and gives the appearance of a sand crab scurrying sideways.

NUKI ASHI (SWEEPING STEP)

With this technique you can cross straw matting or wooden planks without being detected by shifting your body weight. From a low crouching position, the balance and then the body weight are slowly shifted to the forward leg until it supports the entire body. The rear leg is then pulled forward and in toward the supporting leg. The ankles barely brush each other as the moving leg goes forward and out with the toes pointed slightly inward. With the weight on the stationary leg, the outside edge of the moving foot can be used as a feeler to probe lightly for any obstacles that might be in the way. The foot is then eased to the floor, outer edge first. The weight is gently shifted to this foot, and can be withdrawn quickly if any creaking of the floor is noticed. The groping foot then becomes the new support foot as the ninja continues forward. With his hands moving lightly like tentacles, the ninja takes on the appearance of an octopus.

SMELL

Because the sense of smell is so weak in humans, they rely on other animals to help them. This means you must stay downwind.

ORIGIN OF THE NINJA BY G.T. KARBER OF WWW.KARBER.NET

The belief that Ninja originated in ancient Japan as mercenaries and assassins is totally false. Untrue. A myth. A stupid conviction developed by the lazy in order to avoid doing any research short of asking your next door neighbour, "Yo! What's a ninja?" to which they will usually respond, "Ancient Japanese mercenary and assassin!" They should ban free speech solely on the fact that it caused some people think that ninja(s) are Japanese. (Although even I, the knowledgeable scholar and great historian, am not sure if the plural of ninja is ninjas or ninja.)

True, the last remaining school of ninjutsu is in Japan, but hey, that's the same as the last remaining, the same as, err... well I can't think of anything that compares with it, but the point is that stuff like that happens. People move from one place to another based on climate, profit, and the amount of "Once a Year Sales" the area runs. The first ninja actually got his start in America in the 1300s.

It was at a poker game. More specifically, a long poker game, and even more specifically, a nine day long poker game. Anywho, Jack San and his friend were betting only ten cents on each game (So neither of them would lose much and they could still keep their friendship.) After two days Jack had lost thirty-six thousand dollars and sixty cents.

Not knowing what trick to play, but knowing that whatever trick it was he most likely couldn't pay for it, Jack pulled out a sword and started hacking at the table. Then he ran away as fast as possible. The true art of the ninja: hit and run. (That is why some ninja(s) are often confused with drunk drivers.)

He later came back when he realized that they had been playing with his deck. He grabbed it, hacked up the table a few more times for good measure, and then ran away as fast as possible.

And so he was the first ninja.

NINJA DATING TIPS BY BONNIE "NINJA DATING QUEEN" BURTON OF WINAMP.COM AND GRRL.COM

(Originally published on winamp.com)

The ninja is one of the hardest types of guys to date. These fellas love to assassinate politicians and scale buildings in the dead of night. But beware, behind that rough exterior is a secretive, silent "I'm never going to admit to you that I'm petrified of clowns" type. So here are a few pointers on how to woo your favourite ninja:

- The Death Touch does not count as foreplay.
- Don't be startled if he shows up in the middle of the night either wounded, or looking rather flustered. This is how all ninjas appear when they get home from a long day of ninjaing.
- Forget about asking a lot of questions about his personal life. Apparently, that's a security risk. Just be content knowing that he isn't seeing other ninjaettes.
- Get used to that old master guy hanging around the apartment. He's there to stay. You'll realize soon enough that your ninja boyfriend must pass all decisions by his master. The Master is just like a judgmental mother-in-law, only he's an old man who keeps calling your boyfriend "Grasshopper," and you "Bitchy-san."
- Remind him that throwing stars (shurikens) are not romantic gifts. Neither are nunchukus, sais, bokkens or kakutes.
- When you ask him "Is that a sword or are you just happy to see me," it's a sword.
- Be supportive. Even when he decides to fight 10 bad guys at once. If you roll your eyes and cast doubt on his ninja abilities, he's gonna get all paranoid and mess up.
- Don't pretend to know any martial arts just to impress him. You never know when he'll decide to test your ninja knowledge. And then you'll end up looking awfully silly writhing on the floor in pain.
- Just because he can be all stealthy, doesn't mean he'll agree to pick up a box of tampons for you on his way home from work. Ninjas embarrass easily.
- Ninjas don't like to be tickled. Ever.
- Generating psychic powers in order to mask one's presence is one thing, but don't let him pretend he's not there when you ask him why he went to the Radiohead concert with his ex-girlfriend instead of you.
- Humming the song "Kung Fu Fighting" will not instantly make your boyfriend frisky.

FOOD FIGHTING BY BLAISE TELCONTAR

Ways to kill a man (or woman) with a spatula

1. Drive the thin, flat end into their throat (works even better if you sharpen spatula)
2. Swift blow to the place the neck joins the skull, striking with the end of the handle.
3. Force the wide end down their throat (takes time)
4. Strike a rising blow with the handle, landing on the area between nose and mouth.
5. Drive handle into their temple.
6. Strike on the diaphragm, repeat until person suffocates.
7. Place across throat and use to strangle.

Food fighting

1. Hurl cayenne pepper or chilli powder in opponent's eyes.
2. Distil caffeine out of much coffee, use as poison.
3. Coconuts make good bludgeons
4. Peach pits and apple seeds contain cyanide
5. Place full soda cans on their sides where target will step, they will slip and fall.
6. Tuna cans are excellent holders for dust bomb initiators.
7. Flour can be used as a dust explosive.
8. Mustard in the eyes really hurts.
9. Take the seeds in a chilli pepper, grind, mix with alcohol, and distil, pepper spray.

OTHER WAYS TO USE FOOD FOR NINJA WAYS BY CARL FLYNN

- A well done, burnt hamburger patty makes a great shuriken.
- Ketchup and mustard squirt behind you when in pursuit by evil samurai, makes a great film used for slipping people.
- The seeds from a hamburger bun can be thrown into someone's eyes.
- The carbonation from soda can really hurt someone's eyes.
- When overcooked, Onion Rings can be used as a distraction when thrown.
- Overcooked french fries can be used as throwing knives.

SDDHVC editor says: These things in the Employee Manual were fan submissions to the website. I don't know if any of these made it into the book of the same name when it was published. The three items listed but not included here, making mask, blowgun and shuriken, were links to other websites. The paper shuriken is the simple origami thing.

NINJA BURGER LITTLE HUMANS PAGE

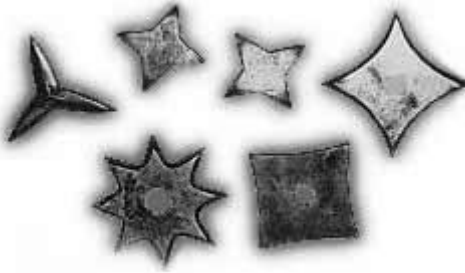


In 1582, the brutal samurai warlord Oda Nobunaga was assassinated by a ninja, bringing to an end his bloody reign. In the chaos that followed, a samurai named Ieyasu Tokugawa allied himself with the Hattori ninja clan and seized control.

Whether you're celebrating a bloody coup or just another birthday, there's nothing like a party with a ninja! What child doesn't want to be a ninja? After all, it's fun to play with pretend swords, practice pretend ninja moves, sneak around your backyard, and to mercilessly slay your enemies.

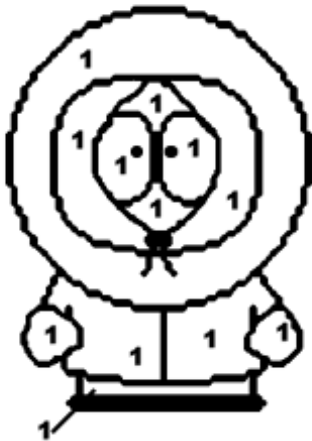
Now Ninja Burger has special items just for children. And we mean it! If you are not a child (i.e. under 12

years old) and you order from kids menu then you will DIE!!!



Each Ninja Little Human Meal now includes a free shuriken!
You WILL collect all six! Or you will die!

1



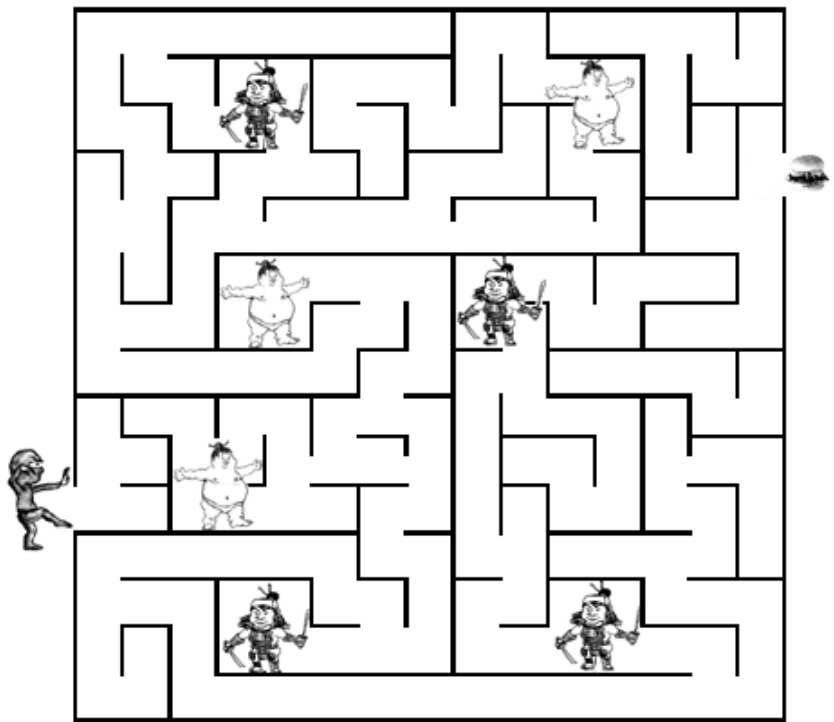
Junior Ninja Color-by-number!

1. Black

Color outside the lines and you will DIE!!!

Unscramble these words. Now!
If you are weak,
click the word for the answer!

翼々小心
鬼没神出
肉強食弱
立独歩独
錯誤試行



Can you help the ninja get to the burger?

(Click the pic to see the solution)



Find the ninja hidden in this scene. Now!

(Click here if you are weak and can't find them on your own)

Solutions

Translation

It is faint-hearted

Elusive

Law of the jungle

Self-reliance

Trial and error

Translation

It is faint-hearted
Elusive
Law of the jungle
Self-reliance
Trial and error

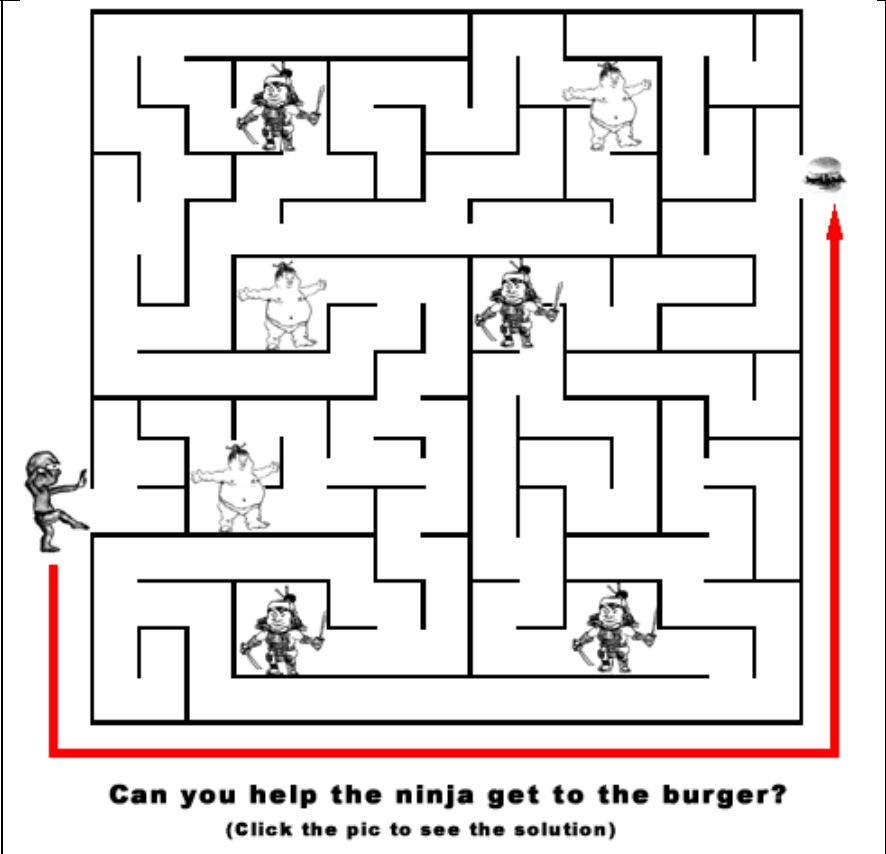
It is faint-hearted
Elusive
Law of the jungle
Self-reliance
Trial and error

Elusive
Law of the jungle
Self-reliance
Trial and error

Law of the jungle
Self-reliance
Trial and error

Self-reliance
Trial and error

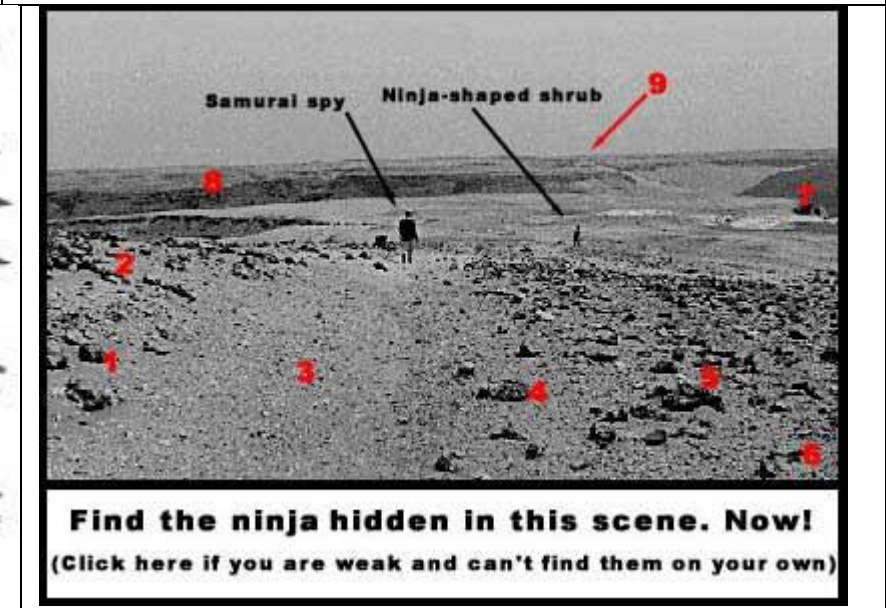
Trial and error



Can you help the ninja get to the burger?
(Click the pic to see the solution)

(Click the pic to see the solution)

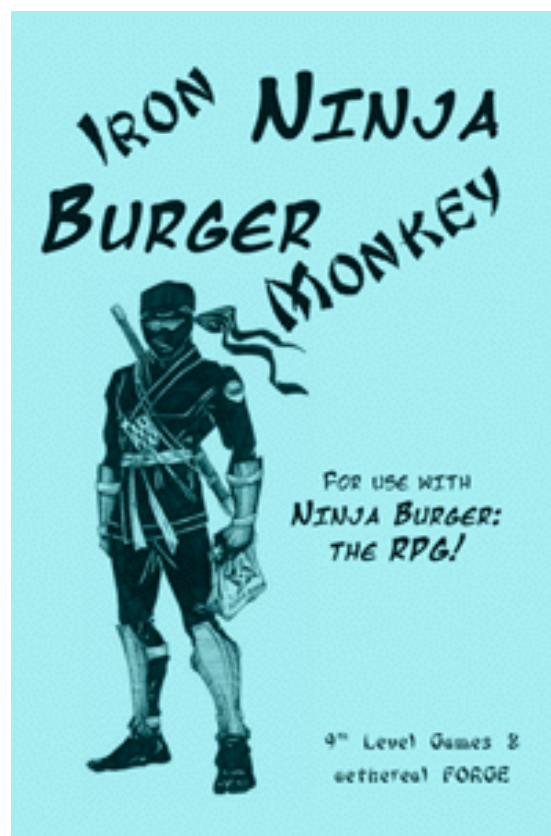
夕沒食步誤
 翼鬼強獨錯
 心出肉立行
 小神弱獨試



Find the ninja hidden in this scene. Now!
(Click here if you are weak and can't find them on your own)

(Click here if you are weak and can't find them on your own)

APPENDIX YUN: COVER GALLERY



REAR COVER TEXT

SDDHVC editor says: This is the rear cover text with a little extra information that came from the website that sold them.

NINJA BURGER! THE ROLE-PLAYING GAME

NINJA BURGER! The Role-Playing Game

9LG 9200 / \$5.95

Have you ever wanted to be your own boss? Ninja Burger: the RPG! offers you the opportunity to manage your own Ninja Burger™ franchise! Ninja Burger™ specializes in delivering delicious Ninja Burgers™ to secure locations (like Area 52, the White House, or a supermodels dressing room) quickly and stealthily. As a manager you will prepare the delivery for your crack team of delivery Ninja. If management isn't for you then you can try your hand at deliveries, where you take on the mantle of the Ninja, the shadow warrior, masters of stealth and secret sauce, and a killing machine. Your mission is to quickly and accurately deliver the tasty Ninja Burger™ products to various customers at these secure locations WITHOUT BEING SEEN in 30 minutes or less or you will commit Seppuku! Ninja Burger: the RPG is based on the award-winning website www.ninjaburger.com - and brings bad Ninja jokes, dishonourable disgraces, Ninja magic, and "the Fries of our Ancestors" right to your table. You will experience the Ninja Burger™ Difference!

IRON BURGER, NINJA MONKEY

The Honourable Ancient Expansion to Ninja Burger: The Role-Playing Game

9LG 9201 / \$5.95

With Iron Ninja Burger Monkey, Ninja have the opportunity to advance both their personal and career goals. Whether the Ninja is looking for new, flashy weapons or the prestige of a promotion to Assistant HR Director - Iron Ninja Burger Monkey has you covered. Brand new (old) weapons, new (ancient) equipment, new Wujenitsus, perks for completing deliveries, and more dishonourable disgraces that you can shake a monkey at. And if all that wasn't enough, Iron Ninja Burger Monkey makes coffee and sends Ninja back in time to protect the Time-Space™ continuum.*

* Please Note: this product does not actually make coffee.

TEENAGE MUTANT NINJA BURGER

The Modern Day Expansion to Ninja Burger: The Role-Playing Game

9LG 9206 / \$5.95

When the economy slumps, competition between fast-food franchises heats up! In their mad rush to simulate Ninja Burger's™ Unbelievably Secret Wasabi Sauce®, the dishonourable dogs at Otaku Bell™ accidentally exposed a batch of their I Can't Believe It's Not Wasabi! Sauce® to nuclear radiation. While tasty, the radioactive paste was deemed a failure after the test animals began to exhibit strange side effects; the frequent spouting of clichéd catchphrases and a penchant for the martial arts. A crazed Otaku Bell™ scientist stole the afflicted animals and opened his own fast-food chain: Mahjongg-Oh's™, where all pizzas are delivered within thirty minutes or they're on us!* Teenage Mutant Ninja Burger pits the honourable Ninja Burger™ employees against their toughest opponents yet -- highly intelligent, super strong, pizza-toting mutant animals. And, as if that weren't enough, it provides rules for state-of-the-art security systems and heavily armed guards to the delivery location as well. Luckily, Teenage Mutant Ninja Burger also contains Requisition Forms for new equipment and details on Wujenitsus, recently developed by the benevolent Ninja Masters, for use in today's hi-tech world. Combine all that with a new, controversial Ninja Sub-Clan, and you have the makings of one bodacious supplement!

* Actually, it's on the delivery mutant. Mahjongg-Oh's™ deducts the cost from their paycheque, which makes her really, really angry. Use this promotional offer at your own peril!

BURGER TECH!

The Futuristic Supplement to Ninja Burger: the Role-Playing Game!

9LG 9207 / \$5.95

In the far future many, many things have changed... Humanity has taken destruction to the next level with the advent of the 'Mekz™'. 'Mekz™' are gigantic war robots that bristle with unbelievably powerful weapons that are capable of obliterating buildings and vaporizing mountains. These massive war machines are piloted by the military's elite, the best of the best, the ridiculously cocky, Mek Jockey™. Young girls with large, round, expressive eyes and skimpy schoolgirl outfits have developed strange and amazing powers which enable them to defend the earth from evil intergalactic space villains and meet nice boys, and to transform into their cute and colourful outfits. Not to be outdone by their female counterparts young boys harnessed the power of Wyvern Balls™ to gain super abilities and protect the planet from evil.

Though many things have changed, one thing remains the same. Mek Jockey's™, Super School Girls, Wyvern Ball™-Enhanced Boys, and Evil Intergalactic Space Villains all still get hungry. And when they do, there's a Ninja there*; with a cola in one hand and a bag of hot, fresh Ninja Burger's™ in the other.

Burger Tech! is the far future supplement for Ninja Burger: The Role Playing Game! In the future Ninja must complete deliveries to Giant Battle Mekz™, uber-powerful little girls, and trans-dimensional forces of evil. However, in the course of these deliveries it may become necessary to battle said Battle Mekz™, uber-powerful little girls, and trans-dimensional forces of evil. Burger Tech! makes it all possible. Also included are new, futuristic weapons and equipment, WUJENITSU that are way ahead of their time, and Dishonourable Disgraces that are appropriate for the naughty Ninja of the future.

* They may not be able to see the Ninja, but believe us, she (or he) is there!

Here it is, just what you never wanted, the game you have never heard of lovingly reformatted, spelling corrected, typos removed, new typos probably added with all four volumes combined into one handy 100 page reference + extras.

This is the complete first edition *Ninja Burger the RPG* (core rules), *Iron Ninja Burger Monkey* (playing in the distant past or at least pretending to do so), *Teenage Mutant Ninja Burger* (more modern enemies, traps and sensors), and *Burger Tech* (super powered kids and giant fighty robots set in the not too distant future, next Sunday A.D.).

Our talented and good looking editorial staff, i.e., me, have sorted and collated tables and data and colour coded each section heading and table according to its book of origin. Some of the pictures don't look so great (heavily pixelated in original printing), we may have missed some, and there's a good chance that the few illustrations that originally were relevant to the text have moved during the reformatting, but all of the approximately 48000 words of rules are here.

DELIVERED IN 30
MINUTES OR LESS
OR WE WILL COMMIT
SEPPUKU!

In Ninja Burger the RPG you take on the role of a ninja delivering tasty ninja burgers anywhere in the world in 30 minutes or less.

Super Double Deluxe Happy Value Combo Edition is a compilation of all four original Ninja Burger booklets in one convenient package.

Also included is a selection of supplementary material from the Ninja Burger website.

Wikipedia says:

Ninja Burger (忍者バーガー) is a parody website started in late 1999, purporting that a sect of noble ninja have taken to secretly delivering fast food meals, anywhere, anytime, within 30 minutes or less. Failure to deliver within the ascribed time limit results in Seppuku. Some of Ninja Burger's rivals include Pirate Pizza, Otaku Bell and Samurai Burger.

The Wellman [yeah, we don't know who that is either] characterized the first version of the RPG as "more of a complex board game than an RPG." This edition of the game was published by 9th Level Games using a variant of the BEER Engine used in their *Kobolds Ate My Baby!* game.

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BEER!
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