

JANKEN



Deck

Pip Sums

2-5 Players

Add your Pips to Match the Goal!

Summary:

A game using addition and strategy to beat your opponents.

The Object:

Combine pips in the same suit to get closest to the goal before anyone else.

The Deck:

Remove the Jokers and the face cards. The remaining deck will have Ace through 10 in all five suits.

The Deal:

Deal 3 cards to each player. Then deal three cards face up- these are the "Goal Cards". The remaining cards are set in the center of the table as the draw pile.

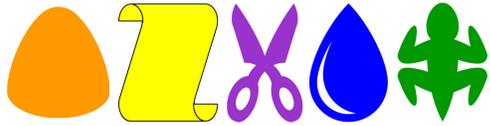
The Play:

The dealer announces the three Goal cards for the hand (for example "10 of Lizard, 4 of Rock and 8 of Paper.") The pips of all three cards added together is the Goal Number for the hand (in this example the Goal Number is 22). At the end of the hand the winner will be the player with a set of cards in the same suit that add up to a sum closest to the Goal Number. Cards are their pip value, Aces count as 1 point.

Starting with the player left of the dealer, players take turns drawing one card from the draw pile or the discard pile (when available) and then discarding one card onto the discard pile. When a player feels that they have a winning hand they may knock on the table as they finish their turn. Once a player knocks, the other players each get one more turn to draw and improve their hand before the round is over. If a player matches the Goal Number exactly, they win automatically and do not need to knock.

After a player knocks and the other players have had their last turn, all players lay down their cards face up on the table to determine which player's hand is closest to the goal. The total of the hand is the sum of cards in the same suit that add up to a number closest to the Goal number (The number can be higher or lower than the Goal). All numbers in the same suit must be counted, even if that causes the player to go over.

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The End:

The score for the hand is based on the Goal Number of the hand.

The player who got closest to the Goal Number wins the same number of points (if the Goal Number was 22, the winner gets 22 points for the hand).

If the winner is within one point of the Goal Number they get a 5 point bonus added to their score. (If the Goal Number was 22 and their cards add to 21 or 23, their score for the hand is 27)

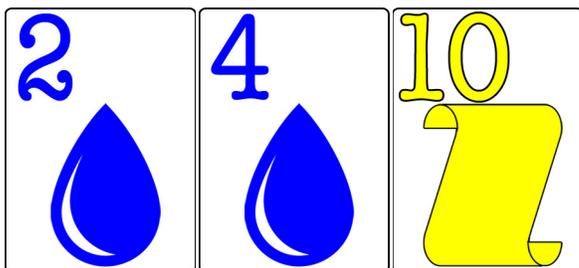
If the winner matches the Goal Number exactly, their score for the hand is doubled. (A score of 22 is doubled to 44)

If there is a tie for the winning score, all of the winning players get a full score. (If the Goal Number was 22 and players get 21 and 23, the score for both players is 27)

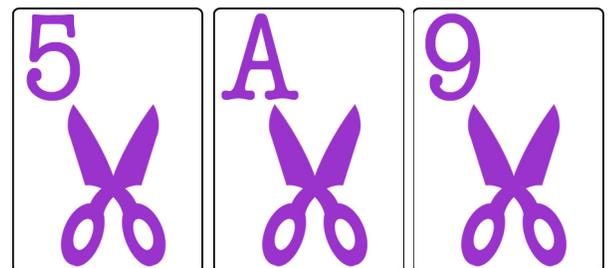
Variations:

Bust: To win you must get closest to the goal number without going over. If you have too many points you announce your score as "Bust".

For a faster game or for fewer players remove one or two suits. You will have fewer cards but it will be easier to combine cards in the same suits.



This hand can count for 6 points if the Goal Number is low, or 10 points if the Goal Number is high.



The score for this hand is 16. If the Goal Number for the round is 10 you must replace the 5 of Scissors with a card of another suit to match the Goal Number.