



# Ouroboros (Snake)

**2-4 Players**

**The snake that eats its tail!**

## Summary:

Collect cards from the “Tail” by playing a “Head” with a stronger suit.

## The Object:

Use “Point Cards” to earn points as you eat your Tail, otherwise you lose points!

## The Deck:

Jokers are optional. It’s more challenging but you can earn more points if you use them!

## The Deal:

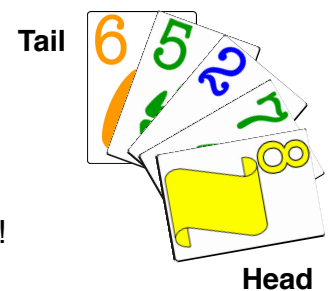
Deal 3 cards to each player. Then lay out 5 overlapping cards in an arc as the “Snake”. The bottom card is the “Tail” and the top card represents the “Head”. The remaining cards are set down for a Draw pile.

## The Play:

Players take turns adding to the snake by adding one card from their hand on the “Head” of the snake. (As you add to the snake, continue to wrap the arc around towards the Tail but without reaching it). If the card suit of the new Head is Weaker or the same as the last card of the Tail, the snake just gets longer. If the suit of the new Head is Stronger than the suit of the last card of the Tail, take the card from the end of the Tail. If the next card at the end of the Tail is also a Weaker suit take that card too. Keep taking cards off the end of the Tail until you reach a card that is either Stronger than or the same suit as the one you played.

Remember that the Jokers reverse the Rock-Paper-Scissors rules. (A Joker of Rock beats Paper and Water but loses to Scissors and Lizard)

After you play your Head card and take any cards from the Tail, draw a new card from the draw pile to end your turn.



# JANKEN



## Deck

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## Point Cards:

The Aces, Kings, Queens, Jacks and Jokers are all point cards. When you play a point card at the Head, any cards you take are kept face up to add to your score. If you play a Head that is not a point card (2 through 10) any cards you take are kept face down and will subtract from your score.

## The End:

The hand ends when the draw pile is empty and players have played out the rest of their cards.

To tally the score, all cards taken with a point card (kept face up) are added to the player's score based on the rank of the card. Aces are worth 11 points, face cards are all 10 points, numbered cards are worth their value, and Jokers are worth zero points. Any cards taken without a face card (kept face down) are each worth one point against the player. Subtract the number of face down cards from the player's score. If a player's score at the end of a hand adds to less than zero, their final score for the hand is zero.

The game ends when any player's score reaches 500 or more at the end of a hand.

The player with the highest score wins!

In this example, you hold the King of Scissors, 10 of Lizard and Joker of Rock in your hand.

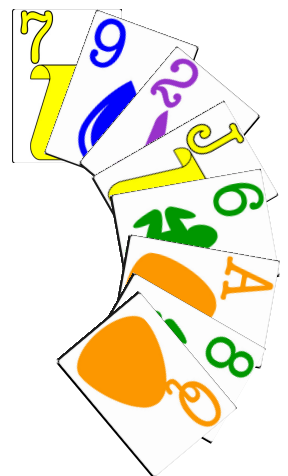
If you play the King of Scissors you can take the 7 of Paper from the tail and earn 7 points because the King is a point card.

If you play the 10 of Lizard you will take the 7 of Paper and 9 of Water but will lose 2 points from your score because the 10 is not a point card.

If you play the Joker of Rock you can take the 7 of Paper and 9 of Water using the Joker rules. Since the Joker is a point card you will add 16 points to your score!



Tail



Head