Target Shooter

2 Players or Teams

A Party Game of Luck and Skill

Summary:

One player tosses cards onto a table as targets, the other player tosses cards onto the targets to score points.

The Object:

Toss your shot cards to land on the best targets to maximize your score.

The Deck:

Use all cards. You will also need a table with a clean surface (free of obstacles).

The Deal:

The Target Setter draws three cards at random. These will be the target cards.
After the target cards are set, the Shooter draws three cards. These are the shot cards.

The Play:

Before tossing any cards onto the table each player should stand as far from the table as they can and still be able to touch the edge with their fingertips. (Yes, taller players will be standing further from the table than shorter players). Touch your fingertips to the table edge then move your feet back as far as you can without losing touch to find your throwing position.

To set the targets, the Target Setter throws their three cards one at a time to land on the table. If a target card lands upside down, the card is turned right side up while keeping it in place. If any of the cards thrown by the target setter falls off of the table the Shooter can place them anywhere on the table before beginning.

The Shooter then draws three cards, finds the correct throwing distance, and throws the cards one at a time onto the table and aiming to land on any of the target cards.

The Target Setters and Shooters may not fold, bend, crumple or mutilate the cards, but otherwise may throw them by any technique they choose.

JANKEN Deck

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Scoring:
Scoring is based on the ranks and relation between the suits of the two cards.

If a shot card does not touch (or overlap) a target card, no points are scored for that card.

A shot card does not earn extra points for landing on or touching another shot card.

If a shot card lands on overlapping cards, the shot card must have a point directly over the target card to earn points.

If a shot card with a stronger suit touches or lands on a target card with weaker suit, the score is the total of both ranks. (5 of Rock on 7 of Scissors = 12 points)

If a shot card with a weaker suit touches or lands on a target card with a stronger suit, the score is the difference between the two ranks. (Subtract the lower rank from the higher rank, so 7 of Scissors on 5 of Rock = 2 points) It is possible to score zero points, but not negative points.

If the suits of the shot card and target card are the same, the score is the highest rank of either card (5 of Rock on 7 of Rock = 7 points)

Skill Shots:
If a shot card lands on more than one target card, the shot is scored for all targets. (5 of Rock on both 7 of Scissors and 9 of Paper is 12 + 4 = 16 points)

If a player manages to get their card to land underneath a target card, it is scored as if the thrown card was the target card. (7 of Scissors under the 5 of Rock = 12 points)

Aces are worth 1 or 11 points (the shooter decides the value when scoring)

Kings, Queens and Jacks are worth 10 points

10 through 2 are worth their rank points

Jokers are either zero points or equal to the ranks of the other card (shooter's choice) but reverse the rock-paper-scissors rules when scoring

If playing with two players, the game ends after each player has been the shooter three times.

For teams, the game ends when each player has been the setter and the shooter once.

The team or player with the highest total score at the end of the game wins!

Variations:
Tournament Rules: To make the game more skill than luck, have both teams use the same target and shooter cards for each round. (Draw new cards after each team has played the set as shooters)

Shot in the Dark: Target Setters can throw their cards to land upside down so the shooters do not know the values of each card until it is time to add up scores.

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