



# JANKEN



## Deck

### **Welcome to the Janken Deck!**

For me the Janken Deck is an experiment in mathematics. I was curious how card game strategies would change if the suits had Rock-Paper-Scissors rules. To satisfy my curiosity I designed a deck of 70 cards with five new suits and dozens of new games.

#### **How do YOU play?**

Do you enjoy game nights with the gang? A challenging game of solitaire for yourself? Or maybe you like the creativity of inventing your own card game to share with friends? This is a versatile deck that lets you play any way you want!

#### **Have Fun!**

This booklet contains the rules of a few of my favorite games so far. Have fun playing these and then be sure to visit [JankenDeck.com](http://JankenDeck.com) for more games, optional house rules, and game videos. I hope you have as much fun playing as I did in creating the Janken Deck!

**Jeff Daymont**

Artist and Inventor of the Janken Deck

## About the Deck

The Janken Deck is made up of five suits: Rock, Paper, Scissors, Water and Lizard. Each suit has 14 cards: Ace, King, Queen, Jack, the Numbers 10 through 2, and one Joker. Card values depend on game rules, but in general Aces are worth 1 or 11, face cards are worth 10, 2 through 10 are their numerical value, and Jokers are worth Zero.



## Stronger and Weaker Suits

Every suit is “Stronger” than two suits but “Weaker” than two others. For example, Rock is “Stronger” than Scissors and Lizard (Rock blunts Scissors and crushes Lizard) but Rock is “Weaker” than Paper and Water (Paper covers Rock and Water erodes Rock).

Refer to the Rule Card or Diagram Card to see the relationships between any two suits.



| Rule Card  |             |            |
|------------|-------------|------------|
| This Suit  | Beats       | That Suit  |
| Scissors ✂ | Cuts        | Paper 📄    |
| Paper 📄    | Covers      | Rock 🪨     |
| Rock 🪨     | Crushes     | Lizard 🦎   |
| Lizard 🦎   | Drinks      | Water 💧    |
| Water 💧    | Rusts       | Scissors ✂ |
| Scissors ✂ | Decapitates | Lizard 🦎   |
| Lizard 🦎   | Eats        | Paper 📄    |
| Paper 📄    | Absorbs     | Water 💧    |
| Water 💧    | Erodes      | Rock 🪨     |
| Rock 🪨     | Blunts      | Scissors ✂ |

**Joker Rules**  
When a Joker is played, rules reverse!

## Strongest and Weakest Suits

For any given suit, there are two suits that can beat it and of those two suits one is “Strongest”. For example, Scissors is “Strongest” against Paper because Scissors can also beat Lizard (S>L>P). Likewise Scissors is “Weakest” against Water because Scissors loses to Rock which also loses to Water (S<R<W).

## Joker Rules

When you play with the Jokers the Strong and Weak suits can reverse. When in play, any Joker can make Rock beat Paper and Water but lose to Scissors and Lizard. The Joker is the lowest rank but is the only card of its suit that can beat the stronger suits.

Note: a second Joker does not turn the rules back to normal (The Joker of Rock beats the Joker of Paper). Turn the Rule Card upside-down to see the reversed relationships between suits when one or more Jokers are in play.

## Janken War

The simplest card game: Two players each choose a card and play them face up simultaneously. The card with the stronger suit wins. If the suits match, choose new cards to go again!

## Tic-Tac-Rock 2 to 4 players

**Summary:**

A simple game of three in a row, but instead of playing Xs and Os, you play with suits and numbers.

**The Object:**

Be the first to play a card that completes a line of three in a row (across, down, or diagonal) in any suit or number.

**The Deck:**

Beginner version: Use only the Ace and 2 through 6 of the Rock, Paper, and Scissors suits.

Advanced version: Use only the Ace and 2 through 9 of all five suits.

**The Deal:**

Deal three cards to each player. The remaining cards remain stacked face down as the draw pile.

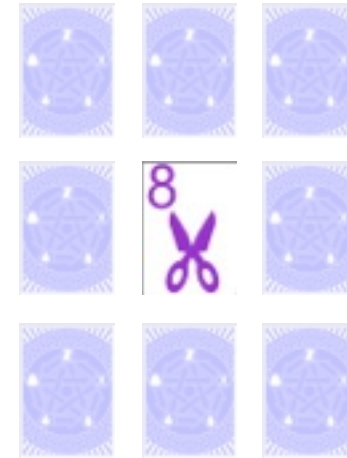
**The Play:**

The first player chooses one card from their hand and plays it face up as the center of the tic tac toe board (see Diagram 1). Players then take turns playing one card from their hand in any space on the board. They may play in any empty space or on top of a card already on the board. To play on top of a card, the card played must be a stronger suit than the card it is going onto. (Any number from the Rock or Water suits can be played on top of the 8 of Scissors)

After a card is played, the player draws a new card from the draw pile and the play goes to the next player.

**The End:**

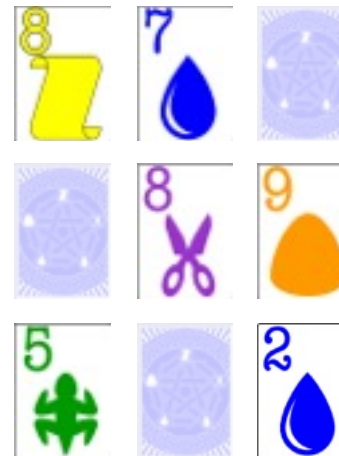
When a player plays a card that completes three in a row they say "Three in a row of... (the suit or number)!" The player wins that round. If players run out of cards without anyone getting three in a row, the round ends in a draw. After every player has been the dealer, the winner of the most rounds wins the game. If there is a tie, play one more round for a tie breaker.



**Diagram 1**

The first card played becomes the center of the Tic Tac Toe board. All other cards can be played anywhere on the 3 by 3 board.

**Tic-Tac-Toe meets Rock-Paper-Scissors!**  
**Can you out-wit your opponents?**



**Sample game**

**Player's hand**



This player may play any of the cards in any of the three empty spaces. The 4 of Scissors could be played on top of the 8 of Paper (Scissors cuts Paper) or the 5 of Lizard (Scissors decapitates Lizard). The 3 of Water could be played on the 8 of Scissors (Water rusts Scissors) or the 9 of Rock (Water erodes Rock). The Ace of Rock could be played on the 8 of Scissors (Rock blunts Scissors) or the 5 of Lizard (Rock crushes Lizard). What would you choose?



## Green Queen

5 players

### Summary:

A trick taking game inspired by an old favorite, "Hearts".

### The Object:

Avoid taking tricks with point cards or the Green Queen. The player with the fewest points at the end wins!

### The Deck:

Jokers are optional. You also need one small playing piece (a coin).

### The Deal:

The player to the left of the dealer draws one card at random. The suit of that card is the "point suit" for that round. Return the card to the deck and place the playing piece on the matching suit of the Diagram Card as a reminder of the point suit for the round.

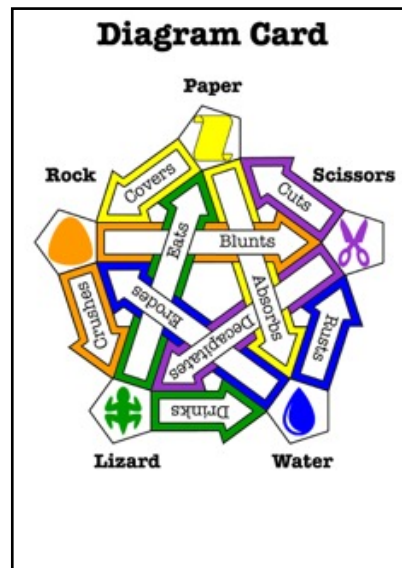
Deal all cards to the players. Players choose three cards from their hand to pass to another player. In the first deal cards are passed to the player on the left, the next deal they are passed to the right, then two players to the left, two players to the right, and on the fifth deal players hold their cards without passing. Starting on the 6th deal the cycle begins again.

### The Play:

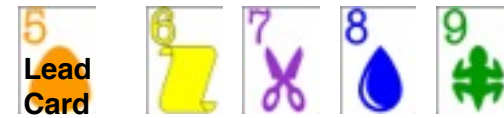
The "Weakest" suit to the point suit is one space counter-clockwise from the point suit on the diagram card. For example, if the point suit is Paper, the weakest suit is Rock. If the point suit is Rock then the weakest suit is Lizard.

The player who holds the 2 of that weakest suit leads with it by placing it face up in the center of the table. Going clockwise, the four other players each play one card in the center. The player must play a card in the same suit as the lead card if one is available. If a player does not have any cards in the lead suit they may play a card from a different suit. You may not play a point card in the first trick. If the lead suit is Lizard AND your only card in the Lizard suit is the Queen, then you must play the Green Queen in the first trick.

The player who takes the trick is the one who played the highest ranking card of the suit that is strongest against the lead suit. For example: If the lead card is a 7 of Rock, to beat it you can play any higher ranked Rock, to beat any of those you can play any Water card (Water erodes Rock), and to beat any Water card you can play a higher ranked Water card or any Paper card. When Rock is the lead suit, the Ace of Paper is the highest card (Even beating out Scissors and Lizard because each of those are weaker than Rock).



9 of Rock wins (9>5,6,7 or 8)



6 of Paper wins (P>W>R)



9 of Lizard wins (L>P>W)



7 of Scissors wins (S<R<W, Joker rule)

After a player takes a trick, that player chooses a card from their hand to lead the next trick. You may not lead with a point card until points have been "broken" (when someone else has played a point card) unless you only have point cards left in your hand.

### Joker Rules:

If you choose to play with Jokers, any time a Joker (of any suit) is played, the rules for strong and weak cards reverse. If Rock is led and any player plays a Joker, any higher ranked Rock can beat the lead card, any Scissors can beat any Rock, and the Ace of Lizard is the highest card of all. A second Joker **does not** switch rules back.

### Scoring:

After each round, each player looks through their tricks and counts their point cards. Each point card is worth 1 point. The Green Queen (Queen of Lizard) is a point card worth 13 points. If the point suit was Lizard, the Green Queen is worth 14 points! There are a total of 26 points or 27 points if you play with Jokers. The Score keeper adds each player's points for the hand to their previous score total.

### Shoot the Moon!:

If one player takes all of the cards from the point suit AND the Green Queen, that player takes zero points and all other players get 26 points (or 27 if playing with Jokers).

### The End:

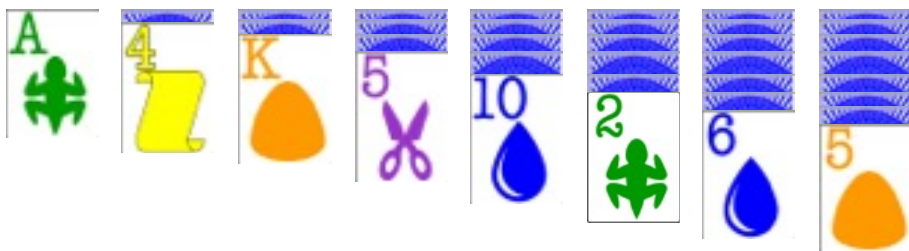
When any player reaches 100 or more points after a hand the game is over. The player with the fewest points is the winner!

## Janken Klondike

1 Player

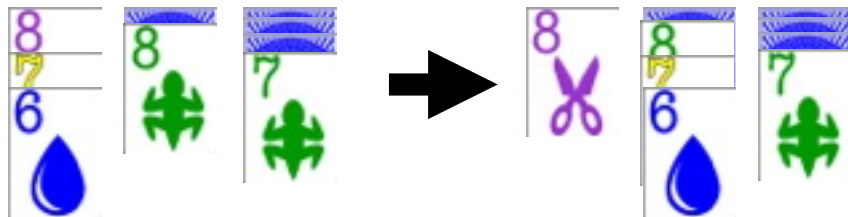
If you're a fan of Klondike solitaire try it with the Janken Deck!  
Just make these three changes:

Remove the Jokers and **Deal 8 Stacks** instead of 7 (to accommodate 5 suits)



**Play Weaker on Stronger:** Instead of alternating red and black cards, play the next lowest rank onto any stronger suit. For example, Water is stronger than Rock and Scissors, so either the 5 of Rock or the 5 of Scissors can be played on the 6 of Water. (You may find it helps to say to yourself “Water erodes Rock” and “Water rusts Scissors” as you play.)

**Lateral Moves:** At times it helps to move part of a stack onto another available stack to make a new space. For example, moving the 7 of Paper (and any cards on top of it) from the 8 of Scissors onto the 8 of Lizard leaves the 8 of Scissors open for the 7 of Lizard.



As always Aces go on foundations to build up, Kings go in empty spaces to build down, and deal from your hand in sets of three.  
It's a challenging game which makes it exciting to win!  
For complete rules visit: [JankenDeck.com](http://JankenDeck.com)

## Corner to Corner

2 to 4 players

### Summary:

Deal cards to form a game board, then move your piece from your starting corner to opposite corner.

### The Object:

Get your piece to the opposite corner before your opponents do.

### The Deck:

Use the full deck plus one different playing piece (like coins, checkers or buttons) for each player.

### The Deal:

Deal cards face up in a 5 by 5 square. The remaining cards are set aside as a draw pile. Each player places their playing piece onto the card in the bottom left corner of the side nearest to them.

### The Play:

Starting with the player left of the dealer, players take turns moving their pieces one card at a time up, down, left or right in a race to get to the opposite corner first BUT you may only move to a card whose suit is “Weaker” than or the same as the suit of the card your piece is on. For example, if your piece is on a Rock card, you can only move to an adjacent card if it is Scissors, Lizard, or another Rock (Rock blunts Scissors and crushes Lizard). Think of the cards as steps: you can step “down” to a lower (weaker) suit or “across” to the same suit, but not climb “up” to a higher (stronger) one.

**Jokers:** If you move to or from a Joker, the rules reverse! For example you can move from any Scissors, Lizard or Rock card to the Joker of Rock, and from the Joker of Rock to any Rock, Paper or Water card, including the Jokers.

You may not move onto a card if it is occupied by another player.

Instead of moving your piece you may choose to draw a card from the top of the draw pile to replace the card your piece is on. If you do not have an available card to move onto, you must draw a new card to replace the one that your piece is on.

### The End:

The first player to get their piece to the opposite corner from where they began wins the game!

**Did You Know? In Japan, Rock-Paper-Scissors is called “Jan-Ken”!**

## **Now it's your turn!**

### **Invent your own game!**

My favorite toys inspire creativity (Tinker Toys, Lego, Minecraft...) and imagining new games and puzzles for the Janken Deck has been a fun experience for me. What could be more fun than playing a game with friends where you get to make up the rules? The Janken Deck lets you create any game you want!

There are lots of ways to come up with new games. Here are some ideas to spark your creativity:

**Start with a game you already know.** How does playing with five suits change your favorite card games? Can you make a similar game that uses Rock-Paper-Scissors rules? You can even be inspired by games you like that aren't card games!

**Make a puzzle!** Create a test of logic and deductive reasoning using only playing cards.

**Games can teach!** Invent a game to help kids practice color recognition, arithmetic, or about calculating odds and statistics. Every shuffle is new a random set of numbers, colors and suits!

**Any card can be WILD!** Want your Jokers to be any value? Maybe a four makes your opponent draw more cards? or a 7 could reverse the direction of play? Any card can be special if you want it to be.

**You can add more pieces!** You can use the deck as part of a bigger game with dice or moving pieces! Use just three suits or shuffle together with a standard (poker sized) deck to play with nine suits at once!

**Write up the rules!** Be clear and thorough because you may not be there to explain the rules to a new player.

**Test the game with your friends!** Is it fun and fair for everyone? Did anything happen that was unexpected or ruined the game? Can you make any changes to make it more fun?

Here is a form that I use to help stay organized!

**Name of Your Game:**

**Number of Players:**

**Summary:** (A simple description of the game. Is this like another game people enjoy?)

**Object:** (What is your goal to win?)

**The Deck:** (Do you play with all 70 cards? Do you remove jokers? Use multiple decks?)

**The Deal:** (How many cards do you deal to each player? How do you lay out cards on the table? Make a diagram if you need to)

**The Play:** (What happens in each turn? When does the turn end? When do you draw or play cards? Are there special rules for the Jokers?)

**The End:** (How do you know when the game is over? How do you keep score? How do you determine the winner?)

**Variations:** (is there an easy and hard version of the game? Can you play a different version of the game with Jokers or wild cards?)

Submit your favorite games at [JankenDeck.com](http://JankenDeck.com) to share with players around the world!



## Who are the Faces on the Face Cards?

Need inspiration for a history or geography report? Pick a card!

### Rock

King: Xerxes of Persia

Queen: Queen Rani Durgavati of India

Jack: Sultan Suleiman the Magnificent of the Ottoman Empire

Joker: Storyteller Nasreddin Hodja

### Paper

King: Mansa Musa I of Mali

Queen: Nefertiti of Egypt

Jack: Hannibal Barca of Carthage

Joker: African Trickster God Eshu

### Scissors

King: Aztec King Moctezuma II

Queen: Mayan Queen Tz'aakb'u Ahau (The Red Queen)

Jack: North America's Chief Sitting Bull

Joker: Raven, Trickster Spirit of the Pacific NorthWest

### Water

King: King Kamehameha of Hawaii

Queen: Pōmare IV of Tahiti

Jack: King George Tupou I of Tonga

Joker: Pacific Trickster Demigod Maui

### Lizard

King: Qin Shihuang of China

Queen: Empress Myeongseong of Korea (Queen Min)

Jack: Emperor Go-Daigo of Japan

Joker: China's Sun Wukong, the Monkey King

## About the Artist

Jeff Daymont is a professional juggler living in Southern California who began creating art to capture the motion found in juggling. He enjoyed mathematical puzzles and games growing up and studied technical drawing in school. The Janken Deck is his first gaming project.

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