

JANKEN



Deck

Pyramids

1 Player Solitaire

Can you build your
Pyramids to the top?

Summary:

Build up from the base to the tip of the pyramid using stronger cards than the two below them.

The Object:

Complete the Pyramid before running out of cards.

The Deck:

Use all 70 cards in the Janken Deck.

The Deal:

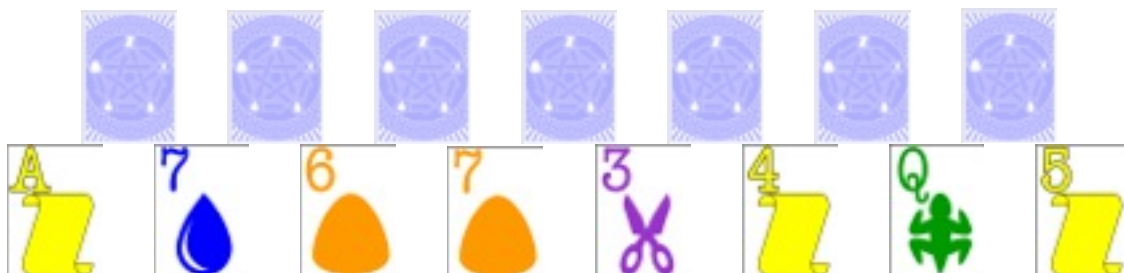
Deal 8 cards face up in a line. This is the base of your pyramid. The rest of the cards are your draw pile.

The Play:

To build your pyramid you will stack cards above the cards in your base (the blue spaces in the diagram below). Draw the top card from your draw pile. This card can be placed above any two cards in your base if it is stronger than both cards. For example, if the suit of the card you draw is Lizard, it can be placed above the Ace of Paper and the 7 of Water (Lizard eats Paper and drinks Water). Or if the suit of the card you draw is water and the rank is greater than 7, it can go in the space over the 7 of Water and 6 of Rock (Water erodes Rock and a Water greater than 7 is stronger than 7).

If your card can not be played anywhere it goes face up in your discard pile.

If you draw a card that you prefer not to play, you can choose not to play it and put it on the discard pile.



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The Play (continued):

Continue drawing cards and building your pyramid. As soon as you have two cards next to each other on a level you can stack on top of them too. As new plays become available, you may use the top card from your discard pile in your pyramid.

Joker Rules: When you draw a Joker from your pile, the rules for the cards it touches reverse. For example if you draw the Joker of Water it can go on the Queen of Lizard and the 4 (or 5) of Paper (Paper absorbs water and Lizard drinks Water). Look at the Rule Card upside down or look at the art of the Joker to see what suits the Joker beats. The Joker is the weakest of the cards in its suit (the rank is Zero). So in the example below, the Joker of Water could not go on the 10 of Lizard and the King of Water- even though the Joker of water beats Lizard, it is still weaker than the King of Water.

For the space over the 6 and 7 of Rock, a card could be any Water or Paper, any Rock greater than 8, or the Joker of Scissors or Lizard.

The End:

Build your pyramid to the top before running out of cards in your draw pile to win the round.

You can choose to end the game there and count how many cards are left in your draw pile. The more cards you have left, the better you did!

OR you can shuffle the cards for round 2!

Round 2:

Now you're building a bigger pyramid. Shuffle the cards and deal out a nine card base. You will need more cards to complete this pyramid. If you can complete this pyramid, Round 3 is a pyramid with a 10 card base and Round 4 is **The Great Pyramid** is the ultimate challenge with a base of 11 cards.

Can you complete all four pyramids in a row?

Bonus points if you can finish with the Egyptian Queen Nefertiti (Queen of Paper) on the top of your pyramid!

