

King's



Keys

www.JankenDeck.com/Kings

What's my Secret?

2 Players

Can you guess your opponent's
Secret Card?

The Object:

Guess the identity of your opponent's Secret Card to collect it as a trophy card.
Collect 5 trophy cards to win!

The Deck:

Remove the Jokers and Kingdom Cards. Each player should have a pencil and paper to take notes.

The Deal:

Deal 3 cards to each player and set the rest of the deck down as the Draw Pile.
Each player draws one card from the top of the draw pile to be their secret card. After looking at it, the secret card is placed face down on the table in front of the player.

The Play:

Players take turns playing a card from their hand, then their opponent tells them how close it matches their secret card by telling them how many points their card is worth: 0 points, 1 point, or 2 points.

On your turn, choose a card from your hand and play it face up on the table. Your opponent will give your card a point value based on how many elements (number, color or item) it has in common with their secret card. Keep your card face up on the table and take notes on the number your opponent gave each card. Then draw a new card so you have three cards in your hand again.

When your opponent plays a card, compare their card to your secret card to see if the numbers, items or colors match. A card with two elements in common gets 2 points, if only one element is in common it gets 1 point, and if no elements are in common, the card gets zero points.

When you think you have determined the number, color and item of your opponent's secret card you can guess: "Is your card the 3 red shields?"

If you are correct, you can keep their card as a trophy.

If you are incorrect, they get to keep their card as a trophy.

Put the cards you have on the table back into the deck and they draw a new card for you to guess.

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**Can you guess your opponent's
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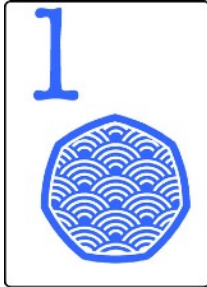
The End:

Continue playing until one player has collected 5 trophy cards.
The first player to get 5 trophy cards wins!

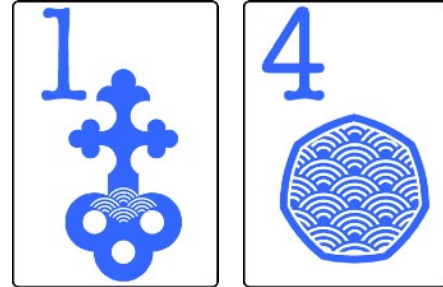
Try with 3 players for a different challenge!

Each time you play a card, both of your opponents give you a point value based on their secret card.
Pay attention to the points your opponents get because you can guess a card even when it is not your turn! Be the first to get 5 trophy cards to win!

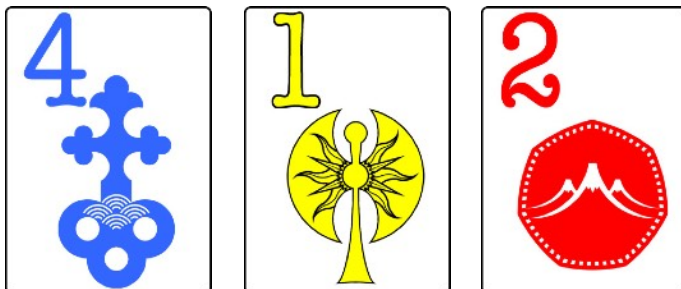
Want to try a more advanced deductive reasoning game?
Try the French Detective deck at jankendeck.com/detective



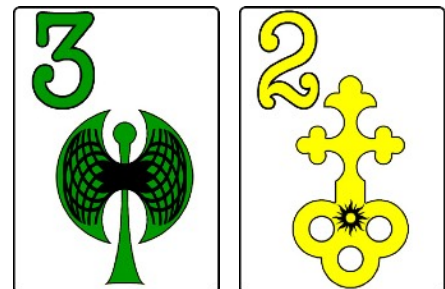
**Secret Card:
One Blue Coin**



Two Points



One Point



Zero Points



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Playing with Jokers and Kingdom cards:

An optional rule is to play with the Kingdom cards, the Jokers or both. They are wild cards that can stand in for other cards that you don't have in your hand.

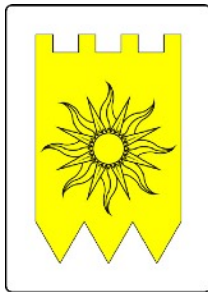
Kingdom cards each represent a color, so when you play a kingdom card you can say it represents any number and any item but it must be in the same color as your kingdom card.

Jokers each represent an item, so when you play a joker you can say it represents any number and any color but the item must match the item that the joker holds.

When you play a wild card, tell your opponent which card it represents.

If your opponent plays a Joker or Kingdom card and their number, item and color all match your secret card, tell them their card is worth three points. When a player gets three points, they still have to correctly guess the secret card to earn the trophy.

If a player picks a wild card for their secret card, they must put it back in the deck and choose a new card for their secret.



**Yellow Sun
Kingdom**

**Any Number
Any Item
But it must be Yellow
(Say "This is
1 yellow key")**



Shield Joker

**Any Number
Any Color
But it must be Shields
(Say "This is
3 blue shields")**