

JANKEN



Deck

Corner to Corner & Edge to Edge

2 Players

**Lay out cards to create
a randomized game board!**

Summary:

Deal cards to form a game board, then move your piece(s) over the cards to your goal.

The Object:

Corner to Corner: Move your piece to the opposite corner before your opponent does.

Edge to Edge: Be the first to move all of your pieces to your five goal positions.

The Board:

Deal out a 5 by 5 play field of 25 cards face up. The remaining cards are set aside as the draw pile. You will also need playing pieces (checkers or coins) that are different for each player.

Moving Pieces:

You can move a piece one space in any direction (up, down, left or right) BUT ONLY when the card 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 another Joker.

Changing Cards:

Instead of moving your piece you may choose to draw a card from the top of the draw pile to replace any card that one of your pieces is on. If you can not move a piece you must draw a new card. After you change a card your turn is over (you do not move your piece in that turn).

Note: you must announce which card you are going to replace before you draw a new card. In other words, you may not draw a new card and decide where to play it afterwards.



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Rules for Corner to Corner:

Each player gets one game piece. After laying out the 25 cards for the play field, each of the two players put their one game piece in opposite corners. If sitting on opposite sides of a table, choose the bottom left corner of the side closest to you.

The Play:

Each player chooses a random card from the remainder of the deck. The player with the strongest card goes first.

Players take turns moving their piece one card at a time following the rules described on the first page. You may not move a piece onto a card that is already occupied by another piece.

The End:

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

Variations:

Use the other corners to play with three or four players.

Deal more cards for a bigger board!

Rules for Edge to Edge:

Each player gets five game pieces (like checkers or matching coins). After laying out the 25 cards for the play field players set their five game pieces in their starting positions, one piece per card on the closest edge. Your goal is to move your pieces across the play field to your opponent's starting positions and then off the board to your five goal positions.

The Play:

Each player chooses a random card from the remainder of the deck. The player with the strongest card goes first.

Players take turns moving one piece at a time following the rules described on the first page.

You may not move a piece onto a card that is already occupied by one of your own pieces.

If you move a piece to a card that is occupied by one of your opponent's pieces then you remove their piece and pass it to your opponent.

If you have a piece removed from the board you must return it to the board on your next turn. Place it on any card in your starting position that is unoccupied. After you return your piece to the board, your turn is over.

Moving to Goal Positions:

When you move one of your pieces onto any of the cards in your opponent's starting positions you may remove it from the play field directly into the goal position beyond it (during the same turn) ONLY IF it is unoccupied. If the goal position beyond it is already occupied by one of your pieces then your playing piece remains on the card. You will need to move your piece to a card with an empty goal position available before you can remove your piece from the board. Once a piece is in a goal position it can not be moved or captured.

The End:

The first player to get all five of their pieces into all five their goal positions wins the game!

