

JANKEN



Deck

Poke the Joker

2 Players

**Find the Jokers hiding
among the Royal Families!**

Summary:

The Five Jokers are all hiding among the guests at the Royal Party. Poke the party guests to get them to turn around for you and reveal their identity. Find all Five Jokers before your opponent finds yours, but if you bother all Five Kings, you get kicked out of the party!

The Object:

Find your opponent's Jokers before they find yours, but avoid bothering the Kings.

The Deck:

Use two decks, one deck for each player. (Rules for a one deck version are shown under Variations) Each player separates all 20 face cards (Kings, Queens, Jacks and Jokers) from the other cards in their deck.

The Deal:

Each player deals their 20 face cards face down in a rectangle 5 cards across and 4 cards down. Each player shuffles their remaining cards to use as their "Poke cards".

The Play:

Players take turns drawing Poke cards to try to see their opponent's face cards, but to get a face card to turn around the Poke must be strong enough for them to "feel" it.

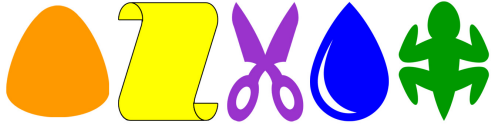
Draw the top card to reveal your Poke card, then point to any card in your opponent's layout. Your opponent looks at their card and compares their face card suit to your Poke card suit.

If your Poke card is weaker or the same suit as the face card, the Poke was not strong enough and your opponent says "They didn't feel it." and your turn is over.

If your Poke card is stronger than the face card, the face card is turned face up to reveal who it is and your turn is over. Once a card is turned face up it stays face up for the rest of the game.

The players are allowed to take notes to help remember clues.

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The End:

This game can end in two different ways:

The first player to reveal all five of their opponent's Jokers is the winner.

Or, if a player reveals all five of their opponent's Kings, they lose the game.

Variations:

Kid's version: Just look for the Jokers and turn over as many Kings as you want without losing!

Big version: Add the Aces in with the face cards for a bigger party!

Giggles and Grumbles: Players get to choose where to hide the Jokers and Kings in their party. As you Poke about the party you might hear the hiding Jokers giggle or the Kings grumble as you bother their guests. Each player can draw a private map to help remember where their Jokers and Kings are hiding. Then any time your opponent pokes a card that is next to one or more Jokers (above, below, or beside), you also say "You hear Giggling nearby". Any time your opponent Pokes a card next to one or more Kings (above, below, or beside) you also say "You hear Grumbling nearby". If your opponent pokes a card that is next to both a Joker and a King, you also say "You hear Giggling and Grumbling nearby".

Use the hints to improve your strategy!

One Deck Version:

One player sets all of the face cards while the other player does all of the Poking with the Poke cards. At the end of the game, count the remaining Poke cards to keep score. Then switch roles so the other player gets to Poke.

The player who reveals all five Jokers and had the most Poke cards remaining in the end is the winner.

If both players get kicked out by the Kings, both players lose and the winners are the Jokers!