

# JANKEN



## Deck

# Dueling Wizards

2 or 3 Players

**Attack and defend with magic  
until one Wizard stands!**

## Summary:

Use cards to cast spells against your opponent's health points, and defend against the attacks against you! A game for more advanced Janken Deck players.

## The Object:

Use strong attacks and effective defending spells to make your opponent run out of health points before you do.

## The Deck:

Use the whole deck. If you have multiple decks, each player can use one deck. You also need a pencil and paper as a score card to keep track of each player's health points.

## The Deal:

Each player starts with 100 health points. At the top of the score card, write the name of each player and the number 100. During the game you will be subtracting health points from each total. Deal three cards to each player as spell books and leave the remaining cards in a draw pile.

## The Play:

The player to the left of the dealer is the first attacker. The defending players choose one card from their spell book (their hand) and place it on the table face down as a spell to block the incoming attack. The attacker chooses a card from their spell book and places it face up on the table as the attacking spell. The strength of the attack is based on the rank of the card and the effectiveness of the spell is determined by the suit of the defending spell. The suit of the defending spell will be either "Weaker" or "Weakest", "Stronger" or "Strongest", or the Same as the attacking spell.

Every suit has two suits that are weaker than it and of those two one is the weakest. For example, Scissors and Lizard are both weaker than Rock but Lizard is Weakest against Rock because it is Weaker than both Rock and Scissors. Likewise Paper and Water are both Stronger than Rock, but Paper is Strongest against Rock because Paper is Stronger than both Rock and Water. Looking at the Diagram card, for any suit the Weakest suit is the next suit going counterclockwise on the diagram and the Strongest suit is the next suit following the short arrows clockwise.

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An attack defended by the same suit has a multiplier of 1 (full damage)

An attack defended by the weaker suit (not the weakest) has a multiplier of 1.5 (full plus half damage)

An attack defended by the weakest suit has a multiplier of 2 (double damage)

An attack defended by the stronger suit (not the strongest) has a multiplier of .5 (half damage)

An attack defended by the strongest suit has a multiplier of 0 (no damage)

For example, if the attack spell card is the 9 of Rock:

A player defending with Rock (Same suit) gets 9 points damage (Full damage)

A player defending with Scissors (Weaker) gets 13.5 points damage (Full plus half damage)

A player defending with Lizard (Weakest) gets 18 points damage (Double damage)

A player defending with Water (Stronger) gets 4.5 points damage (Half damage)

A player defending with Paper (Strongest) gets no damage.

The rank of the defending spell card is not used when calculating the damage.

If you play with Jokers, The Joker turns Weaker to Stronger, Weakest to Strongest, and vice versa.

Face cards attack with 10 points, Numbered cards attack with the points of their rank, Aces are 1 point, and Jokers are worth Zero.

After each round, points are tallied and subtracted from each defending player's total. Note that when there is more than one defender each one can take a different amount of damage depending on their own defense spell card for that round. Each player draws one card to have three in their spell book (hand) again and play is passed to the left for a new attacker.

#### Healing:

If you have all three cards in your spell book in the same suit you may cast a healing spell on your turn instead of attacking. After the defenders place their defense spells on the table, the attacker plays all three cards for the healing spell face up on the table. The full strength of the healing spell is the sum of all three cards used (A King, 7, and Ace in the same suit can heal for 18 points). If any of the defenders played a stronger suit than the suit used for the healing spell, the spell is only half as effective and the total is divided by two. (The King, 7, and Ace would only heal for 9 health points) Add the health points to the attacker's score and players draw cards to refill their hands. The maximum health points any player can have is 100. If the points for the healing spell add to more than 100, health is set to 100.

#### The End:

When a player reaches zero health points, they are defeated and out of the game. The last player to have hit points left is the winner. The game also ends if there are no more cards in the draw pile and any player is out of cards to attack or defend with. Then the player with the most health points wins.