



Getting Started “Janken War”

2 Players

“Rock-Paper-Scissors” meets the
classic card game “War”

Summary:

This is a mash-up of two classic games that have stood the test of time because they are so easy to understand. Each player plays one card and the stronger one wins. In this version instead of looking for the higher rank we are looking for the strongest suit. There are different variations, so be sure to agree on the rules before you begin playing.

The Object:

Play the stronger suit to win the most pairs of cards. Keep the Diagram or Rule Card out if it helps.

The Deck:

Remove the Jokers. If you are playing with young children or someone who is new to the Janken Deck, you may remove all of the “Water” and “Lizard” suit cards so you’re only playing with Rock, Paper and Scissors cards.

The Deal:

Deal all of the cards evenly to both players. If there is one card left over at the end, put that aside so each player has an equal number of cards in his stack.

The Play:

On the count of three (or “Jan-Ken-Pon!” as they do in Japan), both players turn up the top card of their stack at the same time. The player with the stronger suit wins the round and keeps both cards. Refer to the Rule Card or the Diagram Card if you are not sure which suit is stronger.

If both players play the same suit you have a tie. Both players deal two cards face down and one more face up. The stronger card of the new face up cards wins all of the cards for the round. If there is another tie, keep repeating the process until somebody wins.

The End:

When all the cards in the stack are played, count how many cards each player has won. The player with the most cards wins the game. See Page 3 for different variations!

JANKEN Deck



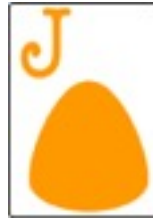
Janken War Sample Rounds

Here are some illustrations of some sample rounds:



Winner

(Scissors Cuts Paper)



Winner

(Water Erodes Rock)



Winner

(Lizard Drinks Water)



Tie Round

(Both are Lizard)



After Tie Round, each player plays two cards face down then one more face up...



Winner

(Paper Absorbs Water)
Winner keeps all cards



Winner

(Scissors Cuts Paper,
Joker reverses rules)



Winner

(Scissors Cuts Paper,
Joker reverses rules)



Winner

(Lizard Drinks Water,
Jokers reverse rules)



Variations for “Janken War”

2 Players

If you try these, play a few practice rounds to be sure everyone understands the rules. Then go for speed!

Infinity War:

When you are out of cards, shuffle the cards you've won and keep playing with those. Keep going until one player runs out of cards or you just can't play anymore.

High Card:

The strong suit always wins, but if the suits are the same the higher ranking card wins (no tie rounds). If you ever need a fast “Heads or Tails” type decision, just pick two random cards and the high card wins.

Joker Rules:

Add the Jokers before you deal the cards. Any time a Joker is played the weaker suit wins! If the Joker is played against a card of the same suit, the higher ranking card beats the Joker. If two Jokers are played against each other, the Joker with the weaker suit wins (Joker of Paper beats Joker of Scissors).

Choose Your Card:

Deal five cards to each player and leave the rest in a “Draw Pile”. Choose from one of the cards in your hand to try and out-guess your opponent's card. After each play, draw cards to have 5 cards again.

Short Game:

Deal nine cards to each player. Play nine short rounds choosing each card from your hand and using “High Card” rules. The player who wins the most rounds out of nine wins the game.

Five of a Kind:

Each player gets five cards of the same rank (one of each suit). Play any card to try to beat your opponent. Any time the suits match, the round is a tie. After each round take your card back. Keep score any way you like.

Joker Janken:

Play like “Five of a Kind” but one player gets five Aces while the other gets five Jokers. Every round follows “Joker Rules” so what is normally the weaker suit wins. If the suits match the round is a tie.



“Speed Janken”

2 Players

**An escalation of
Rock-Paper-Scissors**

Summary:

As you get better at recognizing the difference between weaker and stronger suit, you can play for speed. You can even add new elements to the game!

Look Over There!:

After the cards are played and before the winner can take the cards, the player with the stronger card (use the High Card rules, compare rank if the suits are the same) says “Look over there!”. As he says “There” he points either up, down, left or right. At the same time the player with the weaker card turns his head up, down, right or left trying to look in a different direction than their opponent is pointing. If they are pointing and looking in the same direction the player with the stronger suit gets to take the cards (and any cards left on the table from previous rounds). If his opponent looks in a different direction the cards stay on the table until someone wins a round.

Shield Defense:

The winner of the round points his finger to touch his opponent’s card to claim it. The player with the weaker card has an opportunity to shield his card with a paper cup (or something similar). If the player with the weaker card can shield his card before his opponent touches it, it has been defended and stays on the table for the next round. If the winner can touch the card first, he wins the cards from that round plus any cards still on the table from previous rounds. If the player with the stronger card grabs the cup by accident, or the player with the weaker card points by accident, the player who made the mistake must put an extra card from his hand into the center and the player who did not make the mistake wins the round. If both players make a mistake, then both players put a card from their hand into the center and all cards stay on the table for the next round.

3 Player Janken:

Janken War can be played with three or more players. Check out the next page for variations!



“Janken War”

3 or more Players

**A further escalation of
Rock-Paper-Scissors**

Summary:

When three players play at once it's a real game changer!

Each time you play, your card may be stronger than both others, weaker than both others, or stronger than one and weaker than the other.

Think Fast!:

If your card is stronger than both others (if you play Scissors and both other cards are Paper), just tap each card with your finger to take all three cards for the win.

You might also have the strongest card if you play Scissors and your opponents play Paper and Lizard. You could tap both cards to win all three, but the player with Lizard is also stronger than Paper- If he taps the Paper card before you he keeps that card and you can tap the Lizard card to keep it as well as your Scissors card.

If two players play Scissors while the other plays Paper, it's a race to tap Paper first to win it. The player who is slower still gets to keep his own card.

If all players play the same suit, it is a tie. Everyone plays two cards face down in a pile on their card and the next card face up. Tap the top card of you played a stronger one to win the whole stack underneath.

Sometimes there is no high card (like if Rock, Paper, and Scissors are all played at once). You win the one card that is weaker than yours, but you lose your own card to the other player.

If you tap a card that is not weaker than yours, you must give a card from your hand to each of the other players for their win pile.

Shield Defense:

An optional variation to defend your card when it is weak. There is just one shield (paper cup or something similar) shared by all players. Cover your card by the shield before any opponent can tap it. After you shield your card you can not tap any other card, but you can tap an opponent's card first and then try to shield your card before it gets tapped.