

JANKEN



Deck

Straight Up

2-4 Players

Build a Straight or 5 of a Kind

Summary:

Draw cards to build a winning hand before your opponents can.

The Object:

Be the first to get a Straight Flush, Rainbow Straight (A straight that includes one card from every suit) or 5 of a Kind.

The Deck:

Use all cards

The Deal:

Deal five cards to each player. Turn one card face up for a discard pile and leave the rest face down for a draw pile. If any player is dealt a winning hand, they may announce it and win the hand before the first player takes a turn.

The Play:

Players take turns drawing either the top card from the draw pile or the discard pile. They may choose to discard the new card or to keep this card and discard one card from their hand to the discard pile.

To win the hand a player must have one of three winning hands: a 5 of a Kind (5 cards with the same rank), a Straight Flush (5 ranks in a row of the same suit), or a "Rainbow Straight" (5 ranks in a row with five different suits). When a player has any of these winning hands they should show their opponents and announce their winning hand ("Five of a Kind", Straight Flush or "Rainbow Straight").

Aces may be high or low cards (A,2,3,4,5 or 10,J,Q,K,A). Jokers are wild for any rank but must keep their suit (For example the Joker of Paper can represent the 7 of Paper but not the 7 of Scissors).

The End:

At the end of each hand the winner is awarded:

Rainbow Straight = 10 points

Straight Flush = 15 points

5 of a Kind = 25 points

The first player to reach 100 points is the winner.

Easy Version:

Use only the Rock, Paper, and Scissors suits.

Deal 3 cards each and try to get 3 of a Kind (25 points), 3 in a Row in the same suit (15 points), or 3 in a row with 3 different suits (10 points).

It's a faster game good for young kids!