

JANKEN



Deck

Memory Match & Memory Attack

2 Players

Two Games of Chance and Memory

Summary:

These are two sister games that are inspired by the classic “Memory”. In one you match pairs of suits, and in the other you attack your opponent’s cards. Be sure you both agree which game you are playing before you begin!

Memory Match

Object:

Remember where cards are hidden to make pairs of matching suits.

The Deck:

Each player gets 20 cards, four cards in each suit (The first player gets Ace through 4 of every suit, the second player gets 5 through 8). Each player mixes their cards and deals them face down in a rectangle 5 cards across and 4 cards down.

When the game begins neither player should know where any of their cards are.

The Play:

Players take turns choosing any card from their set turning it face up and then choosing one card from their opponent’s set and turning it face up. If the suits of both cards match the player keeps the pair and goes again.

If the suits are different the cards are turned back over in their original places and the turn is over.

The End:

The game ends when 20 pairs of cards are complete and there are no cards left.

The player who has the most pairs of cards in the end is the winner.

Variations:

For young children you can play with smaller sets of cards.

For a bigger challenge, play with the full deck! Just be sure to divide all five suits equally.



Memory Match & Memory Attack

2 Players

Two Games of Chance and Memory

Memory Attack

Object:

Remember where cards are hidden to attack your opponent's cards with stronger suits.

The Deck:

Each player gets 20 cards, four cards in each suit (The first player gets Ace through 4 of every suit, the second player gets 5 through 8). Each player mixes their cards and deals them face down in a rectangle 5 cards across and 4 cards down.

When the game begins neither player should know where any of their cards are.

The Play:

Players take turns choosing any card from their set turning it face up as the attacking card and then choosing one card from their opponent's set and turning it face up as the defending card. If the suit of the attacking card is stronger, the player takes the defending card and goes again. The attacker can use the same card to attack or turn it back over to choose a different attacking card.

If the suit of attacking card is weaker than the defending card both cards are turned back over in their original locations and the turn is over.

If the suit of the attacking card is the same as the defending card then the attack is blocked. The defender gets to keep the attacking card and the turn is over.

The End:

The game ends when either opponent has run out of cards in their set.

The player who still has cards left in their set is the winner.

Variations:

For young children you can play with smaller sets of cards.

For a bigger challenge, play with the full deck! Shuffle and have each player start with 35 random cards.

If the attacking or defending card is a Joker, the rock-paper-scissors rules reverse. Jokers can still block or be blocked by cards of the same suit.