

JANKEN



Deck

Run with Scissors

A Family game for 3-6 players

**Collect cards to score
runs with Scissors!**

Summary:

Earn points by being the first to play out your cards and by collecting runs with Scissors cards. Play with standard scoring or play with chips using “Michigan Rummy” scoring.

The Deck:

Remove the 5 Jokers from the Janken Deck.

The Deal:

Players take turns dealing. Deal a hand to each player plus one “dummy” hand. The dummy hand is not seen or used by the players. Deal out all of the cards, it is OK if some players have more cards than others.

The Play:

The player holding the 2 of Scissors plays first. (If no one holds the 2 of Scissors, it is in the dummy hand. Start with the 3 of Scissors instead. If there is no 3, then start with 4...) Play the 2 of Scissors face up in the center of the table. Any player can play a card on top of this card, but it must be the next higher rank and have a stronger suit. Either the 3 of Rock or the 3 of Water can be played on the 2 of Scissors, but not both. Only the card that is played first can stay on the stack. Players continue adding cards to the stack (always being the next highest rank in a stronger suit) until either an ace is played or no one else can play.

The player who plays the last card takes all of the cards in the stack. That player begins the next stack with a card from their hand. The starting card can be in any suit, but it must be the lowest card of that suit in the player’s hand. When you begin a new stack, announce the card out loud: “4 of Rock!”.

Each time you play a card you must announce the suit out loud (“Water!”) so the other players can check their hands for a card to play next. You are allowed to play on top of a card you just played but you must leave the next card in your hand until the previous card is on the table and you have announced its suit.

If two players try to play two cards at the same time, whichever card lands on top of the previous card first gets to stay there. If you have a play available, you are not required to play it.

When a player plays their last card, they say “Out!” and the hand is over.

Add up the scores for each player, then gather up the cards for a new dealer to shuffle and deal.

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Standard Scoring:

Each player earns a score for the Scissors cards they take but also receive a penalty for any scissors cards still held in their hand after a player goes out.

The player who goes out earns a bonus of 5 points, plus they get any scissors cards that the other players still held in their hands at the end of the round. That player can use those cards to make bigger runs for scoring.

Points are earned based on runs of consecutive Scissors cards. For example 2, 3, and 4 of Scissors or 10 and Jack of Scissors. Aces are high and follow the king (Ace and 2 is not a run).

The first (or only) card in a set: 1 point

2nd card: 2 points

3rd card: 3 points

4th card: 4 points

And so on.

For example, a run of 2, 3 and 4 of Scissors earns 6 points. Just the 2 and 3 of Scissors earns 3 points. And a 2 of Scissors by itself earns one point.

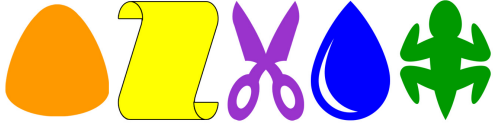
Players subtract 1 point for each scissors card still held at the end of the round, If a player holds more points than they collected, they earn zero points for the hand (a player can not earn negative points for a hand).

The End:

This is a fun game to play late into the evening. You may set a limit to end the game at a specific time or maybe after every player has been the dealer 3 times. However you choose to end the game, the player with the highest score at the end is declared the winner.

If you would like to play a version with more opportunities to score, try the Michigan Rummy scoring on the next page!

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Michigan Rummy Scoring:

This version is played with poker chips or any other marker (beans, matchsticks...)
Every player gets the same number of chips at the start (maybe 30 or so).
You also need 9 bowls with labels OR print out the next page as a play sheet.

The bowls are labeled:

Ace of Scissors
King and Queen of Scissors
Jack of Scissors
10 of Scissors
3, 6, and 9 of Scissors
2 and 7 of Scissors
5 and 8 of Scissors
4 of Scissors
Kitty

At the start of each deal, every player puts one chip in each bowl.
Then deal and play each hand as described before.

When a player goes out, any player who still holds scissors cards in their hand puts one chip in the kitty for each Scissors card they still hold AND pass those unplayed scissors cards to the player who went out. The player who went out can use those cards for scoring and collects all of the chips in the kitty.

Players sort out all the Scissors from the cards they collected during the hand.
If they can match a card or set of cards with a bowl, they can collect those chips.
Any chips that are not collected stay in their bowls for the next hand.

Bonus chips are awarded to any player who holds a run of scissors.
A run of two consecutive scissors cards gets two chips from each player.
A run of three consecutive scissors cards gets three chips from each player.
A run of four consecutive scissors cards gets four chips from each player.
And so on.

After the last hand, any bowls that still have unclaimed chips are won with poker hands.
Starting with the bowl with the fewest chips, deal 5 cards face up to each player. Whoever has the best poker hand with those cards wins the bowl. Continue with poker hands until all of the bowls of chips have been claimed.

The player with the most chips at the end of the game is the winner.

