

# JANKEN



## Deck

# Mind Reader

**2-6 Players**

**Use deductive reasoning to  
determine your opponents'  
Secret Card!**

### **Summary:**

Play cards from your hand to get hints about what the other players are keeping secret.

### **The Object:**

Guess the Secret Cards before your opponents can guess yours.

### **The Deck:**

Jokers are optional. Players may want to take notes with pencil and paper or be brave and do without!

### **The Deal:**

Deal 4 cards to each player and set the remaining cards in the middle as a draw pile. Each player chooses one card from their hand and sets it face down in front of them. This is their "Secret Card".

### **The Play:**

Starting with the player to the left of the dealer, the player sets one of the three cards from their hand beside the draw pile (to begin a discard pile) and asks any one player to compare the card to their Secret Card.

You can ask only one of two possible questions: "Is my card Higher or Lower?" or "Is my card Stronger or Weaker?"

When you are asked if a card is Higher or Lower, compare the ranks but not the suits. The King is the highest card, the Ace is lower than the Two and the Joker is lower than the Ace. If the card they played is a lower rank than your Secret Card, say "Your card is Lower" and if the card they played is a higher rank say "Your card is Higher". If the card they played is the same rank as your secret card, say "Your card is the Same".

When you are asked if a card is Stronger or Weaker, compare the suits. If the card they played is a Weaker suit say "Your card is Weaker." If the card they played is a stronger suit say "Your card is Stronger." If the card they played is the same suit as your Secret Card you compare the ranks to determine which is stronger (You do not say that the suit is the same.). If the rank is higher than your Secret Card you say "Your card is Stronger," and if the rank is lower you say "Your card is Weaker."

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### **The Play (Cont.):**

If you play with Jokers remember that the Joker is the lowest of all ranks and the rock-paper-scissors rules are reversed. For example a Joker of Rock is Stronger than any Paper or Water card (including another Joker) but is Weaker than any Scissors or Paper card as well as any other Rock card. After the player hears Weaker, Stronger, Higher or Lower they draw a card and their turn is over. Play continues around the table clockwise. You only get to ask one player per turn, so choose your cards and opponents wisely!

### **The End:**

Any time during your turn (before you draw to end your turn) you can guess an opponent's secret card. Guess by saying "I think your card is...(the Ace of Rock)". If you are correct you get to take their card and that opponent is out of the game. If you are incorrect, the player shows you their card without showing the other players. That player gets to take your card and you are out of the game. Continue playing until only one player remains with an undiscovered Secret Card.

Every Secret Card is worth 10 points for the player who wins it. You win the cards by guessing the card correctly or from someone who incorrectly guesses yours.

The last player standing also gets 10 points for keeping their Secret Card.

If you earn a card but then lose yours by incorrectly guessing, you still keep the points from your correct guess.

When there are more than two players, If a player can guess all of the secret cards in the same turn they earn 20 points for each card guessed. (Plus 10 points for keeping their own card)

If a player is caught giving the wrong clues (saying "Higher" when it is Lower...) the player gives up their Secret Card plus any points earned from that hand. Of course to show a wrong clue was given you may need to take notes for written proof of what was said earlier in the game.

### **Variations:**

**Playing in secret:** Play without revealing your cards to the other players. Just pass your cards to the player for them to compare. Your opponents will still get to hear your question and answer but they won't see what your card was. After using, the cards are discarded face down to keep them hidden.

**2 Card Version:** Deal out 5 cards per player and everyone puts down 2 Secret Cards (one to their right and one to their left). Specify which card you want a clue for. Keep any card you guess correctly. Once both of your cards are guessed and taken you are out of the game.

**All or Nothing:** You must guess everyone's Secret Cards correctly in the same turn to win.