

JANKEN



Deck

The Collector

1-4 Players

**Collect rare groups of cards
to raise your score!**

Summary:

Find the highest scoring sets of cards to add to your collection by matching ranks and number sequences.

The Object:

Out-score your opponents or beat your best score for a solo round.

The Deck:

Remove the Jokers. You will also need a pencil and paper to keep score.

The Deal:

Deal 12 cards face up in an array 4 cards across and 3 cards down. The remaining cards are set aside as the Draw Pile.

The Play:

Starting with the player to the left of the dealer, players take turns looking through the face up cards looking for sets to add to their collections.

A set can be:

3 of a Kind. Three (or more) cards with the same rank

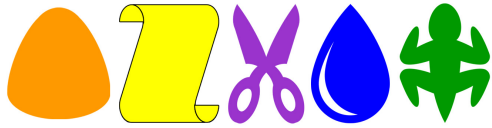
A Run. A sequence of 3 or more ranks in the same suit (a 6, 5, and 4 of the same suit)

A “Strong Run”. A sequence of 3 or more ranks where the suit of each rank is stronger than the rank below it (a 6 of Rock, 5 of Scissors and 4 of Paper)

Aces can be high or low, but not both. In other words, a Run can be Ace, King and Queen or 3,2 and Ace but not 2, Ace and King.

When a player chooses a set for their collection, the cards of that set are removed from the play field, scored and the total is added to the player’s score. New cards are drawn from the Draw Pile to replace the ones that were removed and play is passed to the next player.

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Passing and Stealing:

If a player is unable to find a set for their collection, they may say “**Pass**” to pass the play to the next player and score no points for their turn. If the next player is able to find a set that the previous player missed, they can “**Steal**”. They will score a bonus 3 points in addition to the score of the set that they found. After stealing the play is passed to the next player.

If the play is passed and the next player can not find a set for their collection, they can draw a new card from the draw pile and put it face up next to the other 12 cards. This player can use this extra card with any of the other cards to make a new set to add to their collection. When you draw new cards to replace the ones taken for the collection you do not replace the extra card.

If a player is not able to make a set with the extra card, the player may “Pass” to the next player. The new player can Steal if they can find a set that was missed. If they can not find a set for their collection, they must draw a new card and place it on top of the last extra card. You may not use the card underneath as part of a set, but if the top card is removed the card below will become available again for a future set.

Scoring:

3 of a Kind	1 point	3 Card Run (same suit)	3 points	3 Card “Strong” Run	5 points
4 of a Kind	3 points	Extra cards in Run	2 points each	Extra cards in “Strong” Run	3 points each
5 of a Kind	5 points				

The End:

When all of the cards have been dealt from the draw pile and all player agree there are no more sets possible, compare the scores and the player with the highest score is the winner.

Variations:

Play a solitaire game to get a high score or aim to end with the fewest cards left.