



Stones

3-5 Players

**A variation on the classic game
"Spades"**

Summary:

Play your cards against the others to collect tricks and earn points.

The Object:

Accurately predict the number of tricks you will take to win the most points.

The Deck:

Jokers are optional. A score pad and pencil to keep track of points and bids.

The Deal:

Deal all cards evenly to each player. If there are one or two cards left, put those aside so all players have the same number of cards in their hand. With Jokers and 5 players, each player will hold 14 cards. With Jokers and 4 players each player holds 17 cards (2 are left over). With Jokers and 3 players, each player holds 23, 1 card is left over. Players may choose to arrange the cards in their hand by suit.

The Bid:

Starting from the left of the dealer, players bid on how many "tricks" they are going to take in that round. The total possible number of tricks is the same as the number of cards each player holds in their hand. The person acting as the score keeper writes the number of each bid beside the name of each player.



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The Play:

Play begins with the 2 of Paper. The player with the 2 of Paper in their hand plays it in the center of the table as the lead card for the opening round. If the 2 of Paper is not available, then use the lowest available card of the Paper suit.

After the lead card is played, each play one card in the center (taking turns, going clockwise). The players must play a card in the same suit as the lead card. If a player does not have a card in the same suit as the lead card, they may choose any other card from their hand. The player with the highest card wins the trick: the cards are stacked (keeping tricks separate) and kept by the winner to be counted at the end of the hand.

Determining the “High Card”:

The high card is based on the lead card played at the start of every round. If all of the cards played are the same suit, the highest ranking card is the winner (Ace is highest, Joker is lowest). There are always two suits that are stronger than the lead card, and two suits that are weaker. So when a card in the Paper suit is lead, any card with a Rock or Water suit is weaker. Of the two suits that are stronger than the lead suit, one is stronger than the other.

For example, if the 7 of Paper is played, any card in the Lizard suit can beat the lead card, and a high card in the lizard suit beats a low card in the lizard suit. The Scissors suit is stronger than both Paper and Lizard, so any Scissors card can beat any Paper or Lizard card when Paper is the lead suit. Even though Rock is normally stronger than Scissors, when Paper is the lead suit Rock is weaker than Paper and Scissors is stronger than Paper, so Scissors wins.

Just remember that you can only play a card from a different suit if you do not have any more cards in the same suit as the lead card.

Joker Rules:

If you are playing with Jokers, determining the high card has different rules. Any time a Joker is played, the order of stronger suits is reversed but the ranking of cards does not change. For example, if Paper is the lead suit, the Joker of Paper is played and all other cards are the Paper suit, then the highest ranked Paper card wins the trick.

If Paper is led and a Joker is played, any Lizard or Scissor card are no longer stronger than the lead card. Instead, Water is now stronger than Paper, and Rock is stronger than both Water and Paper. The Ace of Rock is now the high card.

See the next page for examples on determining the high card.

JANKEN Deck



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Sample Rounds:

The Lead Card is the card to the far left



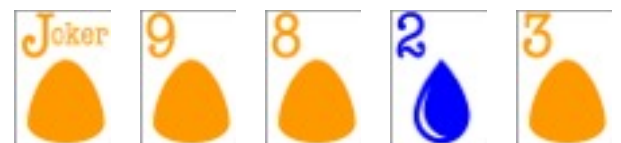
Queen of Lizard wins Trick.
(High card in lead suit)



Queen of Lizard wins Trick.
(High card in lead suit)



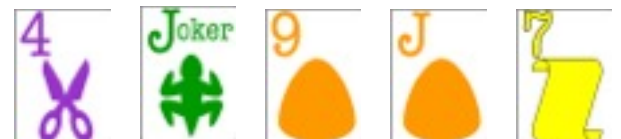
2 of Water wins trick
Water beats Rock



9 of Rock wins trick. 9 is highest Rock.
Water beats Rock, Joker reverses.



Jack of Rock wins trick
Rock beats Scissors



7 of Paper wins trick. Scissors and Lizard
beats Paper, Joker reverses



7 of Paper wins trick
Paper beats Rock
Notice that the cards here are the same
as the example above, but since Rock
was lead instead of Scissors, the result is
different.



Joker of Lizard wins trick. Scissors is
weaker than Rock, Lizards is weaker than
both Scissors and Rock. Jokers Reverse.
Notice that the second Joker did not
reverse the direction back again.



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The End

After the last round of the hand is played, each player counts how many tricks they won in that hand. This number is compared to their bid at the start of the hand.

If they did not reach their bid (the number of tricks they took is lower than the number they bid) the player receives no points for that hand.

If the player reached their bid, they receive 10 points for each trick that they bid for and one point for each trick they took above their bid. For example: if a player bids four, then takes 6 tricks, their score for the hand is 40 points plus 2, totaling 42 points. These single points are called “Bags”.

If during the game a player reaches 10 Bags, they receive a penalty of minus 100 points.

Nil Bid: A player may choose to bid zero or “Nil”. If he takes no tricks for that hand he wins 150 points. If he does take tricks he wins no points but still collects “Bags” for every trick he takes.

The first player to reach 500 points is the winner.

Variations:

The rules for the standard game reflect the way that I learned to play Spades with my friends. There are other ways to play with partners and other house rules for Spades that you might want to try adapting for this deck. See what you like best!

Rock Breaks Everything:

In the game “Spades”, the suit Spades beats all other suits. In the “Rock Beats Everything” version, the ranking of the suits remains the same except now Rock can beat Paper and Water too.

A player can not lead with the rock suit until someone has already played it earlier in that hand, or if they have no other suits available to lead. A player can not play a rock card in the opening round unless they have no other suits available to play.

Joker Rules for “Rock Breaks Everything”:

If a Joker is played and no one plays a Rock card, the rules are the same as in the standard game. If a Joker is played and someone plays a Rock card, the high Rock card takes the trick no matter what was led.

Ghost Hand:

Deal one more hand than you have players. The player with the lowest cards in the Paper suit begins play with that card. This hand is put aside and nobody knows what cards are in it during the game. How will you change your strategy when there are cards that no one will play?