

# JANKEN



## Deck

# Dragon Tower

2-4 Players

**Build your Tower  
and then Defend it**

### Summary:

A Tower Defense game. Build your tower then defend it while you attack others.

### The Object:

Be the last player with a tower standing

### The Deck:

Jokers are optional. If you use Jokers, the Joker rules apply.

### The Deal:

Deal 5 cards to each player. The remaining cards are set in the middle as the draw pile. Beside the draw pile should be space for a discard pile and a separate "Rubble" pile.

### The Play:

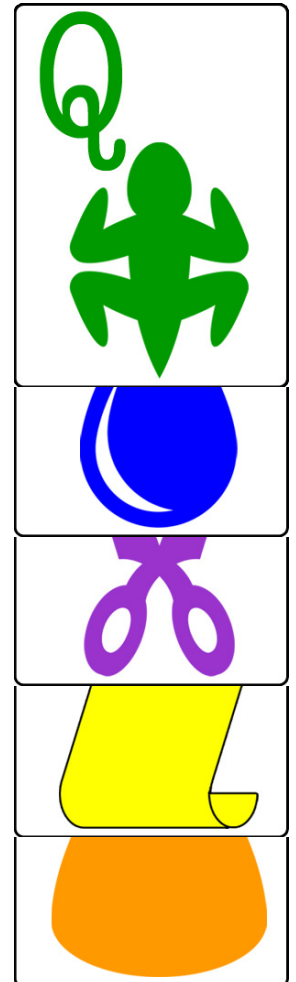
#### Part 1: Build your Tower.

Your tower will be a stack of five cards, one in each suit. Going clockwise starting to the left of the dealer, players take turns discarding one card onto the discard pile and then drawing a new card to replace it until they hold one card in every suit. You can also take the top card from the discard pile, but you must set down the card you are discarding first (You do not get to draw first and then discard).

When you hold all of the elements of a complete tower you may lay out your cards in the tower formation. You may also choose to continue playing to try to build a stronger tower (higher ranked cards make a stronger tower).

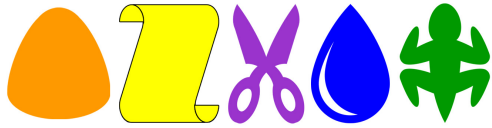
The first (bottom) card of your tower represents the Foundation (Rock), the second card up represents the Government (Paper), next are the Soldiers (Scissors), then a Moat (Water) and finally a Dragon (Lizard) on the top. From bottom to top your tower will be: Rock, Paper, Scissors, Water and Lizard.

After you lay down the cards for your tower, draw three cards and move on to Part 2.



**A completed  
Tower**

# JANKEN Deck



# Dragon Tower

2-4 Players

**Build your Tower  
and then Defend it**

## The Play (continued):

### Part 2: Attacking

After you have set down the five cards for your tower you will begin playing by different rules. From now on you will play two cards for each turn. These cards can be used to attack, defend, repair or rebuild. You will hold only three cards in your hand (unless you have the Moat bonus) and you can draw as many as three cards at a time.

If you do not have two available moves in your turn, play by discarding and draw new cards. You may also play one card and discard one card as your turn. For example, if you are the first player to set down your tower and you do not have a tower to attack, you may discard any two cards from your hand and draw up to three more (until you reach your maximum).

After your tower has been built you may attack any other tower. (You may not attack until you have laid down your tower). Your weapon is a catapult and the cards in your hand are ammunition. During your turn you may send any card to an opponent's tower- This card is your "Attack Card". It will reach the tower when your next turn begins. The attack can hit any level of the tower and you don't need to specify which level it is aiming for until your following turn.

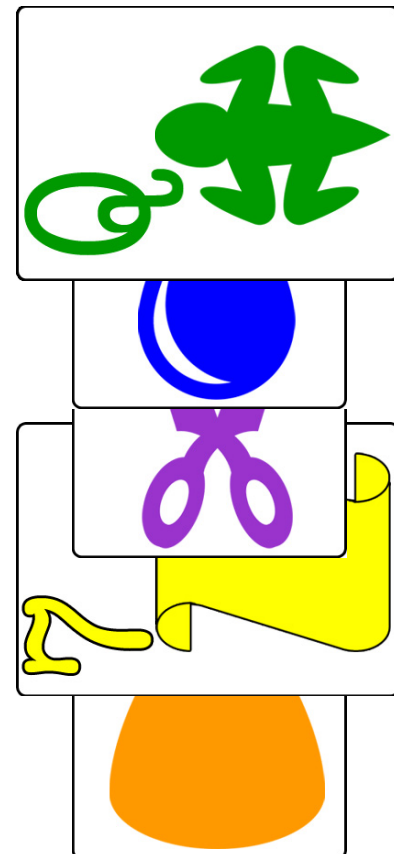
To send an attack, put your attack card face up between you and your target. Be sure that the player being attacked knows what card is coming to attack and who it is coming from.

To damage the tower, your attack card must be a stronger suit than the level that it hits. (For example, Lizard can damage the Paper or Water levels but not the Rock, Scissors or Lizard levels).

If the rank of the attack card is higher than the card for the tower level, that level is destroyed. Remove that card from the tower to put the level card and the attack card face down in the Rubble pile.

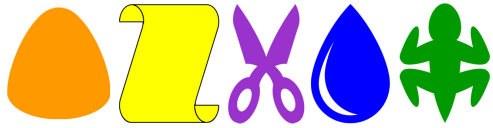
If the rank of the attack card is lower or the same as the tower level, that level becomes damaged. Turn the tower card sideways to indicate the damage and put the attack card in the Rubble pile.

If a tower level is already damaged, a hit from any card with a stronger suit will destroy the level. For example, in the diagram to the right any Scissors or Rock card would destroy the Dragon/Lizard level of the tower. Put the destroyed level card and the attack card in the Rubble pile.



**A Tower with the  
Lizard and Paper  
levels damaged**

# JANKEN Deck



## Dragon Tower 2-4 Players

**Build your Tower  
and then Defend it**

### The Play (continued):

#### Part 3: Defending

When your tower is under attack you can defend using the cards in your hand. To deflect an attack just play a card with a stronger suit and an equal or higher rank on top of it, then put both cards in the Rubble pile. You must defend an incoming attack before the attacker's next turn begins.

If you do not have a card strong enough to deflect an attack you can expect to take damage, but you can prepare to repair or rebuild on a later turn.

#### Part 4: Repairing and Rebuilding

To repair a damaged level of your tower you must have an undamaged Government (Paper level) and a card in the same suit of the level that you want to repair. To repair a level, place a card in the same suit of the level you want to repair onto the discard pile and turn the card for the damaged level upright again to show that it is undamaged.

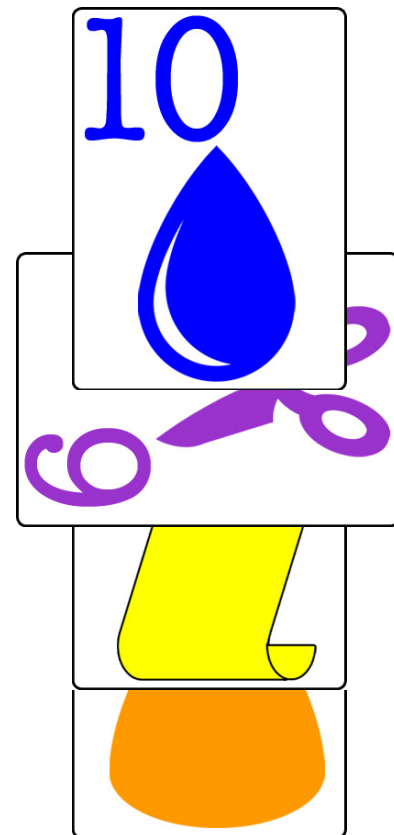
For example, in the diagram to the right the Soldier (Scissors) level is damaged. During your turn play any card with the Scissors suit from your hand to the discard pile then turn the 6 of Scissors upright again. Now it is undamaged and you can use the level bonus again. Note: You can not make a damaged level stronger than before, only to repair it to its original strength.

If your Government (Paper) level is damaged, you can repair the level but you must repair that level before you can repair any other levels of your tower. Put any card with the Paper suit from your hand into the discard pile then turn the card for your Paper level upright to repair the damage. Once the Government (Paper level) has been destroyed it can not be repaired or rebuilt.

To rebuild a damaged level you must have an undamaged Foundation (Rock level) AND an undamaged Government (Paper level). You will also need a card in the suit of the level you want to replace. During your turn, put the replacement card in the space of the missing level.

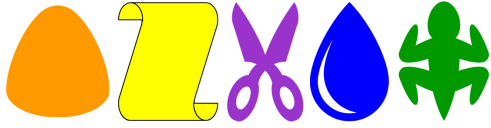
For example, in the diagram to the right the Dragon (Lizard) level has been destroyed. During your turn play any card with the Lizard suit from your hand onto the tower. Now it is repaired and undamaged. It will also be a different rank than before.

Note: You can not repair and/or rebuild more than one level in the same turn.



**This player may discard  
any Scissors to repair  
the Soldier level or use  
any Lizard to rebuild the  
Dragon level**

# JANKEN Deck



# Dragon Tower

2-4 Players

## Build your Tower and then Defend it

### Level Bonuses:

There are benefits to keeping your tower undamaged.

The Foundation supports a strong tower. If both your Foundation (Rock) AND Government (Paper) levels are undamaged, you can rebuild any destroyed level.

The Government has the power to build. If your Government (Paper) level is undamaged, you can repair any damaged level.

The Soldiers boost your defense. If your Soldier (Scissors) level is undamaged, you can defend two attacks in the same turn.

The Moat protects your supplies. If your Moat (Water) level is undamaged you can hold an extra 2 cards in your hand (5 cards instead of three).

The Dragon boosts your attack power. If your Dragon (Lizard) level is undamaged you can launch 2 attacks in the same turn.

### Turn Order:

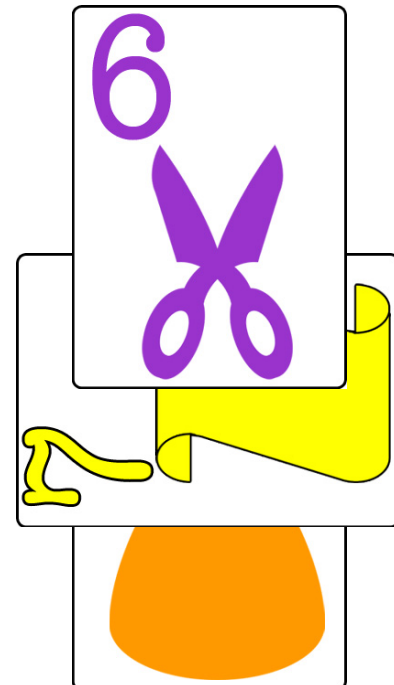
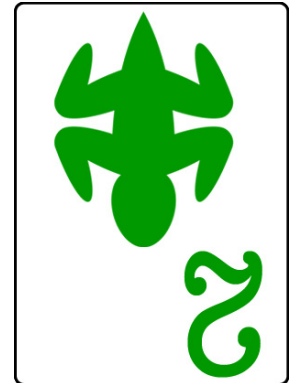
After your tower has been built, each turn can have many parts. To avoid confusion it is best to do them in this order:

1. Complete attacks from previous turn. If you launched an attack on your last turn that were not deflected, determine what damage is done to your opponent.
2. Play your two cards. Use two cards from your hand to attack, defend, repair or rebuild.
3. If you can not make plays with one or both cards (for example there is no tower to attack or damage to repair) discard for your play(s) instead.
4. Draw cards. Draw two cards to end your turn. If your Moat (Water) is undamaged and you hold fewer than five cards, you may draw a third card.

### Other Rules:

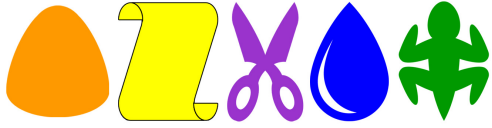
You may only attack twice on the same turn if your Dragon (Lizard) level is undamaged. The attacks can be sent to different towers if you have more than one opponent. If your Dragon level is damaged or destroyed you may only make one attack per turn until your Dragon level is repaired or rebuilt.

You may only deflect two attacks if your Soldier (Scissors) level is undamaged. You may deflect attacks on other players during your turn. If your Soldier level is damaged or destroyed you may only deflect one attack (on yourself or another player) per turn until your Soldier level is repaired or rebuilt.



A damaged Tower  
under attack from  
the 2 of Lizard.

# JANKEN Deck



# Dragon Tower

2-4 Players

## Build your Tower and then Defend it

### Other Rules (continued):

While your Moat (Water) is undamaged you may hold up to five cards in your hand. If your Moat is Damaged or destroyed you may continue holding five cards in your hand until your next turn. If you repair or rebuild your Moat within the next turn you may continue holding 5 cards. If you do not repair or rebuild your Moat in the next turn, do not draw at the end of that turn. If you do not have a play available after your Moat is damaged or destroyed you must still discard at the end of your next turn.

The most cards you can draw at the end of a turn is three. If you repair or rebuild a Moat when you start a turn with three cards, you may end your turn by drawing three cards to end with four. On your next turn you may play two cards then draw three to end with five cards in your hand again.

After you build your tower you will draw only three cards even though you will have a moat that allows you five cards. You will not have five cards until two more turns have passed (If your Moat is still undamaged).

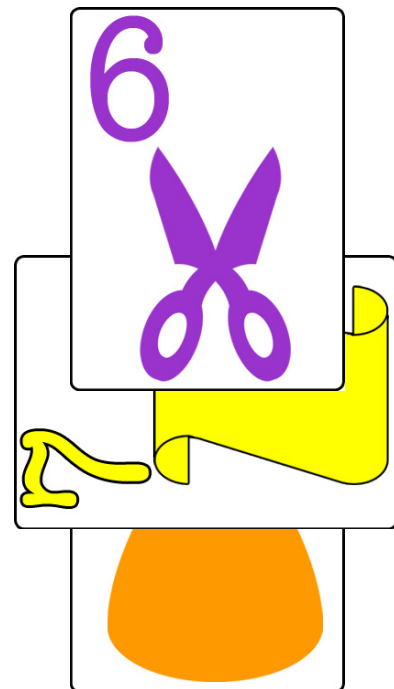
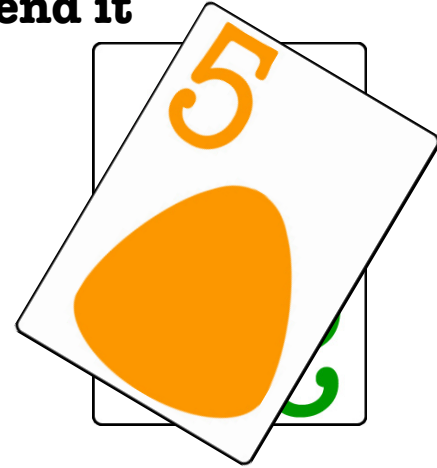
Players may draw from the top of the Draw pile or the Discard pile. After building your tower you may draw the top two cards from the discard pile (or three when appropriate).

A third Rubble pile is debris from battle (cards used for attacking, deflecting attacks, and destruction from towers). Cards in the Rubble pile are placed face down. Players may not draw cards from the Rubble pile.

If you run out of cards in the Draw pile, shuffle the discard pile with the Rubble pile to make a new draw pile.

If you have run out of cards in the draw pile and there are players who still have not laid down their tower, those players must play the cards they have for the best tower that they can make- even if they are missing levels. This rule is to discourage players from waiting too long to build while other players take damage.

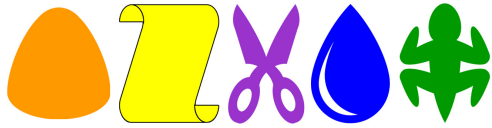
When a player launches an attack they do not have to specify which level of the tower it is meant to hit, only who's tower it is aimed for. Once launched an attack can not be redirected to a different tower, even if the original target is gone.



An attack by the 2 of Lizard is deflected by the 5 of Rock.



# JANKEN Deck



## Dragon Tower 2-4 Players

### Build your Tower and then Defend it

#### Other Rules (continued):

You can play with 5 or more players, but you may need to use more than one deck so you don't run low on cards in your draw pile.

Aces are the highest rank when building or defending but a low rank when attacking. For example when an Ace is used as a tower level or to deflect attacks, Aces beat attacking Kings. If an Ace is used to attack it loses to 2s (but Aces are still a higher rank than Jokers).

When two ranks are equal, the benefit goes to the defender. For example a 10 of Rock can deflect a 10 of Scissors or Lizard. An undamaged 10 of Rock in a tower only takes damage (is not destroyed) from a 10 of Paper or Water.

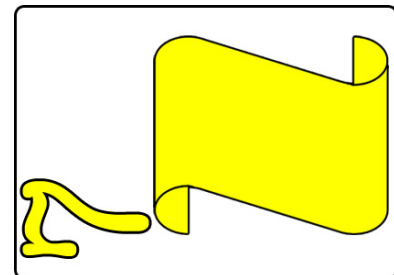
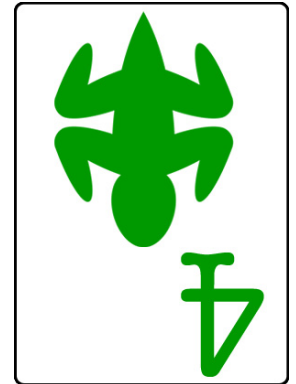
If you play with Jokers, the Joker rules apply. For any attack or defense the Rock-Paper-Scissors rule are reversed, even when both cards are Jokers. (A Joker of Rock is Stronger than Paper and Water but Weaker than Scissors and Lizard). The rank of the Joker is Zero so it is lower than all other ranks except another Joker. A Joker can be used for building, repairing and rebuilding a tower based on its suit.

You may send an attack to a tower even when there is no level that would take damage. For example, if a tower only has Rock, Paper, and Water levels you can launch an attack with a Rock card even though none of those levels would take damage. However if the player rebuilds the Lizard or Scissors level before your next turn, your attack may cause damage to the new level.

If a player is eliminated from the game but launched an attack in their last turn, their attack will still cause damage. When their next turn would have begun that player can direct any attacks that were not deflected. If that attack was on the last player standing, the last player has one last turn to deflect the attack.

#### The End:

When all five levels of a tower have been destroyed, that player is eliminated from the game. The winner is the last player left standing after all others have been eliminated. If only one player is left and a last minute attack destroys the last level of their tower, then all players have been defeated and there is no winner.



**A Tower about to be destroyed by an attack from the 4 of Lizard.**