

JANKEN



Deck

Janken Rummy

2-6 Players

A New Twist on a Favorite Game!

Summary:

There are many variations of Gin Rummy games. A fifth suit and a new way to combine cards adds a new element to a classic game. If you have a favorite Rummy game, try it with these new rules!

The Object:

Play out your cards before your opponents can.

The Deck:

Remove the Jokers for the standard game or keep them in for the wild card variation.

The Deal:

For 2-4 players deal 10 cards to each player. For 5 or 6 players deal 7 cards to each player. The remaining cards are set down as the draw pile.

The Play:

The first player (left of the dealer) draws one card from the draw pile then discards any card to start a discard pile. After the first turn players may choose to draw from either the draw pile or the top card from the discard pile to start their turn.

The goal is to make sets or "Melds" of cards and play them out of your hand onto the table in front of you. With this deck there are three types of Melds:

Matching Ranks: three or more cards of the same rank (for example, all 3s or all Kings).

A Run: a sequence of three or more cards in order of rank and in the same suit (for example, 2, 3, and 4 of Rock or 8, 9, and 10 of Scissors).

A Strong Run: a sequence of FOUR or more cards in order of rank and ascending strength of suits. In other words, as the ranks get higher the suits get stronger (for example, 2 of Rock, 3 of Paper, 4 of Scissors and 5 of Rock or 8 of Scissors, 9 of Water, 10 of Lizard and Jack of Rock).

Note that the Ace can be high (Q, K, A) or low (A, 2, 3) but NOT both (K, A, 2).

Also, since the Strong Runs are easier to form, you need at least 4 cards to play it.



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The Play (Cont.):

Any time that you form a meld in your hand you may lay it down in front of you during your turn (before you discard). During your turn you may also add cards to any other melds that have been played previously. For example you can add a 9 to a meld of matching 9s or a 5 of Rock to a 2, 3, and 4 of Rock. You may also hold a meld in your hand to play later in the game.

If you run out of cards in the draw pile before a player wins, leave the top card from the discard pile and turn over the remaining discard pile (without shuffling) to be the new draw pile.

The End:

A player wins the hand by playing out all of their cards. After a player draws they can either play out all of the cards they hold or play all but one and discard the last card to end their turn and finish the hand.

If a player can play all of their cards in one turn (if they haven't played out any cards in previous turns) They announce "Rummy" and their points are doubled for the hand.

The winner's score is based on the pip values of the cards other players are still holding when they go out no matter if the cards could have been played or not.

Aces are worth 1 point, Face Cards are worth 10 points, and numbered cards are worth their pip value. Add up the points from all the players hand and add them to the winner's score. The first player to reach 500 points wins the game. (You may agree to a different point goal for a shorter or longer game)

Variations:

Changing melds: In some versions of Rummy the player can move cards from one meld to another and reuse cards to form new melds. For example you may take the 9 of Rock from a set of four 9s to form a new run of 9, 10, and Jack of Rock. You must always leave a minimum of 3 cards for each run or set of matching ranks or four for Strong Runs. You may not break apart a meld completely to reuse all of the parts in other places. Also you may not take cards from a meld and keep them in your hand or discard them.

Jokers: You may use Jokers as wild cards. Jokers can represent any rank but the suits must remain the same. For example a Joker of Rock can represent a 3 of Rock in a run with a 4 and 5 of Rock or a Jack of Rock in a strength run of 5 of Rock or 8 of Scissors, 9 of Water, 10 of Lizard and Jack of Rock (the Joker rules do not apply in this game). But a Joker of Rock can not represent a card in the Paper or Scissors suit. It is OK for a Joker to duplicate a card in Matching Ranks. For example If you have a 9 of Rock and a 9 of Paper, a Joker of Paper can be another 9 of Paper to complete the meld.