

JANKEN



Deck

Finders Keepers

2-4 Players

**Collect sets of 5 of a Kind
while Keeping cards
to Block your Opponents!**

Summary:

A collecting game that lets you keep what your opponents want most!

The Object:

Complete collections of a 5 of a kind (5 cards in the same rank) to build your score.

The Deck:

Remove the Jokers. Also have a pencil and paper to keep score.

The Deal:

Deal 5 cards to each player and spread the rest of the cards out for a draw pile.

The Play:

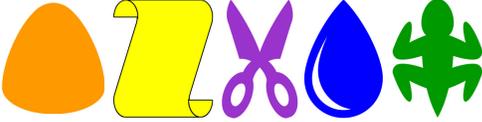
Starting with the player left of the dealer, players take turns going clockwise. Each turn you draw any card from the pile and discard one card face down back into the pile. As soon as you hold three cards of the same rank lay them in front of you and say "I am collecting Threes (or whatever the number may be)" After you lay down your cards, draw three more cards from the draw pile to replace them to end your turn.

Try to start as many collections as you can. Your goal is to complete as many 5 card collections as you can.

When it is your turn, if you have any cards from someone else collection, say "Finders Keepers" and lay them down in front of you. This keeps the other player from completing that collection for now.

Every turn begins with drawing a new card from the pile, start any new collections that you can, add cards to any collection that you already have, and play any "Finders Keepers" cards you have to block other players. When you have played all of the cards that you can, end your turn by drawing from the draw pile until you have five cards again. If you could not make a play, discard one card into the draw pile so that you end with 5 cards again.

JANKEN



Deck

Finders Keepers

2-4 Players

**Collect sets of 5 of a Kind
while Keeping cards
to Block your Opponents!**

The Play (continued):

When you complete a collection of 5 of a kind, tell the other players “My collection of Threes is complete” and set your collection to the side. Continue playing until a total of five collections have been completed for the round.

If the draw pile runs out of cards before five collections have been completed say “reshuffle!” Everyone keeps their collections on the table and puts their Finders Keepers cards back into the middle to be shuffled and mixed up again. If the last player needs to draw more cards to complete their hand they may, then play continues with the next player.

The End:

The hand ends when 5 collections have been completed in all. Some players may have more than one complete collection, some may not have any, but the hand ends when there are five complete collections of 5 of a kind on the table.

Each player who finished a collection earns a score equal to the rank of their collection. (a collection of Threes is worth 3 points and a collection of Tens is worth 10 points) Aces are worth 11 points and Face Cards are worth 10. Add the scores of all the collections for each player, add it to their total scores, and start a new hand.

The first player to reach 100 points wins!