



Green Queen

3-5 Players

**A variation on the classic game
“Hearts”**

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 Pass:

Each player chooses three cards from their hand to pass to another player. In the first deal all cards are passed to the player on the left, on the second deal cards are passed to the right. On the third deal cards are passed two players to the left (or across with 4 players). On the fourth deal cards are passed two players to the right. On the fifth deal (or fourth deal with 4 players, third deal with 3 players) players hold (no cards are passed). When you return to the first dealer again, the passing cycle begins again, passing one player to the left.

The Opening Suit:

To find the Lead Card to start the first round, find the Point Suit on the Diagram Card (the Point Suit was chosen at random before the cards were dealt), then go counter-clockwise one space (follow the short arrow) to find the “Opening Suit”. For example, if the Point Suit is Paper then the Opening Suit is Rock, or if the Point Suit is Lizard then the Opening Suit is Water. The player with the 2 of the Opening Suit leads the round with that two. If the two is not available, then the opening card is the lowest rank (not including the Joker) available in the Opening Suit.

The Play:

The player with the 2 in the opening suit begins the first round by playing that 2 in the center of the table (or the 3 of that suit if the 2 was a left over card from the deal). After the Lead Card is played, the other players 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 high (strongest) card wins the trick: the cards are stacked and kept by the winner to be scored at the end of the hand.



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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 lead 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:

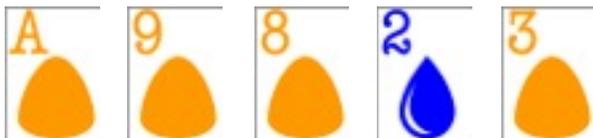
The Lead Card is the card to the far left



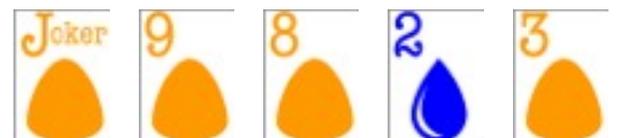
Queen of Lizard wins Trick.
(High card in lead suit)



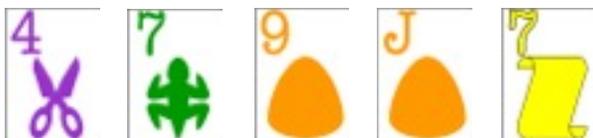
Queen of Lizard wins Trick.
(High card in lead suit)



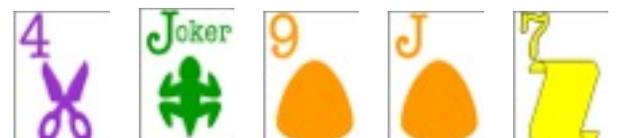
2 of Water wins trick
Water beats Rock



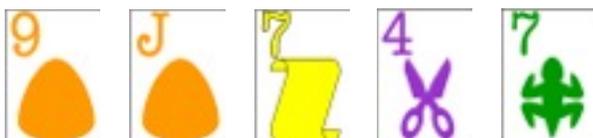
9 of Rock wins trick. 9 is highest Rock.
Water beats Rock, Joker reverses.



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 point cards they won in that hand. Each Point Card is worth 1 point, the Queen of Lizard is worth 13 points. If the point suit is Lizard, then the Queen of Lizard is worth 14 points (1 point for being a point suit, 13 points for being the Green Queen).

Shoot The Moon:

A player can “Shoot the Moon” by trying to get all of the point cards in one round. If a player has won all of the point cards including the Green Queen, the total of all points is subtracted from their score. This total is 27 points if you are using Jokers or 26 points if you are not using Jokers.

To Win:

When any player reaches 100 points, the game is over. The player with the lowest score is the winner of the game.

Variations:

House Rule:

When a player shoots the moon, the total of all points is added to the score of all of the opponent’s scores.