

JANKEN



Deck

Battlefront

2-4 Players

**Attack your opponent's front line
while defending your territory!**

Summary:

Combine your cards to overpower and capture cards from your opponent's forces.

The Object:

Capture the most cards from your opponent(s).

The Deck:

A full deck divided evenly between players or one full deck per player. Jokers are optional.

The Deal:

If using just one deck, shuffle and deal cards equally between all players. If there are not enough cards to go around evenly, extra cards are put aside so everyone begins with the same number of cards.

Each player deals out six cards face up. First three in front for the front line, then three in back for reinforcements.

Front Line



Reinforcements

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The Play:

Players take turns attacking the front lines of their opponents to capture their cards. The cards in the front line are the attackers and also the target cards that are attacked. The cards in the back reinforcement line act to support the attacks of the front line, but they can not start an attack or be attacked and captured.

To attack a card in your opponent's front line, you need a card in your own front line in a stronger suit than the target card. If your card is a lower or equal rank to the card being attacked you need to combine with other cards adding the ranks until the number is higher than the rank of the target card. The rank of each card is their number value, Jacks are 11, Queens are 12, and Kings are 13. Aces are worth 14 when attacking, but 1 when defending. If you play with Jokers, they are worth zero points.

When a card is captured, the attacker keeps it until the end of the game.

In the sample game to the right, the player on the bottom attacks the player on the top. The only cards that can be attacked are in the front lines (the reinforcements are out of reach from attack).

The 7 of Paper can be attacked by the Queen of Lizard (Lizard eats Paper). Since a Queen is a higher rank than a 7, the 7 of paper is captured and kept by the player on the bottom.

The 5 of Lizard can be attacked by the 2 of Rock (Rock crushes Lizard). Since a 5 is a higher rank than a 2, the 2 of Rock needs to combine with one or more cards of stronger suits before it can capture the 5 of Lizard. The 2 of Rock can be combined with any card in the front lines or the reinforcements and if the ranks add up to more than the card being attacked, then the card can be captured. By combining the 2 of Rock and the 8 of Scissors (Scissors decapitated Lizard), then the 5 of Lizard is captured.

The 6 of Water can attack the 9 of Rock (Water erodes Rock), but the only cards that have not been used yet are a 7 of Lizard and 3 of Water. The 7 of Lizard can not be used because Lizard is weaker than Rock. The 3 of Water could be used, but 6 plus 3 only equals 9 and you need a total greater than 9 to capture the 9 of Rock.

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The Play (continued):

After a player is finished capturing cards and ends his turn, The player (or players) who's cards were captured moves cards (of their choice) from the Reinforcement Line to fill in the spaces in the Front Line, then draws cards from their own draw pile to fill in the new spaces for their reinforcements. Then play is passed to the player on the left.

If a player has no attacks available or the player chooses not to attack, the player says "Pass" and the play is passed to the player on the left.

Continuing the sample on the right, the player on top chose to move the 2 of Scissors and 10 of Paper from the reinforcements to the front lines, then drew the Joker of Water and 3 of Scissors for his reinforcements. The top player may use the 10 of Paper to target either the 2 of Rock (Paper covers Rock) or the 6 of Water (Paper absorbs Water) but can not attack both in the same round.

The player may attack the Queen of Lizard with either the 2 of Scissors or the 9 of Rock, but together they are still not strong enough to capture the Queen ($9 + 2 = 11$, but the Queen equals 12). The player may combine the 9 of Rock, 2 of Scissors and 3 of Scissors to defeat the Queen of Lizard target card. ($9+2+3=14$)

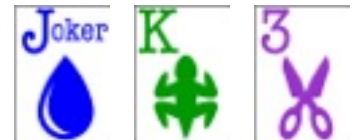
Since the player has a Joker in the reinforcement line, they may choose to use the Joker rules for one attack. Normally the 2 of Scissors could not attack the 2 of Rock, but by using a Joker of any suit the rules reverse for attacking cards and the target card. The 2 of Scissors is the same rank as the 2 of Rock so it will need reinforcements. The rank of a Joker is zero so the player still needs another card in the attack. Normally Rock can beat Scissors or Lizard, but with the Joker in play, the payer can combine the 2 of Scissors and Joker with either the King of Lizard or the 3 of Scissors to capture the 2 of Rock.

The End:

Play continues until players run out of cards or available plays.

Each player counts how many cards they have captured. The player with the most cards captured is the winner.

Reinforcements



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Things to remember:

All of the attacking cards must be stronger suits than the target card.
The total of all ranks of the attacking cards must be greater than the rank of the target card for a capture.

A card can only be used in one attack per round and once used can not be used in an attack on another card. You may use markers (checkers or coins) to put on top of cards used to help keep track of which cards have been used.

One strong card can not attack two weaker cards at once. (A King of Rock can not capture a 2 of Scissors and a 3 of Scissors in the same turn.)

You can not attack a card in the reinforcement line.

You can not start an attack with a card in the reinforcement line.

An attacking card can not be the same suit as the target card.

If there are more than two players, the player can choose to attack more than one opponent in the same round, so long as no card is involved in more than one attack.

The rank of Jack is 11, Queen is 12, King is 13.

The Ace is worth 14 when attacking, but 1 when defending.

A player may pass on his turn if there are no attacks available or he chooses not to attack.

When there are no more cards to draw from, play continues with the remaining cards on the field until a player has no more cards or until no more attacks are available.

If a player runs out of cards and there are more than two players, the remaining players continue until one player remains.

If you use Jokers:

A Joker reverses the rules for all cards involved in the attack.

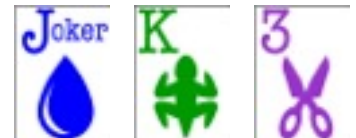
A Joker can only be used in 1 attack per round.

A Joker can only be attacked by a card with a weaker suit (A second Joker does not reverse the rules back again).

The Joker can be any suit to be used in an attack. It could be stronger or weaker or the same suit as the target card as long as all other cards involved in the attack are normally weaker suits than the target card.

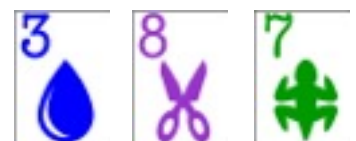
The value of the Joker is zero and does not add to the value of the attack.

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