

# JANKEN



## Deck

# Card Bowling

1-4 Players

**How many pins can you knock over?**

### Summary:

Stronger cards knock over weaker cards, then they can knock over the pins behind them. Set up the right chain reaction for a strike!

### The Object:

Knock down as many “pins” as you can for a high score. Play 10 rounds and score like bowling.

### The Deck:

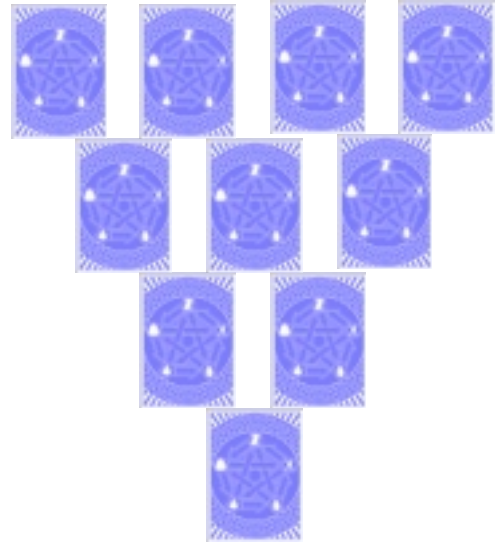
Remove the Jokers

### The Deal:

Deal 10 cards face up arranged like bowling pins (see diagram). For a two player game, take turns dealing (setting up the pins) for your opponent.

### The Play:

Draw two cards from the top of the deck as your bowling balls. Choose which one to use first. As you “roll” your ball down the alley you can knock down any of the “pins” in the front that are weaker than your ball card. For example, a 7 of Rock can knock down any card in the rock suit less than 7, any scissors card, or any lizard card. Now the ball and the pin you just knocked over can hit the two pins directly behind the first pin but only if the pin or ball is stronger. For each successful collision, the two objects (ball and pin or two pins) can strike the next two pins behind it. Continue the domino effect toppling as many pins as you can until you reach the last row. Remove any cards that are knocked over pins. Use your second ball to knock down as many of the remaining pins as you can.



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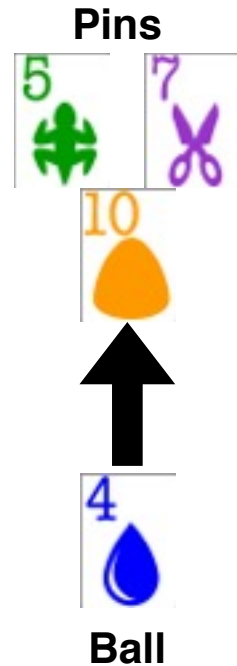
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1-4 Players

## How many pins can you knock over?

In the example to the right, the Ball (4 of Water) can knock over the front pin (10 of Rock) because Water erodes Rock. After the collision the ball and the pin are knocked to the next row where each can make contact with either of the cards directly behind the collision (the 5 of Lizard or the 7 of Scissors). You can choose to have the 10 of Rock hit the 7 of Scissors, then the 10 and 7 hit any pins behind the 7. Since Water is not stronger than Lizard, the 4 of Water would be out of play and not hit any more pins. A different choice would be to have the 10 of Rock hit the 5 of Lizard (Rock crushes Lizard) then the 4 of Water can hit the 7 of Scissors (Water Rusts Scissors). Now all four cards are in play and can hit the next row of pins.

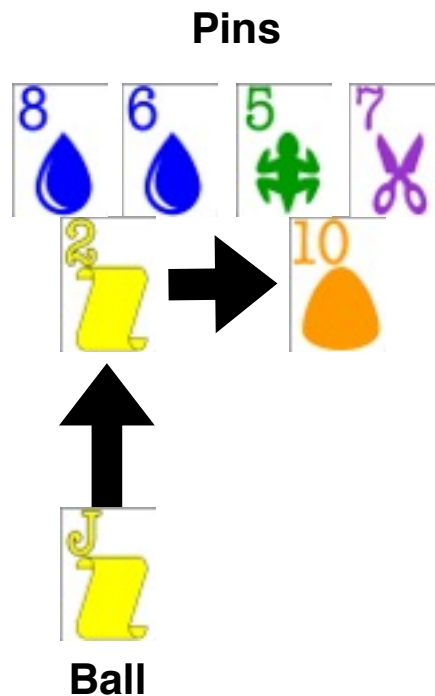
**Skill shots:** When two cards are the same suit, the higher ranked card can knock over the weaker one. The two cards can both go forward as normal or you can choose to have the smaller card bounce sideways. This is a skill shot.



In the Skill shot example on the bottom the Jack of Paper hits the 2 of Paper. The smaller rank gets ricocheted sideways to the nearest card in either direction and the larger rank bounces forward in the opposite direction. The two can hit the 10 of Rock but it could not jump over another card if there was one in the way. After that the 10 of Rock and 2 of Paper can hit the 5 of Lizard and 7 of Scissors.

After hitting the 2 of Paper, the Jack of Paper bounces in the opposite direction, meaning it can hit the 8 of Water but not the 6 of Water.

The Skill Shot is optional. In this example you could choose to have the Jack and 2 of Paper bounce forward to hit the 6 and 8 of Water instead.



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**How many pins can you knock over?**

## Scoring:

After each bowl, remove the pins that were knocked over and count them for your score (remember not to count the Ball card as a knocked over pin). A sample score card is on the final page. If a player gets a spare (all ten pins knocked over with two balls) the score is 10 points plus the number of pins knocked over on their next roll.

If a player gets a strike (all ten pins knocked over with the first ball), the score is 10 points plus the total of pins knocked over on their next two rolls.

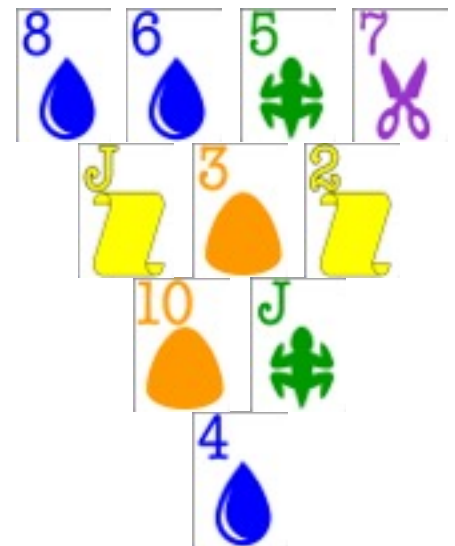
If a player gets a spare or strike in the 10th (final) frame, they play one more round to complete their score.

The highest possible score is 300. Can you do it?

## The End:

Add up the points after the final round. The highest score wins!

Pins



Ball

