



Roots and Branches

1 or 2 Players

**Grow Branches and Roots
to complete a tree.**

Summary:

A good beginner game for learning about “Stronger” and “Weaker” suits. This game plays a little like Dominoes.

The Object:

Add pairs of cards to the growing tree to create the roots and branches. Complete your tree before you run out of cards (solitaire version)
or complete your section before your opponent to win! (2 player version)

The Deck:

Remove the Jokers

Solitaire Version

The Deal:

Deal 2 cards to yourself. Turn the next card face up horizontally as your ground level. The remaining cards are set aside as your “Draw” pile and beside it will be a space for your “Discard” pile.

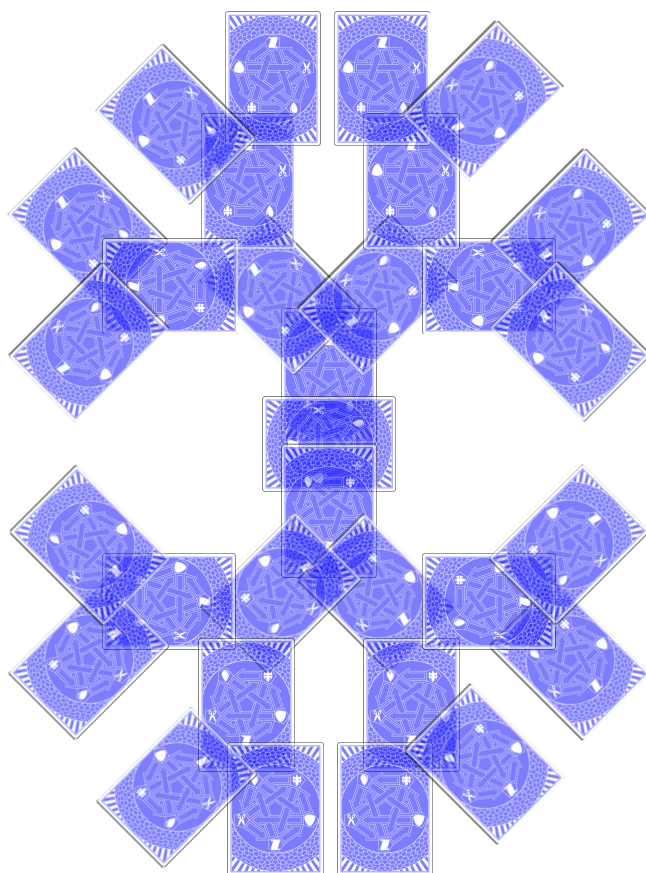
The Play:

You are going to build a tree: first by building strong roots, then by growing a trunk and branches. To build strong roots you add cards that are a stronger suit than the card above it. Your first play will be to set your trunk root below the ground so you need to play any card that is a stronger suit than the suit at the ground level. For example, if the ground level suit is Rock, the trunk root can be any card that is Water or Paper (Water erodes Rock and Paper covers Rock).

If you have a card you can play in your hand, play that card and draw a new card from the draw pile.

If you do not have a card to play, draw one card from the draw pile. Play it if you can.

If you draw a card and you still can not play, put one card face up in the discard pile (Either the card you just drew or one of the cards from your hand).



**Layout of a completed tree
with roots and branches**

JANKEN Deck

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Solitaire Play (cont):

You may also choose to draw an upright card from the discard pile. You can choose to draw from the discard pile even if you can not play the card during that turn or if you have a play with the cards already in your hand. After you make a play you can only draw from the draw pile to replenish your hand.

Each time your roots grow it splits into two new sections, so after your trunk root is set, you will play two cards at a time. The two cards you play must be different suits and both suits must be stronger than the card it branches off from.

If the cards in your hand are different suits and both are stronger than the root you are building onto, play them to branch off of the root.

Note: After the Trunk Root is played you can only play if you have two cards to branch off of the same root.

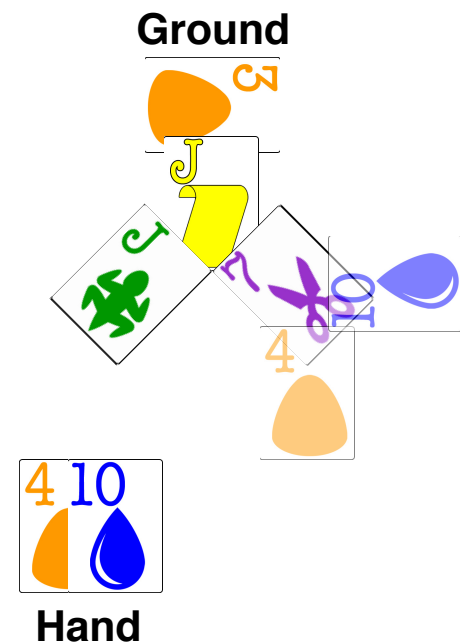
If you can not play your two cards, draw one card from the draw pile or the discard pile. If you can play two cards do so, otherwise discard one of the three cards in your hand. Continue drawing and discarding one card at a time until you can play.

After you play 2 cards onto the tree, draw until you have two cards in your hand again to finish your turn.

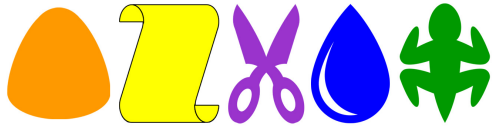
In the sample game to the right, the Three of Rock is the ground level. The Jack of Paper was played as the trunk root. The two suits that are stronger than Paper are Lizard and Scissors (Lizard eats Paper and Scissors cuts Paper).

After the root splits one you now have two cards to play on. The player in the diagram to the right has the 4 of Rock and 10 of Water in their hand. You can play them on the 7 of Scissors (Rock crushes Scissors and Water rusts Scissors). On your next turn you can play on any of the three root cards: Jack of Lizard, 4 of Rock or 10 of Water.

It takes 15 cards to complete the root system (1 card splits to 2, then 4, then 8). See the diagram on the first page for reference. Once you have completed the root system with 15 cards you can build up the trunk and branches.



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Solitaire Play (cont):

As you build up away from the ground, you need to use weaker suits as the branches get smaller branching away from the trunk. Use a Lizard or Scissors card to grow a trunk from the Rock ground level (Lizard and Water are weaker than Rock). Your next play would be a pair of cards that are the two suits weaker than the trunk suit. Continue playing to complete the 15 cards of the branches.

The End:

To win the game, complete the full tree before running out of cards in your draw pile. If you want to keep score, count how many cards are still in the draw pile when the tree is complete. The more cards, the better you did!

Two Player Game:

Two players race to complete their part of the tree before their opponent. Player 1 grows out the branches with weaker suits and Player 2 (the Dealer) builds down the roots with stronger suits. Read the rules for the solitaire game first to learn the game basics, then read the following rules to see how to play with two players.

The Deal:

Deal two cards to each player and turn one card up as the ground level. The remaining cards are set aside as the draw pile.

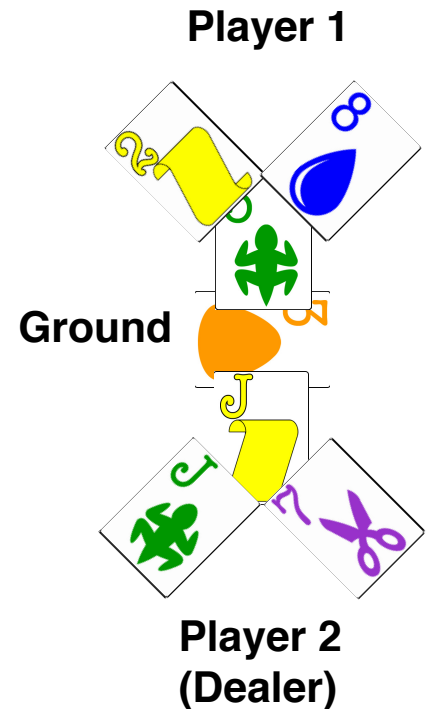
The Play:

The first player builds up for the trunk and branches. The first play is one card for the trunk, then all other plays are pairs of cards always two different suits weaker than the card they branch out from. The second player (the dealer) plays down with a root trunk then pairs of stronger suits for the roots.

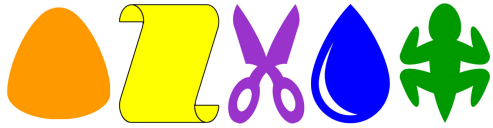
On each turn a player may:

Play a pair of cards (or 1 card for a trunk/root trunk), then draw from the draw pile to complete the 2 card hand,

Draw one card from the draw pile, make a play if possible, then draw from the draw pile or discard a card to complete the 2 card hand,



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Or draw one card from the discard pile, make a play if you can, then draw from the draw pile or discard a card to complete the 2 card hand. **Note: You can only play one pair of cards per turn.**

If a player completes their turn (by drawing after their play) and they played an incorrect card (for example, playing a stronger card where they needed a weaker one), their opponent can challenge their mistake. If the play was indeed incorrect, all cards from that play are removed from the tree and the other player can begin their turn.

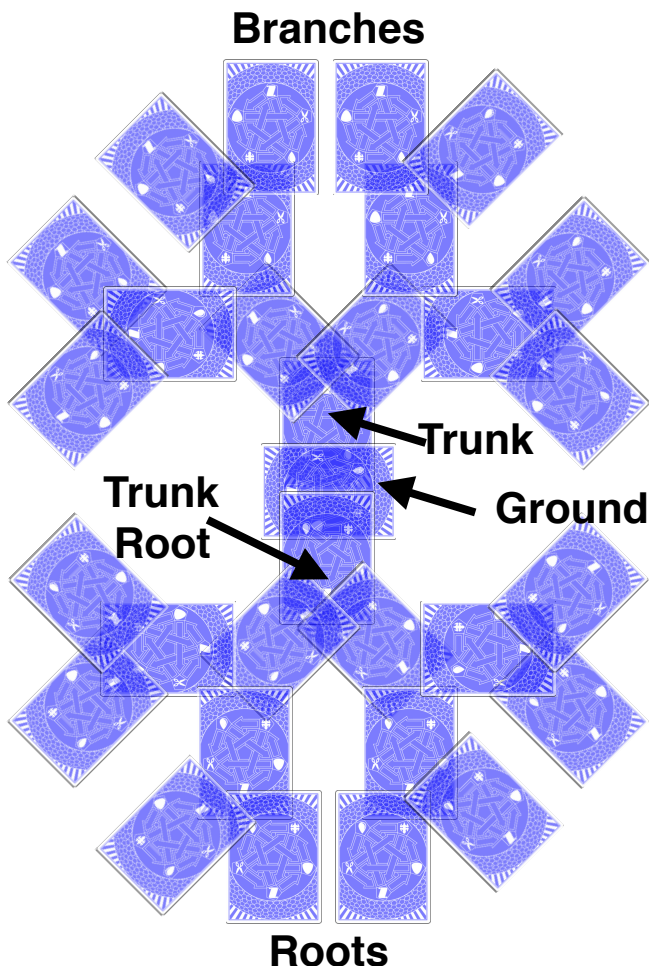
If a player makes a challenge but no mistake was made, the player who made the challenge forfeits their next turn and the play goes back to the last player.

If a player begins their turn (by drawing or playing) before noticing the mistake, they can no longer challenge the last play.

If a player makes a mistake on a play to win the game, the last four cards played on their part of the tree are removed.

The End:

The first player to complete their half of the tree with all 15 cards is the winner. Try again with a new dealer and switch positions. Can you keep track of playing with opposite rules?



This is the shape of a completed tree. The “Trunk Root” grows down from the ground getting stronger each time they brach off. Branches split off from the trunk and get smaller (weaker) as they go to twigs and leaves.

When the tree is complete, 15 cards make up the roots and 15 cards make up the branches. From the ground level, the trunk or trunk root grows and divides. 1 card, then 2, then 4 then 8.

Teaching potential:

The math and geometry in this game can serve as a lesson in how trees and plants follow basic patterns to grow. This is as an introductory lesson in the concept of fractals.