

JANKEN



Deck

Ace to King

1 Player Solitaire

Build every suit up through the ranks

Summary:

All the cards are on the table. All you need to do is put them in order.

The Object:

Move the Aces to the front and arrange the cards in order from Ace to King (left the right) in every suit.

The Deck:

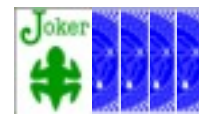
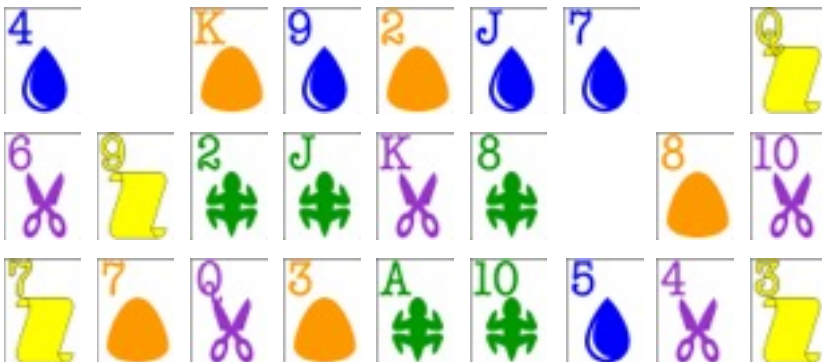
Use all 70 cards of the Janken Deck. You will also need a large table top or clear floor space.

The Deal:

Shuffle and deal out all 70 cards face up in a rectangle: 14 cards across and 5 cards down.

The Play:

Find the five Jokers in the layout and remove them to leave five empty spaces. Set the Jokers aside with one facing up and the other four facing down. This tells you that this is the first of five deals. Look at any of the five spaces, then look at the card to the left of it. You may fill the space with the next highest card in the same suit. Find the card that fits in the space and move it into place. The space left behind from the moved card is now open for play.



In the small example to the left, the space after the the 4 of Water can be filled with the 5 of Water. After you move the 5 of Water there will be a space after the 10 of Lizard. This new space can be filled with the Jack of Lizard.

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Play (continued):

Aces:

When there is a space open to the far left, choose any of the five aces to go there. (You may even choose to move an ace that is already in a space on the far left.) From that ace you will build runs of cards in that suit up to the King during the rest of the game. Of all the runs of cards that you build during the game, the only ones you can keep on the board are the ones that start with an Ace on the far left.

Kings:

If there is a space open to the right of a King, there is no card that can fill that space (The King is the highest card in this game.) If all five spaces follow kings, there are no more moves to be made and the deal is over.

The New Deal:

When the all five spaces are to the right of Kings and the deal is over, collect any cards that are not part of a run where the Ace is on the far left. In the sample below all of the spaces follow Kings. In the top row, collect all of the cards to the right of the 2 of Lizard and in the second row collect all of the cards to the right of the 3 of Rock. In the third row, there is not an ace in the space to the far left so all of the cards in that row are collected.

Shuffle all of the collected cards along with the Jokers and deal them in a layout as before around the cards that remain from the previous round. Remove the Jokers to create five spaces and set them aside with two jokers facing up to indicate that it is your second deal.

The End:

You have up to five deals to build runs of each suit up from Ace to King. A smart strategy helps, but in the end it all depends on the luck of how the cards are dealt!

