

JANKEN



Deck

Janken Deck Games

Welcome to Janken Deck Games on Tabletopia!

The Story:

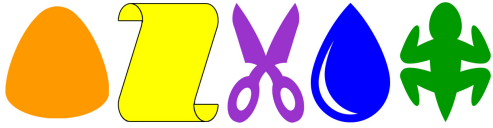
The Janken Deck began with a simple idea. Start with a standard deck of playing cards but replace the spades, hearts and diamonds with five new suits: Rock, Paper, Scissors, Water and Lizard, then discover how many new games you can play using five suits and rock paper scissors rules!

Janken Deck Games on Tabletopia will let you play almost any game with the Janken Deck. Just shuffle and deal according to the directions. These instructions show the rules for several fun games to get you started but there are lots more games for different types of players. The website JankenDeck.com can teach you the rest including solitaire games, kids games and more advanced games with the Janken Deck. There are even How-to-Play videos for some games.

Do you have a favorite card game? Try it with five suits and see what you think. Or see if you can turn it into a new game by using the Rock-Paper-Scissors rules! If you think others would like to try your game you can share it by submitting your rules to the website.

*Jeff Daymont
Artist and Creator of the Janken Deck*

JANKEN Deck



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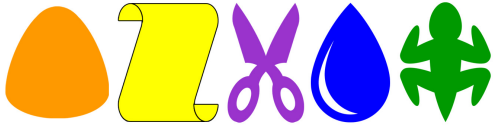
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Don't see the game you want? Try inventing your own game! The second setup includes a deck plus some custom dice and game tokens to go with it. Check out Janken Sandbox to learn more. Have fun!

Some games are impractical to play with the Tabletopia interface. If you would like a real deck to play with, they are available for sale at the website.

If you're a solitaire player Janken Solitaire is available on apple devices and more are coming soon. It's a fun rock-paper-scissors version of Klondike with a new scoring system and achievements. Look for Janken Solitaire (by StormTurtle games) where you buy your mobile apps.

JANKEN Deck



The Basics

The Janken Deck has five suits: Rock, Paper, Scissors, Water and Lizard.

Each suit includes the standard 13 ranks: An Ace, the numbers 2 through 10, and three face cards Jack, Queen and King.

Each suit also has one Joker. The Jokers can reverse the rock-paper-scissors rules during the game (the "Joker Rules"). Jokers are often optional or sometimes used as wild cards depending on the game.

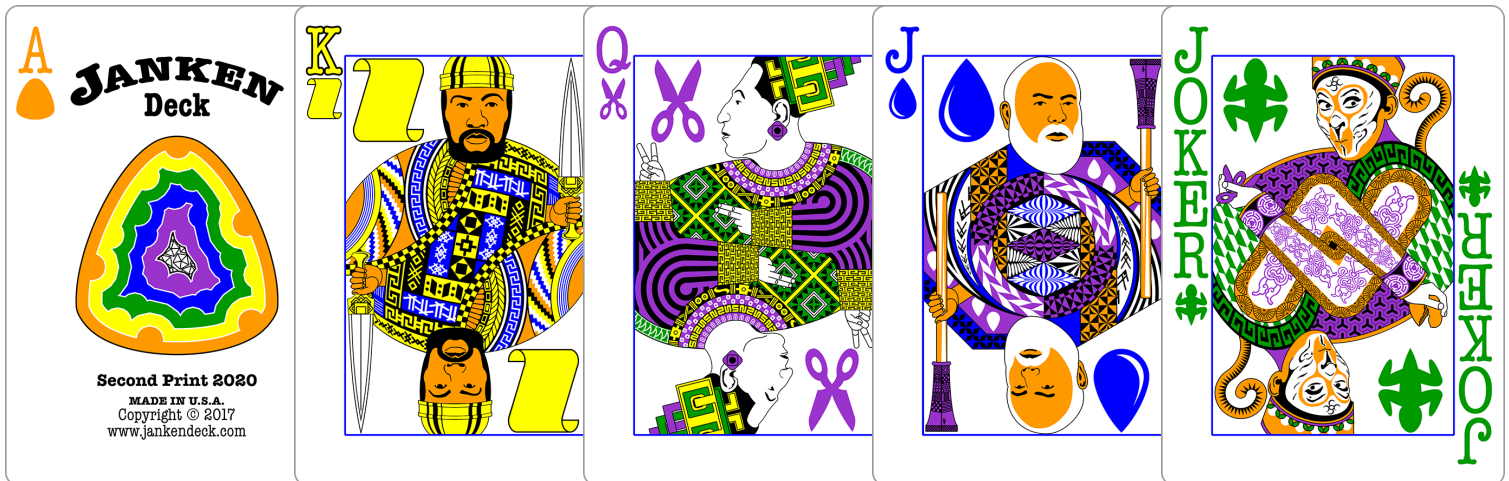
In Tabletopia you can shuffle and deal for any game but it is up to you to know how to play. The system can not stop you from making mistakes. You have my permission to create your own house rules so long as everyone playing agrees to them before you begin.

In the standard setup for Janken Deck Games one deck is set in the center of the table with the five Jokers set off to the side. The cards are arranged in order so if you need to remove any cards for your game or add the Jokers to the stack you can do that before you shuffle.

Before you shuffle the deck, move your cursor over the deck and use the F key to flip it over. Then Right Click the deck to bring up the options menu and choose shuffle. If you are playing on a Mac there are a variety of alternatives to use for the Right Click action. Find the option that works best for you.

To deal cards, right click the deck and choose the number of cards to deal.

Before you start a new game, try a practice hand to let everyone get used to the game mechanics and the Tabletopia controls.



Ace of Rock, King of Paper, Queen of Scissors, Jack of Water & Joker of Lizard

JANKEN



Deck

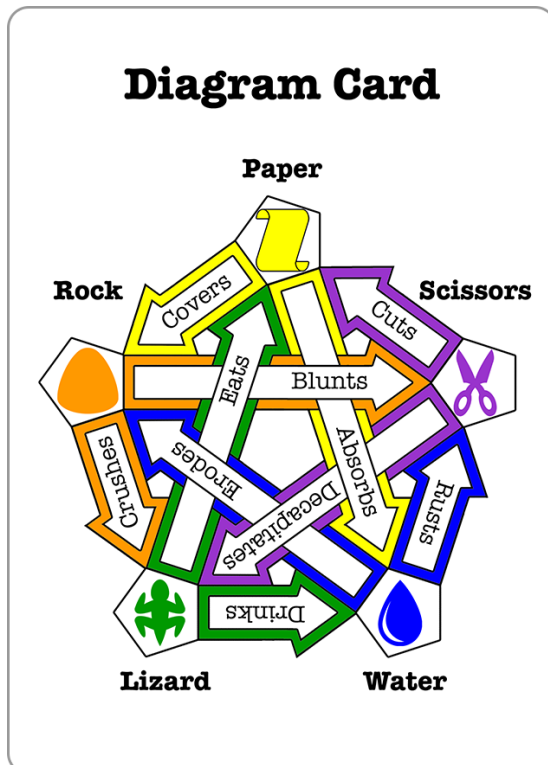
The Suits

Jan-Ken is the Japanese name for the game Rock-Paper-Scissors. The Janken Deck is inspired by a five weapon version of the game, “Rock, Paper, Scissors, Lizard, Spock” (invented by Sam Kass and Karen Bryla, and used with permission).

The suits in the Janken Deck are Rock, Paper, Scissors, Water and Lizard. When you compare any two suits, one will be “Stronger” and the other is “Weaker”. For example, Rock is Stronger than Scissors (Rock blunts Scissors) but Rock is Weaker than Paper (Paper covers Rock).

On the table there is a set of Rule Cards that explain the Rock-Paper-Scissors rules for all ten possible pairs of the five suits. Pass (click and drag) one to each player to help them learn. Flip it over (type the letter F) to see the other side. Turn the Rule Card side 180 degrees to read the Rock-Paper-Scissors rules in reverse. These are the “Joker Rules” that happen when Jokers are in play. It may take some time to get used to, but once you learn these 10 rules they will be the same the same for every game.

The system is balanced so there is no high or low suit. Every suit has two Stronger suits and two Weaker suits. I find it helps to say the relationships out loud (“rock crushes lizard”, “lizard drinks water...”) as you start to help you remember. If you’re teaching a friend how to play with the Janken Deck or learning about the Tabletopia controls try starting with a simple game of “War” (the rules are on the next page).



Rule Card

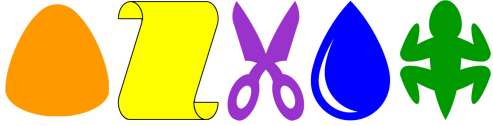
This Suit	Beats	That Suit
Scissors ✂	Cuts	Paper □
Paper □	Covers	Rock ○
Rock ○	Crushes	Lizard ★
Lizard ★	Drinks	Water 💧
Water 💧	Rusts	Scissors ✂
Scissors ✂	Decapitates	Lizard ★
Lizard ★	Eats	Paper □
Paper □	Absorbs	Water 💧
Water 💧	Erodes	Rock ○
Rock ○	Blunts	Scissors ✂

When a Joker is played, rules reverse!

Joker Rules

This Suit	Beats	That Suit
Scissors ✂	Beats	Scissors ✂
Paper □	Beats	Paper □
Rock ○	Beats	Rock ○
Lizard ★	Beats	Lizard ★
Water 💧	Beats	Water 💧

JANKEN Deck



War

2 Players

**Start with this game
to learn the basics!**

Summary:

A two player game of card against card. It's a simple game with no strategy but a great way to learn the Rock-Paper-Scissors rules for all 5 suits!

The Object:

Win all of the cards from your opponent. (Or as many as you can!)

The Deck:

There are 65 cards in the main deck in the center of the table. 5 Jokers are off to the side. If you want to play with the Jokers, drag them onto the deck to add them to the stack.

Highlight the deck with your cursor and use the F key to flip it over.

Right click the deck for the deck menu and choose shuffle. (If you have a Mac there are a variety of options for the right click action. Find the option that works best for you.)

The Deal:

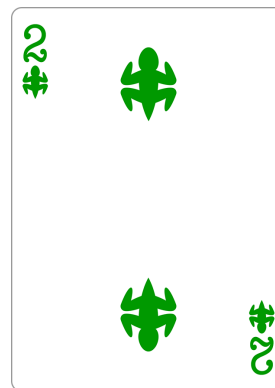
Divide the deck evenly between you either by dealing out all of the cards (Right click for the Deal option) or just cut the deck and give each player half. Each player puts their stack face down in front of them.

The Play:

Each player takes the top card from their deck and puts them face down in the center of the table (not overlapping). Once both cards are in the center of the table, flip them over (using the F key) to reveal them.

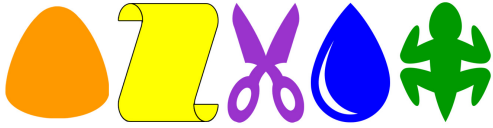
Instead of looking at the ranks, compare the suits of each card. Say the appropriate rule out loud (for example "Lizard eats Paper", or Water erodes Rock") to determine which suit is Stronger.

The player who played the Stronger suit wins the round!



Jack of Paper vs. Two of Lizard. Lizard eats Paper. The Two of Lizard wins!

JANKEN Deck



War

2 Players

**Start with this game
to learn the basics!**

The Play (continued):

The winner collects the cards as their prize and puts them to the side of their stack to be counted later. For a never ending game put the cards on the bottom of your stack (put one card on top of the other so they make a stack, use the F key to flip the stack, then use the shift key as you put them on your stack to make them go to the bottom).

If the suits are the same, both cards stay on the table and each player deals three more cards face down to the center of the table. Then each player plays one more card face down and they are flipped together. The player with the Stronger suit of these two cards wins all of the cards on the table. If the cards have the same suit again, keep dealing three down and one up until someone wins all of the cards.

Jokers reverse the Rock-Paper-Scissors rules! If one or both of the cards is a Joker the Weaker suit wins the round.

The End:

Keep playing until you run out of cards in your stacks. Count how many cards you won during the game, the player with the most cards wins.

If you are playing the never ending game where you put the cards back in your deck keep playing until one player runs out of cards or you are both ready to quit. The player holding the most cards in the end is the winner.

Variations:

High Card: The ultimate version of War with just two cards. There are no do overs in this sudden death version and winner takes all. Play to determine who deals, who gets the last slice of Pizza, or who does the dishes!

Two players each choose a card from the deck at random.

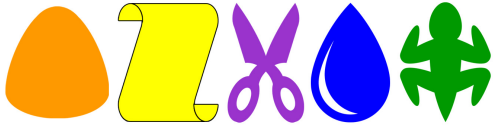
If the suits match the highest rank wins. Aces are high, Twos are low, Jokers are the lowest rank in their suit.

If the suits do not match the Stronger suit wins UNLESS one or both cards is a Joker in which case the Weaker suit wins.

5 Card War: Deal 5 cards to each player. Leave the remaining cards in the deck for a draw pile. Choose any card from your hand to play. Draw to replace the cards from your hand at the end of each round or when you run out of cards.

Aces and Kings: One player gets all five Aces, the other gets all 5 Kings. After each round you take your cards back. Can you predict what your opponent will play next to increase your odds of winning?

JANKEN Deck



Joker's Wild

2-5 players
Like Crazy 8s or Uno

Summary:

Do you have a favorite card game? You can try it with five suits instead of four to change your odds a little bit.

It's also fun to take a familiar game and add Rock-Paper-Scissors rules to make a whole new game. Joker's Wild is the Rock-Paper-Scissors version of Crazy 8s or Uno. This game is based on the version of Crazy 8s that I learned growing up, though you may have learned it differently.

The Object:

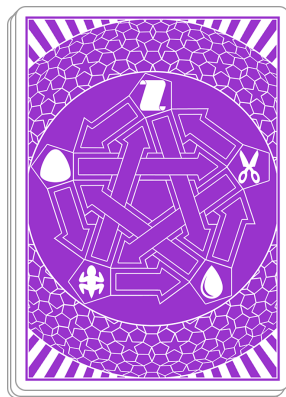
Play out all of the cards in your hand before your opponents can.

The Deck:

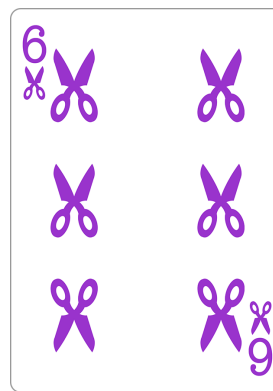
Add the Jokers to the deck before you shuffle.

The Deal:

Deal eight cards face down to each player. The remaining cards go face down in a stack in the center of the table (the Stock pile). The top card is turned up to start the discard pile next to it. If the first card turned up is a Joker, put it back in the middle of the stock pile and a new card is drawn to start the discard pile.

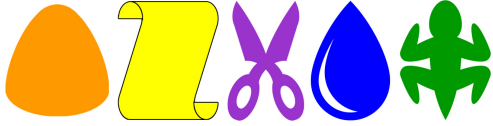


Stock Pile



Discard Pile

JANKEN Deck



Joker's Wild

2-5 players
Like Crazy 8s or Uno

The Play:

Starting with the player to the left of the dealer and going clockwise around the table, players take turns playing one card on top of the discard pile. Each card played must be a stronger suit or an equal rank to the previous card. (If the top card is the Jack of Paper, the card played must be a Scissors, Lizard or another Jack). If the player does not have a card to play, they draw from the Stock Pile until they have a playable card or until the stock pile is empty. If the Stock pile is empty and the player does not have a playable card, they must pass. The player may choose to draw from the stock pile even if they have a playable card.

Jokers are wild! A Joker can be played on any card and the player calls out which suit it represents. The next card must be stronger than the suit called or be another Joker (Joker Rules do not apply here).

The End:

The game ends when a player has played their last card to win the game. If you're keeping score, the winner gets points based on the cards still held by the other players. 50 points for Jokers, 10 points for face cards (K, Q and J), other cards are pip value, Ace is 1 point.

Jokers Extra Wild

The Play:

Follow the rules of Jokers Wild, but when these "Special" cards are played, follow these rules:

Twos- The next player draws two extra cards from the draw pile before they play.

Fours- The player chooses the suit (like a Joker) AND the next player draws four extra cards before playing.

Nines- The next player is passed over and the player after them goes next.

Queens- The direction of the play is reversed and keeps going in the opposite direction.

Aces- When the Ace is played, the player gets to draw one card from the pile and give it to any other player.

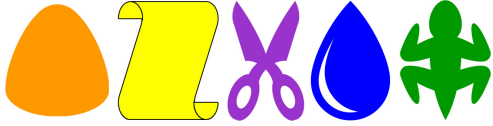
Jokers- The Joker is wild and can be played on any suit. The player calls out which suit it represents.

All of these special cards (except the Jokers) can only be played if their suit is stronger than the card on the pile.

The End:

The game ends when a player has played their last card to win the game. If you're keeping score, the winner earns points for each of the cards still held by the other players. 50 points for Jokers, 20 points for special cards (2, 4, 9, Queen or Ace) 10 points for face cards (K and J), other cards are pip value.

JANKEN Deck



Tic-Tac-Rock

2-4 players

A simple game of 3-in-a-row!

Summary:

Just get three in a row, but instead of playing Xs or Os any player can win with any suit.

The Object:

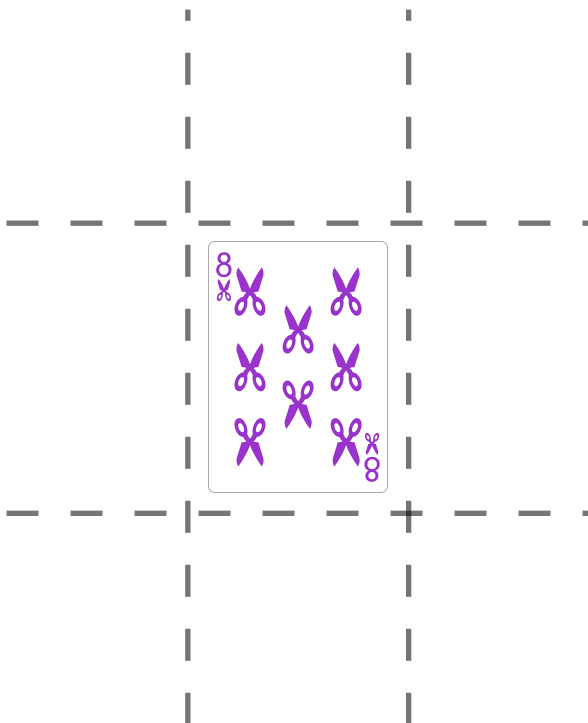
Play a card that forms 3 in a row (across, down or diagonal) in the same suit while preventing your opponents from doing the same.

The Deck:

Leave out the Jokers for the standard game. For a children's version of the game you can remove the Water and Lizard cards to play with only the Rock, Paper and Scissors cards.

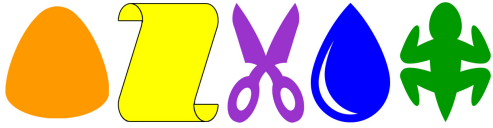
The Deal:

Deal three cards to each player. Deal one card to the center of the table and turn it face up to represent the middle of the tic tac toe board. Put the remaining cards aside face down for a draw pile.



The card in the center of the table represents the center space of your tic-tac-toe board. You need to imagine them since they aren't drawn on the table!

JANKEN Deck



Tic-Tac-Rock

2-4 players

A simple game of 3-in-a-row!

The Play:

The player to the left of the dealer begins and play continues clockwise.

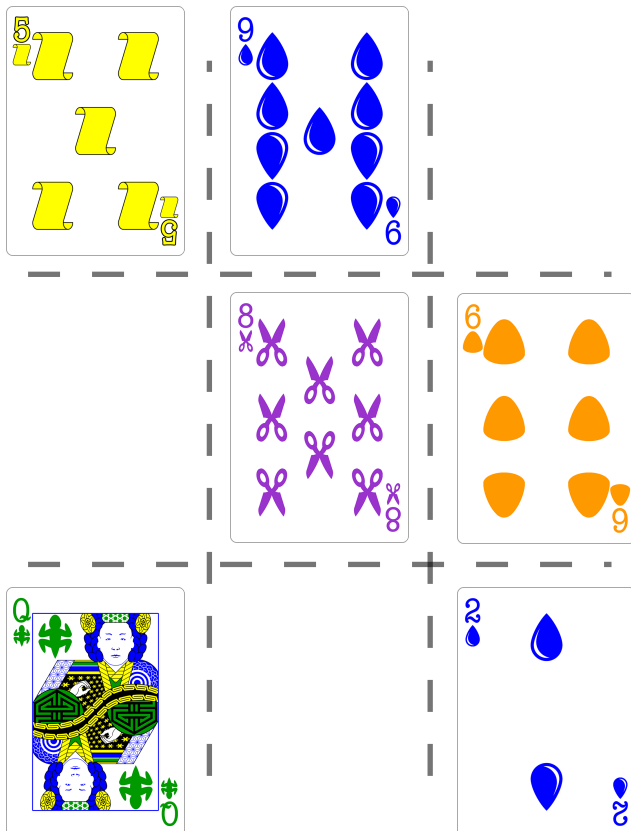
When it is your turn, play one of the three cards in your hand onto the tic-tac-toe grid. You can play on top of a card that is already on the table if your card is stronger than the suit of the card you are covering. Once a card is covered it can't be used to make 3 in a row.

Any card can go in an empty space on the grid.

After you play your card, draw a new card from the draw pile to end your turn.

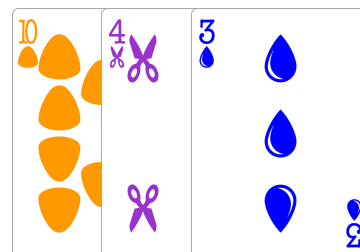
The End:

When a player plays a card that completes 3 in a row they say "Three in a row of... (the suit)!" and that player wins the round. If the players run out of cards without anyone winning, the game ends in a draw. The first player to win a total of three rounds is the winner of the game.

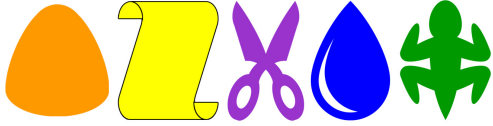


Sample game:

The game table is to the left, you hold the cards below. You can play Rock(10) on the Lizard or Scissors, play Scissors(4) on Paper or Scissors or play Water(3) on Scissors or Rock. Any card can be played in an empty space too.



JANKEN Deck



Tic-Tac-Rock 2-4 players

A simple game of 3-in-a-row!

Variations:

There are many different ways to imagine a Tic-Tac-Toe game using the Janken Deck. Some simpler versions are best for kids, more complex versions are better for players who want more strategy.

These are some ideas you can try with your friends. Are there better rules that I haven't thought of? Try them out and let me know how it goes!

Easy version: (For kids or beginners):

Remove the Water and Lizard suits to only play with Rock, Paper and Scissors.

Blank Center Card:

After dealing put a card face down in the center of the table to represent the center space of the tic-tac-toe board. You can play any suit on top of it during the game.

Center Off Limits:

Start with the center card face down. No one can play a card in the center space until there is a card in all of the other 8 positions.

Joker version:

Use the jokers and follow Joker rules when playing any Joker, or when playing on top of any Joker. In the sample on the previous page, a Joker of Rock can not be played on the 8 of Scissors or Queen of Lizard, but it could be played on the Paper or Water suits instead.

“Numbers Count” version:

Players can win with three in a row of any suit or any rank.

No choice version:

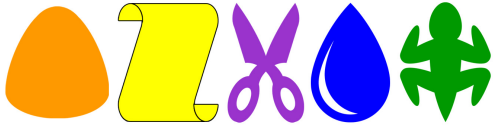
Do not deal any cards at the start of the game. Instead players draw one card from the pile on their turn and play it immediately.

Multiple boards: After dealing put two face up cards on the table (far enough apart for two separate tic-tac-toe boards). Each turn you can play one card on each board. The first player to complete 3 in a row on either board wins the round.

Combinations:

Combine two or more of the versions above for more fun!

JANKEN Deck



Trick Taking Games

Like Spades or Hearts
3-5 players

Summary:

Two of my favorite games have been the trick taking games Hearts and Spades. These rules will start with the mechanics of trick taking games with the Janken Deck and then branch off into rules for two different games: “Stones” and “Green Queen”

The Setup:

Deal all of the cards so everyone has the same number of cards. If you are playing with fewer than 5 there will be some cards left over. Set any left over cards aside, face down.

The Tricks:

The person who leads (plays the first card) depends on the rules of the game, but it is usually the person who took the previous trick.

The person who leads a trick plays a card from their hand face up in the middle of the table. Starting with the player to the left of the person who led and going around clockwise, each player adds one of their cards face up in the center of the table. The player who played the “High Card” takes all of the cards as a “Trick”. Sometimes you want to take the trick and other times you don’t. The tricks are set next to the player who took it and scores are tallied after all of the cards of the hand have been played.

Adding to Tricks:

After the lead card is played, there are general rules about which cards you can play.

You must play a card with the same suit as the lead card if you have one. If you do not have any cards in the same suit then you can play a card in any other suit.

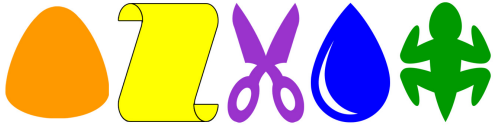
Keep track of who played which card to determine who takes each trick after the cards are played.

The “High Card”:

The High Card of a trick is the card with the Highest Rank in the Strongest Suit compared to the lead card.

The highest card rank is the Ace, followed by the King, Queen and Jack. The lowest card rank is the Joker. If you do not play with Jokers then the lowest rank is the Two.

JANKEN Deck



Trick Taking Games

Like Spades or Hearts

The “High Card” (continued):

The “Strongest Suit” is based on the suit of the lead card.

For example:

If the lead card is Rock, there are two Stronger suits that can beat Rock: Water and Paper. Water is Stronger because Water erodes Rock, but Paper is Strongest when Rock is led because Paper covers Rock AND Paper absorbs Water. Each suit has two “Stronger” suits and of these two one of them is “Strongest”

If the lead card is Rock and another player plays a Paper card you CAN NOT take the trick by playing a suit that is Stronger than Paper (like Scissors or Lizard). Even though Scissors and Lizard are Stronger than Paper they are both Weaker than the lead suit, Rock. When Rock is led and Paper has been played the only way to take the trick (assuming no one plays a Joker) is to play another Paper card with a higher rank.

If you choose to play with Jokers, the Jokers reverse the Rock-Paper-Scissors rules for the trick. When one or more of the cards in a trick is a Joker, the High Card is the Highest Rank in the Weakest Suit compared to the lead card.

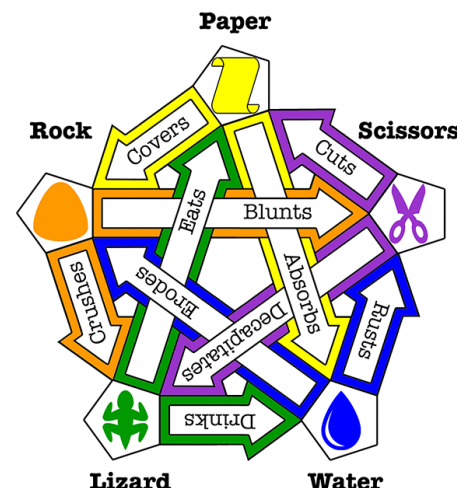
For example:

If the lead card is Rock, there are two suits that are Weaker- Scissors and Lizard. Rock blunts Scissors and crushes Lizard. Of the two, Lizard is Weakest because Scissors decapitates Lizard. Each suit has two “Weaker” suits, and of the two one will be “Weakest”.

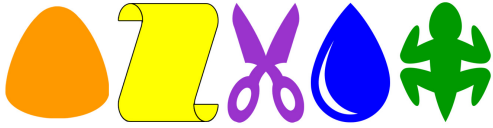
Note that if someone plays a Joker to reverse the Rock-Paper-Scissors rules, a second Joker in the same trick WILL NOT change it back. After the trick is taken the Rock-Paper-Scissors rules will go back to normal at the start of the next trick.

Remember that Jokers only reverse the RPS rules, not the ranks. When Rock leads and a Joker is played, the Ace of Lizard is the highest possible card and nothing can beat it.

For any suit, move one space clockwise on the diagram to find its “Strongest” suit or move one space counter-clockwise to find its “Weakest” suit.



JANKEN Deck



Trick Taking Games

Like Spades or Hearts

The Game “Stones”

3 to 5 players:

Stones is a Rock-Paper-Scissors version of the game Spades (based on the rules that I learned). You may make adjustments if you have a different way of playing and all the players agree.

The Object:

Bid on how many tricks you expect to take, then reach your goal to earn points!

The Deck:

Jokers are optional. Have a score pad and pencil to keep track of points and bids.

The Deal:

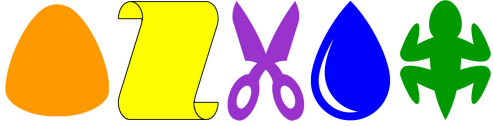
Deal out all of the cards so each player has the same number. If you deal only 3 or 4 hands there will be one or two cards left over. Put those aside face down because they will not be used in this hand.

The Bid:

Each player bids on how many tricks they expect to take based on the cards they hold. The total number of tricks per hand is the same as the number of cards in each hand. Bids begin with the player to the left of the dealer and continue around clockwise. The person acting as the score keeper writes the number of each bid beside the name of each player.

Players should be able to see what everyone else has bid. You may provide everyone with a 12 sided die to show their bids during each hand.

JANKEN Deck



Trick Taking Games Like Spades or Hearts

“Stones”

The Play:

The player holding the 2 of Paper leads with that card for the first trick. If no one has the 2 of Paper (sometimes it gets set aside with fewer than 5 players) the player with the 3 of Paper leads with that card. (if that's not available either, the 4 of Paper)

Going clockwise each player adds a card (face up) to the trick and the player with the High Card takes the trick. (See the section “The High Card” for more specific details.) Then they may choose any card to lead the next trick. Just remember that you must play a card in the same suit as the lead card if you have one.

Each time you take a trick, make a stack with the cards and set it beside you so that you and the other players can see how many tricks you have so far (Don't put them all into one stack).

Scoring each hand:

After all of the cards have been played for the hand, each player counts how many tricks they took and compares them to how many they bid at the start of the hand.

If a player took fewer tricks than the number that they bid, they do not earn any points for the hand.

If a player takes the same number of tricks as they bid, they earn 10 points for each trick.

If a player takes more tricks than the number they bid, they earn 10 points for each number up to their bid plus 1 point for each trick beyond that. These extra points for overbids are called “Bags”.

If you collect 10 “Bags” you take a penalty and 100 points are subtracted from your score.

A player who bids “Nil” expects to take zero tricks for the hand. If they succeed they earn 150 points for the hand. If they fail they earn 1 point for each trick adding to their “Bags”

The first player to reach a score of 500 is the winner of the game.

Succeeding in this game is a balance of reaching your bid and keeping your opponents from reaching theirs!

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Deck

Trick Taking Games

Like Spades or Hearts

Variations on “Stones”

Ghost Hand:

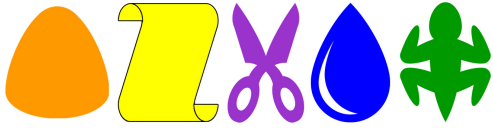
You may have figured out that if you have 5 players in your group and you just want to play Spades, you can use the Janken Deck playing the Rock suit like Spades and ignoring the rock-paper-scissors rules. But what if you have 4 players and you want to play Stones with just 13 or 14 tricks per hand? Shuffle the whole deck and deal 5 hands. The last hand is the Ghost hand and is left unplayed. These extra cards are mysteries and no one knows which cards are missing until the end of the hand!

Rock Breaks Everything:

In this version Rock is always the strongest suit, no matter what suit leads. All of the other suits follow the Rock-Paper-Scissors rules as before. Remove the Jokers for this version.

You are not allowed to play a Rock card in the opening round unless you have no other cards to play. You are not allowed to lead a trick with a Rock card unless someone has played a Rock card in a previous trick. The first time a Rock card is played, the suit has been “Broken” allowing you to lead with it. If Rocks have not been broken and you do not have any other suits in your hand, you can lead with Rock.

JANKEN Deck



Trick Taking Games

Like Spades or Hearts

The Game “Green Queen”

3 to 5 players:

Green Queen is inspired by the game Hearts. The mechanics for taking tricks is the same as in “Stones”, but now there are point cards that you want to avoid taking!

The Object:

Take the fewest point cards in your tricks to keep your score the lowest.

The Deck:

Jokers are optional. Have a score pad and pencil to keep track of points. You will also use the diagram on the table (or a diagram card) to keep track of the point suit for each hand.

The Point Cards:

After the cards are shuffled but before they are dealt, the player to the right of the dealer cuts the deck to choose a card at random. The suit of the card that was drawn becomes the “Point Suit” for the hand. The dealer puts a marker on the corresponding suit on the table diagram. This display is to help all of the players to remember which suit was chosen for each round. Return the card to the deck and shuffle it back in.

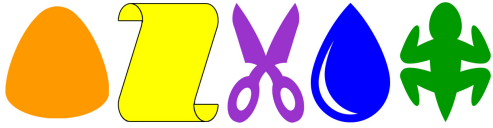
(Alternatively you may set the marker on the Rock suit for the first hand, and move the marker around one space clockwise to the next suit for each hand.)

At the end of each hand, players will count how many Point Cards (cards in the point suit) they took in their tricks. Each Point Card is worth 1 point. The person who takes the Queen of Lizard (The Green Queen) takes 13 points. In this game you win by having the lowest score so you want to avoid taking the point cards!

The Deal:

Deal out all of the cards so each player has the same number. If you deal only 3 or 4 hands there will be one or two cards left over. Put those aside face down. The player who takes the first Point Card or the Green Queen will get these extra cards and any points that come with them.

JANKEN Deck



Trick Taking Games

Like Spades or Hearts

The Pass

Order for Passing Cards in “Green Queen”:

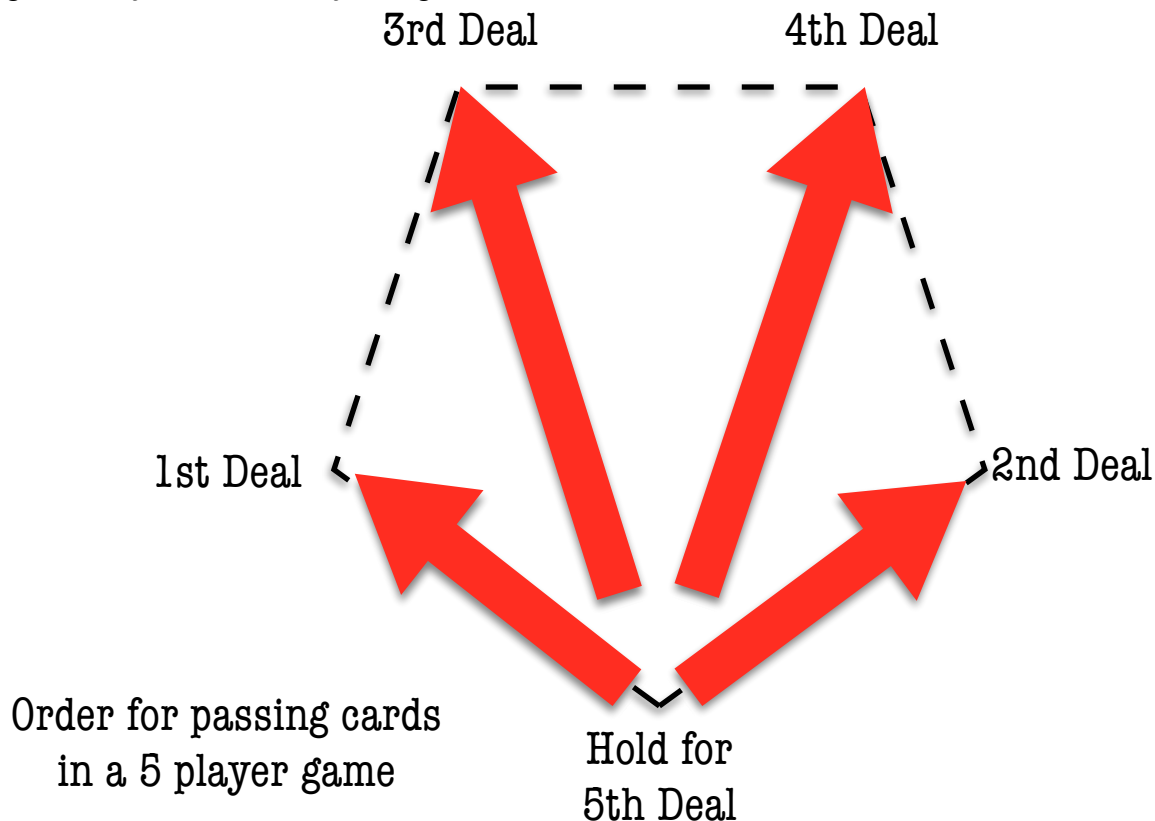
After dealing the cards you will choose three cards to pass to another player. This helps you get rid of cards you don't want and maybe get something better. Remembering which cards you pass and which cards you get in return can help you guess your opponents' strategies.

You will probably have 3, 4, or 5 players in your game.

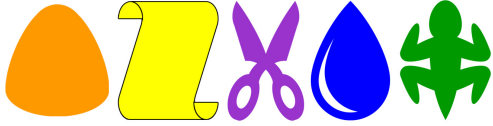
On the first deal you pass three cards to your left and on the second deal you pass three cards to your right.

If there are four players the next pass will go to the player opposite you. If there are five you will pass to the player opposite and to the left, then opposite and to the right on the next deal.

For the last hand of the cycle (when the last player deals) you will hold on to all of your cards without passing before you start the cycle again.



JANKEN Deck



Trick Taking Games

Like Spades or Hearts

The Game “Green Queen”

The Opening Suit:

At the start of each hand you will need to determine the “Weakest” Suit to the Point Suit that you picked and marked before dealing. The Weakest suit is one step counter-clockwise from the Point Suit. (If your Point Suit is Rock, the Weakest Suit is Lizard. If the Point Suit is Lizard, the Weakest Suit is Water.)

The player holding the 2 of the Weakest Suit leads with that card for the first trick. If no one has the 2 of that suit (sometimes it gets set aside with fewer than 5 players) the player with the 3 of that suit leads with that card. (if that’s not available either, the 4 of that suit)

The Play:

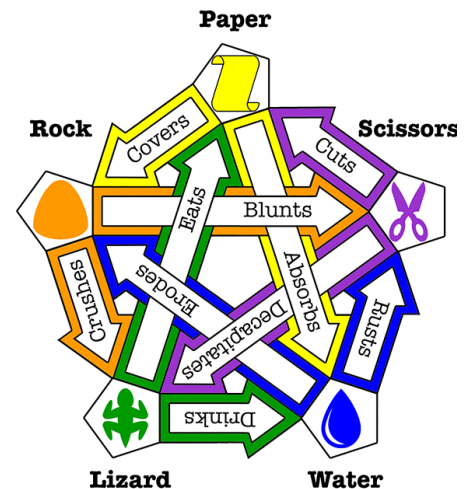
Going clockwise each player adds a card (face up) to the trick and the player with the High Card takes the trick (See the section “The High Card” for more specific details). You are not allowed to play a point card in the first trick UNLESS Lizard is the lead suit and your only Lizard card is the Queen.

After a player takes a trick, they choose a card to lead the next round. They may not lead with a point card or the Green Queen until points have been “Broken” (in other words a point card has been played in a previous trick) or if they only have point cards left in their hand.

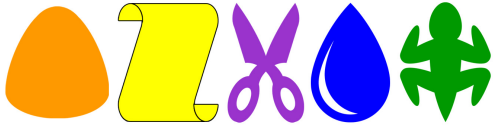
Remember that you must play a card in the same suit as the lead card if you have one.

Each time you take a trick, make a stack with the cards and set it beside you.

Find the Point Suit, then move one space counter-clockwise around the diagram to find its “Weakest” suit to use for the Opening Suit of each hand.



JANKEN Deck



Trick Taking Games

Like Spades or Hearts

Scoring Each Hand:

At the end of each hand, each player counts how many cards in the point suit they collected in their tricks. Each Point Suit card (including the Joker if you used them) adds one point to their score. The player who took the Queen of Lizard (The Green Queen) adds 13 points to their score. If Lizard was the Point Suit, the Queen of Lizard is worth 1 point for being the point suit PLUS 13 for being the Green Queen!

Shooting the Moon:

A player “Shoots the Moon” when they collect every card in the Point Suit AND the Green Queen. Add all of the points for those cards and subtract it from that player’s score!

Note: for a shorter game, you can choose to give that player zero points and add the total number of points to all of the other player’s scores.

The End:

The game ends when any player’s score reaches 100 points or more. The player with the lowest score at the end is the winner of the game.



The Queen of Lizard
AKA “The Green Queen”

Represented by Empress
Myeongseong of Korea (Queen Min)

JANKEN



Deck

Dueling Wizards

The Story:

The two greatest Wizards of the world battle to determine who is the wisest and most powerful. They gather the nearby elements they need to cast their spells and prepare their incantations. The victor will be determined after 3 rounds, unless one is knocked out first.

About the Game:

Dueling Wizards is a more complex and strategic version of the simple game “War”.

In this version:

2 Players take turns casting attack or defense spells.

Any damage subtracts Hit Points from your total health. Higher ranked cards do greater damage.

Defending with a Stronger suit can reflect damage back to the attacker.

Do the most damage when your suit is “Strongest”.

Cast two spells at once with a 2 card combination. Matching suits or ranks increase their power.

Play face cards as support spells for advanced magic.

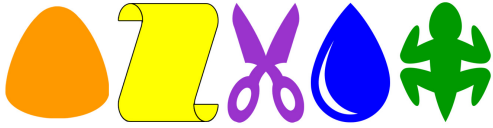
Instead of drawing random cards to play, both players choose cards for each round from a pool of elements. Pay attention to which cards your opponent chooses. This will help you outsmart their defenses and anticipate their attacks!

This version requires some simple arithmetic to calculate damage. (Adding, subtracting and doubling numbers under 20). Keep the Scoring Sheet handy as you learn how to tally damage.

Like any game, these rules are flexible. Try adding your own “House rules” to make the game more fun for you!

Playing the tutorial Demo Game will teach you the rules in three steps. The Round 1 shows how to score with 1 card attacks, Round 2 teaches combo attacks with 2 cards, and Round 3 teaches which cards can perform advanced magic.

JANKEN Deck



Dueling Wizards

The Basics:

Dueling Wizards is played in three rounds. The winner of each round has the most HP at the end of the round. You can win by knocking out your opponent (reduce their HP to zero) or by winning the most rounds. Players start with 100 HP in Round 1, 75 HP in Round 2, and 50 HP in Round 3.

Each round begins by gathering elements: drawing the cards that you will use for the round. Players take turns casting attack and defense spells against each other. Each player attacks three times and defends three times each round.

The Tabletopia version has a white token on the table to help you keep track of who is attacking. Keep the token in front of you when you attack and pass it to your opponent when it is their turn to attack.

The effectiveness of defense spells is determined by Rock-Paper-Scissors rules. If a defending card is one of the Weaker suits to the attacking card, the defending wizard takes damage. But if the defending card is one of the Stronger suits, the spell is reflected back causing damage to the attacker.

“Strongest” and “Weakest”:

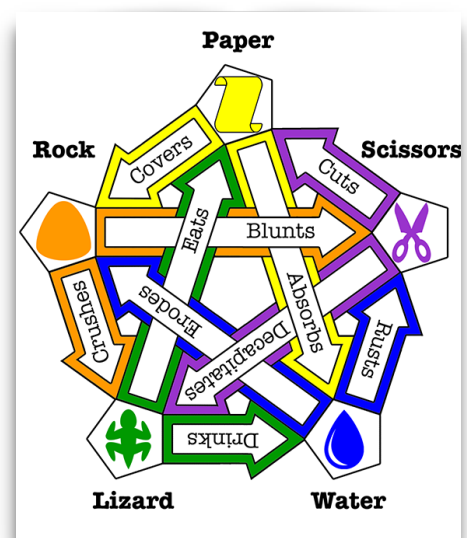
The most damage is done when the relationship between suits is “Strongest” and “Weakest”. For example when Rock attacks, both Lizard and Scissors are Weaker defending suits. Since Lizard is Weaker than both Rock and Scissors, Lizard is the “Weakest” suit against Rock.

Likewise, when Rock attacks, both Water and Paper are Stronger defending suits. Since Paper is Stronger than both Rock and Water, Paper is the “Strongest” suit against Rock.

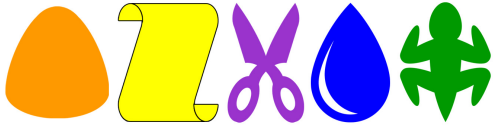
If you take a closer look at the diagram you’ll see the relationships between all five suits. The outer arrows point from Strongest (most effective) to Weakest (least effective) suits. The inner arrows point from Stronger to Weaker suits.

Getting Started:

These instructions break down the rules in a tutorial demo game to teach you how to play in 3 rounds. By the third round you will be playing the full game with the complete rules. For a simpler games you can play using just the rules used in Rounds 1 or 2.



JANKEN Deck



Dueling Wizards

Demo Game

The Deck:

Remove the Jokers to play Rounds 1 and 2. Also keep a pencil and paper ready for scoring. In Round 1 both players start with 100 Hit Points (HP) on the top of the score sheet.

Round 1: Single Card Attack and Defense

First, both Wizards gather the elements they need to cast their spells.

Shuffle and deal 12 cards face up in a 3 by 4 grid in the middle of the table.

Take turns choosing cards one at a time from the table until each player holds 6 cards. These are the cards you will use to attack and defend in this round. The person who chooses first will attack second. In general, higher ranked cards can do more damage. Watch to see which cards your opponent takes because that can help you anticipate their attacks later.

Next, begin the attack phase.

The attacking Wizard chooses one card from their hand for an attack spell and plays it on the table face down.

After the attack spell has been played, the defending Wizard chooses one card from their hand for a defense spell and plays it on the table face down.

Damage:

The attacking Wizard turns over their card first. The type of attack is the suit (rock, paper, scissors...), the power of the attack is the rank (2, 3, 4...). Jacks, Queens and Kings are worth 10, Aces are worth 1 or 11 (the player chooses when they reveal their card).

Next, the defending Wizard turns over their card. The type of defense is the suit and it determines if the attack was successful, if it was blocked, or if the attack was parried to reflect damage back to the attacker.

The suits follow Rock-Paper-Scissors rules to determine the damage.

If the defending spell is "Weaker" or "Weakest" compared to the attack suit, the defender takes damage.

If both suits are the same, the spell is blocked and no one takes damage.

If the defending spell is "Stronger" or "Strongest" compared to the attack suit, the power of the spell is reflected back to damage the attacker.

Determine if the defending spell card is Weaker, Weakest, Stronger or Strongest to the attacking spell card. Then score the HP damage using the rules on the next page.

JANKEN Deck

Dueling Wizards

Scoring Damage (demo round 1):

Score the damage based on the ranks of the cards.

If the defending suit is **Weakest**, add the attack rank PLUS the defense rank for damage.

If the defending suit is **Weaker**, the number of the attack rank is the damage.

If the defending suit is the **Same**, there is no damage.

If the defending suit is **Stronger**, the difference between attack and defense rank is damage to the attacker. (Subtract the lower rank from the higher rank. If both ranks are the same the damage is zero.)

If defending suit is **Strongest**, the attack rank is reflected to damage the attacker.

In the example below, the attacking wizard uses the 10 of Rock.

The Weakest suit against Rock is Lizard. Defending with the 5 of Lizard would give 15 points damage to the defender.

The Weaker suit against Rock is Scissors. Defending with the 5 of Scissors would give 10 points damage to the defender.

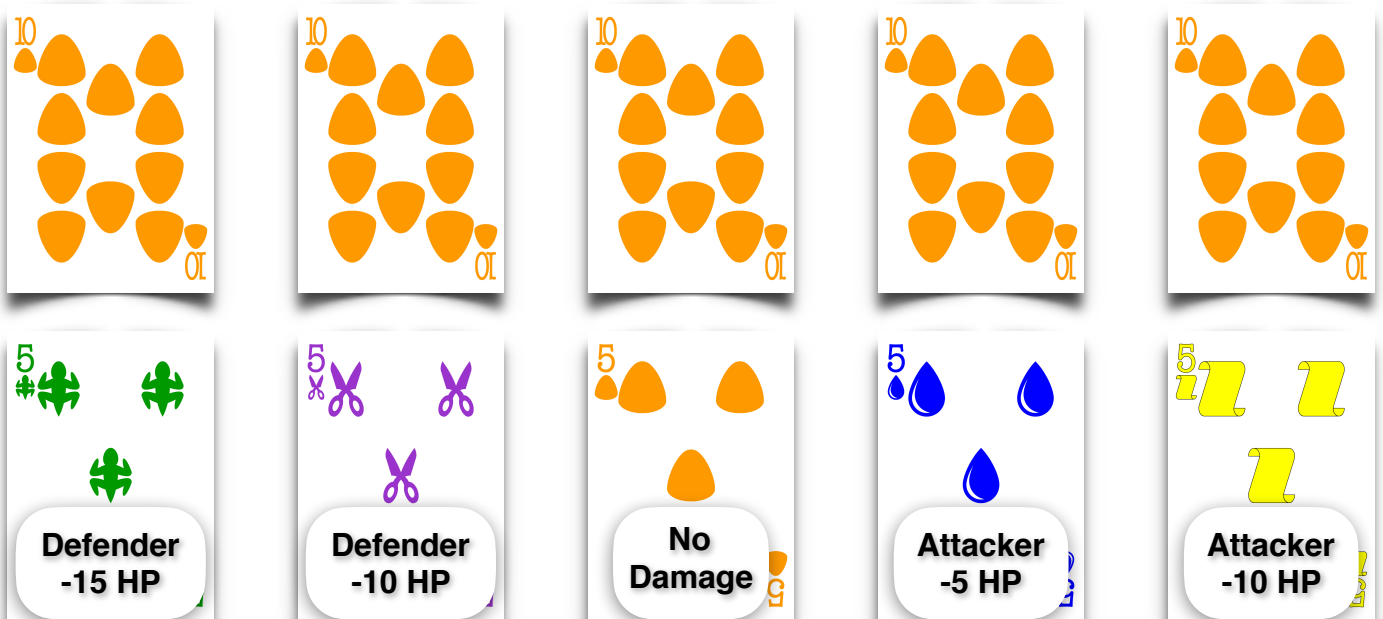
Defending with the 5 of Rock gives no damage because the suits are the same.

The Stronger suit against Rock is Water. Defending with the 5 of Water would give 5 points of damage to the attacker.

The Strongest suit against Rock is Paper. Defending with the 5 of Rock gives 10 points of damage to the attacker.

Subtract the damage from the player's HP on the score sheet and then it is the defender's turn to attack. At the end of the round the player with the most Hit Points left is the winner. If a HP reaches zero, that player is knocked out and the game is over.

After each attack, each player puts the cards they played in separate discard piles.



JANKEN



Deck

Dueling Wizards

Demo Game (continued)

Round 2: Double Card Attack and Defense

Both players start Round 2 with 75 Hit Points.

In round 2 of the demo game you will learn to attack and defend using two cards at once and how to make card combinations. 2 cards can strengthen your attack but your bigger attack can reflect back to hurt you too!

This time deal 24 cards face up in the middle of the table.

After seeing the cards, the player who lost the previous round gets to choose if they want to draw the first card (and attack second) or to draw second (and attack first).

Players take turns taking one card at a time until each player holds 12 cards in their hand.

To attack or defend you will play two cards. These two cards may have matching suits, matching ranks, or they may have different suits and ranks. Play your cards face down towards the middle of the table with your Primary card in front and your Secondary card in back, closer to you.

Mixed Attack: Attack with mixed cards (different suits and ranks) for two separate attacks. Score the Primary attack card against the Primary defense card like you did in Round 1. Then score the Secondary attack card against the Secondary defense card like you did in Round 1. Subtract the damage from either player's HP as needed.

Twin Attack: Attack with both ranks the same to double all damage. Score as you would a Mixed Attack, but double any damage points to either player.

Focused Attack: Attack with both suits the same to focus the full strength of your spell against the Primary defense card. Add the rank value of both Attack cards and score the damage against the Primary defense card. The Secondary defense card does not defend the attack.

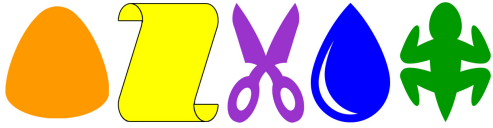
Mixed Defense: Defend with mixed cards (different suits and ranks) to defend against two attacks. The Primary defense card against the Primary attack, Secondary defense against Secondary attack.

Twin Defense: Defend with both ranks the same and you can change their order after you see the Attack cards. Defend with the suits that will benefit you most!

Focused Defense: Defend with both suits the same to focus the full strength of your defense against the Primary attack card. Both of your cards defend against the Primary attack as if they were one (add the ranks if needed). The Secondary attack card does no damage because you dodge it.

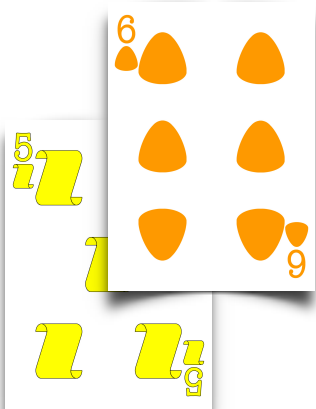
See the next two pages for illustrations of scoring two card attacks.

JANKEN Deck

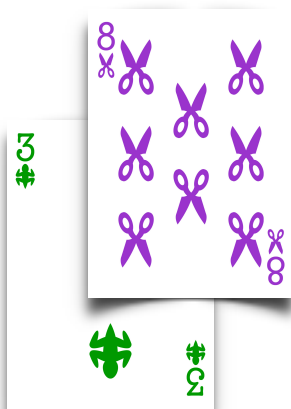


Dueling Wizards

Scoring 2 card attacks:



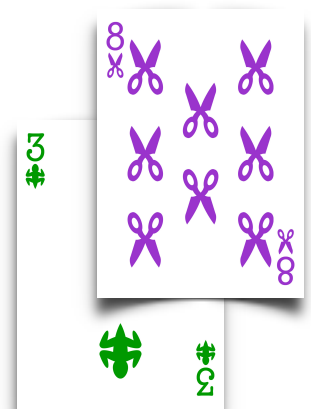
Mixed Attack
Primary- 6 of Rock
Secondary- 5 of Paper



Mixed Defense
Primary- 8 of Scissors
Secondary- 3 of Lizard



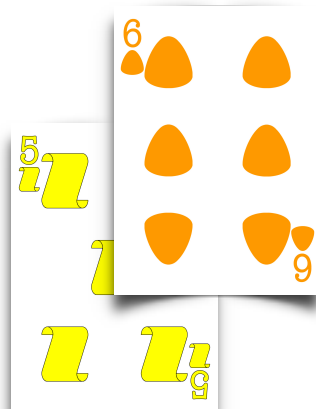
Focused Attack
Primary- 6 of Rock
Secondary- 5 of Rock



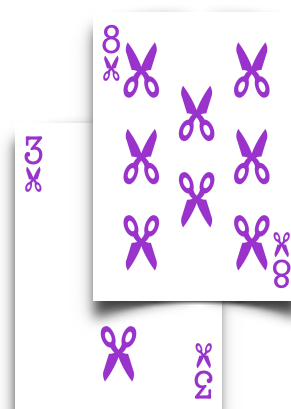
Mixed Defense
Primary- 8 of Scissors
Secondary- 3 of Lizard

6 of Rock attacks 8 of Scissors (Weaker) for 6 HP damage to defender
5 of Paper attacks 3 of Lizard (Stronger) for 2 HP damage to attacker

6 of Rock combines with 5 of Rock to attack 8 of Scissors (Weaker) for 11 HP damage to defender
The 3 of Lizard is not attacked



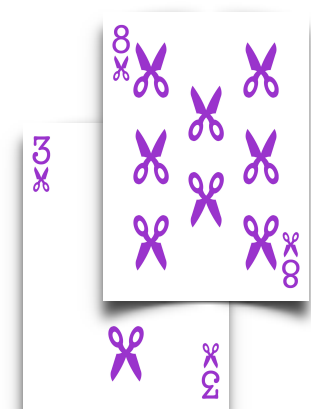
Mixed Attack
Primary- 6 of Rock
Secondary- 5 of Paper



Focused Defense
Primary- 8 of Scissors
Secondary- 3 of Scissors



Focused Attack
Primary- 6 of Rock
Secondary- 5 of Rock

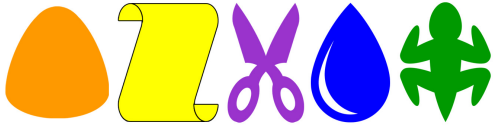


Focused Defense
Primary- 8 of Scissors
Secondary- 3 of Scissors

6 of Rock attacks 8 and 3 of Scissors combined (Weaker) for 6 HP damage to defender
5 of Paper does not get to attack

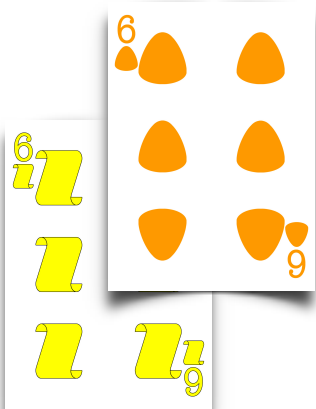
6 of Rock combines with 5 of Rock to attack 8 and 3 of Scissors combined (Weaker) for 11 HP damage to defender

JANKEN Deck

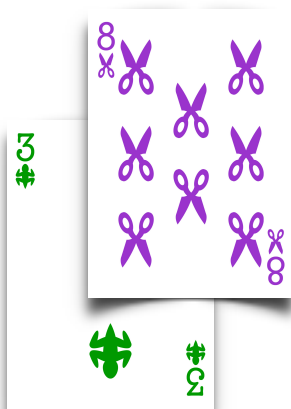


Dueling Wizards

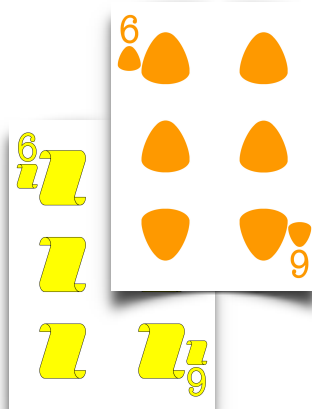
Scoring 2 card attacks (continued):



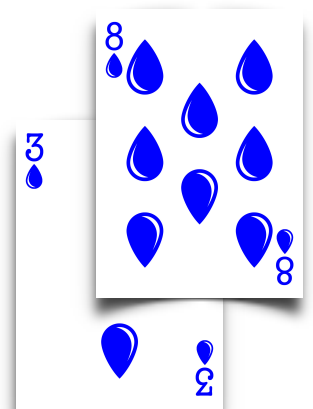
Twin Attack
 Primary- 6 of Rock
 Secondary- 6 of Paper



Mixed Defense
 Primary- 8 of Scissors
 Secondary- 3 of Lizard



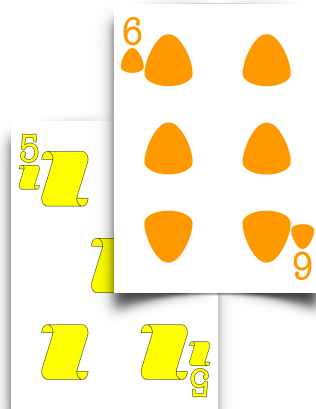
Twin Attack
 Primary- 6 of Rock
 Secondary- 6 of Paper



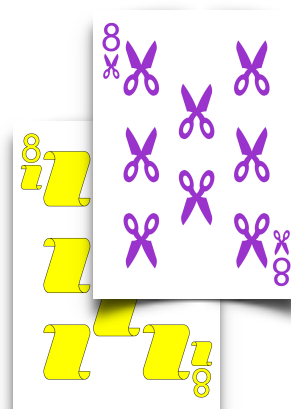
Focused Defense
 Primary- 8 of Water
 Secondary- 3 of Water

6 of Rock attacks 8 of Scissors (Weaker) for 6 HP times 2 for Twin Attack. 12 damage to defender
 6 of Paper attacks 3 of Lizard (Stronger) for 3 HP times 2 for Twin Attack. 6 damage to attacker

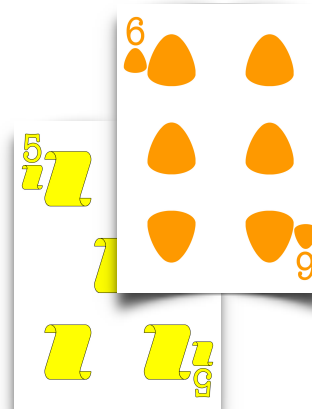
6 of Rock attacks the combined 8 and 3 of Water (Stronger). Add 8 to 3 then subtract 6 for 5 HP times 2 for Twin Attack. 10 HP damage to attacker.
 The 6 of Paper does not get to attack.



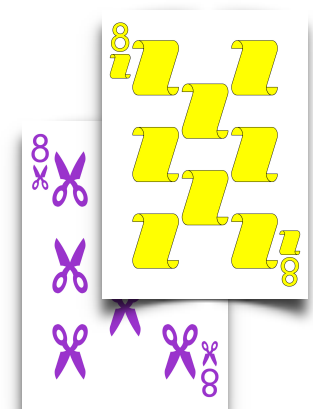
Mixed Attack
 Primary- 6 of Rock
 Secondary- 5 of Paper



Twin Defense
 Primary- 8 of Scissors
 Secondary- 8 of Paper



Mixed Attack
 Primary- 6 of Rock
 Secondary- 5 of Paper

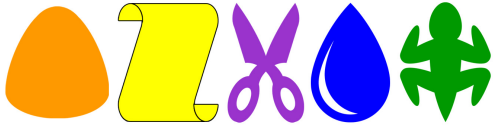


Twin Defense Switched
 Primary- 8 of Paper
 Secondary- 8 of Scissors

6 of Rock attacks 8 of Scissors (Weaker) for 6 HP damage to defender
 5 of Paper is blocked by 8 of Paper (Same). No damage

Use Twin Defense to switch Primary and Secondary cards
 Now 6 of Rock attacks 8 of Paper (Strongest) and 5 of Paper attacks 8 of Scissors (Strongest) for 11 damage to attacker.

JANKEN Deck



Dueling Wizards

Demo Game (continued)

Round 3: Advanced Magic with Face Cards

Add the 5 Jokers to the deck and shuffle them in.

Both players start Round 3 with 50 Hit Points.

In Round 3 of the demo game you will learn to use advanced magic using face cards.

After you play Round 3 you will know all of the rules for the full game.

Deal 24 cards face up in the middle of the table.

The player who lost the previous round gets to choose if they want to draw the first card (and attack second) or draw second (and attack first).

Players take turns taking one card at a time until each player holds 12 cards in their hand.

You will attack and defend with two cards like in Round 2, but now some cards give you special abilities like healing or promoting ranks. These additional spells work for both attacking and defending.

Aces are worth 1 or 11. The player announces the value when they reveal their card.

A Two gives a wizard "Second Sight". Play a 2 as your Primary card (attack or defense) and you can preview your opponent's cards before choosing your Secondary card. Play two cards face down like normal, but when it is your turn to reveal your spells only show your 2. After seeing your opponent's cards you may replace your Secondary card with any card in your hand.

A Joker reverses the rock-paper-scissors rules for one attack. A Weaker defense is now Stronger, the Strongest defense becomes Weakest! A Joker can mimic the rank of other cards or choose to remain zero. When you play a Joker, choose a rank of either of your opponent's cards for it to mimic. If a Joker mimics a face card its rank is 10 but the Joker does not get to perform their advanced magic.

Face cards can only perform advanced magic when they are played in the Secondary position.

A King can promote your Primary card to rank 10.

A Queen heals your HP. Add all of the damage to both players in the attack and add it to your HP. The Queen can not heal you after you have been knocked out (your HP reaches zero).

A Jack can steal 2 cards from your opponent's discard pile for your own hand. Mix the cards before you choose. (At the end of the round you will have two cards left over that you can not play)

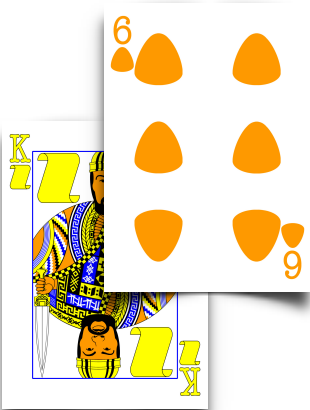
Play until either wizard runs out of Hit Points. If both player still have HP at the end of round three, the player with the most HP wins the round. The wizard who won the most rounds wins the game.

The next page illustrates how to score with advanced magic. The following page can be printed as a reference to show how to set up a score sheet and how to calculate scores.

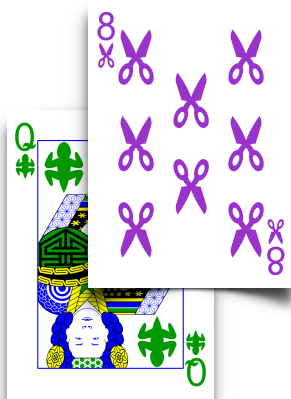
JANKEN Deck

Dueling Wizards

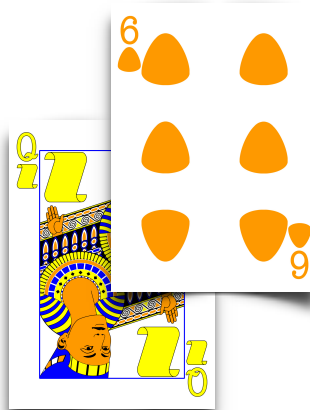
Scoring with Advanced Magic:



Mixed Attack
Primary- 6 of Rock
Secondary- K of Paper



Mixed Defense
Primary- 8 of Scissors
Secondary- Q of Lizard



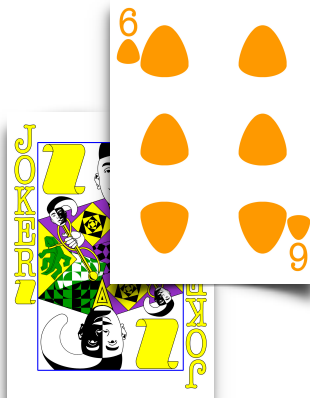
Mixed Attack
Primary- 6 of Rock
Secondary- Q of Paper



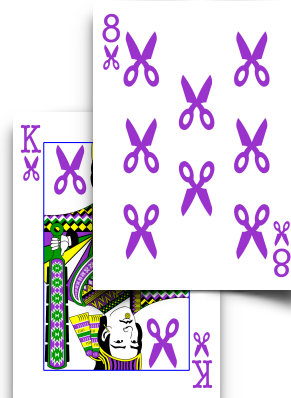
Mixed Defense
Primary- 8 of Scissors
Secondary- Joker of Lizard

K promotes 6 of Rock to 10 and attacks 8 of Scissors (Weaker) for 10 HP damage to defender
K of Paper attacks Q of Lizard (Stronger) for 0 HP damage to attacker (K and Q are both ranked 10)
Add damage of both players, Q adds 10HP to defender

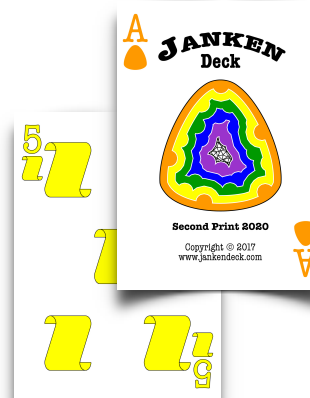
Joker reverses rules making 8 of Scissors Stronger than 6 of Rock for 2 damage to attacker
Queen of Paper becomes Stronger than Joker of Lizard for 10 damage to defender. Joker may mimic Q or 6.
Add damage of both players, Q adds 12 HP to attacker



Mixed Attack
Primary- 6 of Rock
Secondary- Joker of Paper



Focused Defense
Primary- 8 of Scissors
Secondary- K of Scissors



Mixed Attack
Primary- Ace of Rock
Secondary- 5 of Paper

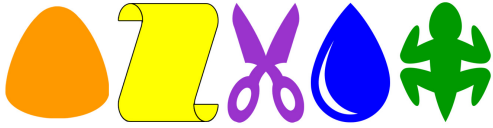


Twin Defense
Primary- J of Scissors
Secondary- J of Scissors

Joker reverses rules making 6 of Rock Weaker than Scissors. K promotes 8 to 10 for 14 damage to attacker.
Joker of Paper does not get to attack

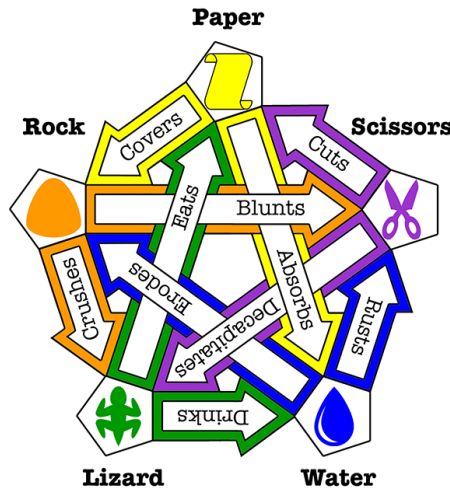
Attacker chooses Ace to be rank 11
Defender chooses not to switch Twin Defense.
11 damage to defender, 5 damage to attacker.
Only the Secondary Jack can take 2 cards after hand

JANKEN Deck



Dueling Wizards Scoring Sheet

3 Rounds, 6 hands each.
Each Wizards gets three attacks per round. Alternate attacking and defending. Place a marker in front of the current attacker to keep track.
First to knock out their opponent or best of three rounds is the winner.



The **Outside** arrows point from **Strongest** to **Weakest** suits.

The **Inside** arrows point from **Stronger** to **Weaker** suits.

If the Defending suit is:
Weakest- damage to defender is attack rank PLUS defense rank.
Weaker- damage to defender is attack rank.
Same- no damage.
Stronger- damage reflected to attacker is difference between attack and defense ranks.
Strongest- damage reflected to attacker is attack rank.

Mixed Attack (different suits and ranks): Primary and Secondary attacks are separate.
Focused Attack (matching suits): Both attack ranks are combined to attack Primary defense card.
Twin Attack (Matching ranks): Primary and Secondary attacks are separate, all damage is doubled.

Mixed Defense (different suits and ranks): Primary and Secondary defenses are separate.
Focused Defense (matching suits): Both defense ranks are combined to defend against Primary attack card, Secondary attack is dodged.
Twin Defense (Matching ranks): Player may choose to switch cards after attack is revealed.

Jokers reverse the rock-paper-scissors rules and may mimic one of the opponent's ranks in the hand (otherwise rank is zero)
Aces rank is 1 or 11, determined by the player upon play
Twos offer Second Sight, letting you switch your Secondary card

Face cards in Secondary position offer bonuses.
Kings promote Primary card to rank 10
Queens take all damage for the hand to heal their wizard
Jacks 'hijack' 2 of their opponent's discards after the hand

Round 1	100 HP	100 HP
hand 1		
hand 2		
hand 3		
hand 4		
hand 5		
hand 6		
Round 2	75 HP	75 HP
hand 1		
hand 2		
hand 3		
hand 4		
hand 5		
hand 6		
Round 3	50 HP	50 HP
hand 1		
hand 2		
hand 3		
hand 4		
hand 5		
hand 6		

JANKEN



Deck

Janken Sandbox

Make up your own rules!

What it is:

The 1-8 player setup for Janken Deck Games is available for inventing and testing new games using the 5 weapon version of Rock-Paper-Scissors. In addition to the Janken Deck there are a variety of dice and playing pieces that only exist within Tabletopia. How you use them is up to you!

What you get:

You get a deck, dice, tokens and a tabletop. Anything you don't need for your game can go into the bag.

Janken Pip Die: This 6-sided die rolls for Rock, Paper, Scissors, Water, Lizard or Joker. Roll to pick a suit at random. If Joker comes up roll again to pick a suit but the rock, paper, scissors rules are reversed temporarily (if applicable).

Roll it to choose a suit at random or turn it to represent one special suit for a hand.

Janken Rank Dice: There are five 12-sided dice that represent the colors of each suit. The faces represent the ranks from 2 to Queen. The final side shows the suit pip that can represent either the Ace or King of the suit.

Roll one to pick a rank at random or turn it to count points up or down.

Tokens: The tokens can represent each player or the different suits. Lay out a set of cards to make a play field and move the tokens from card to card.

Janken Deck: The Ace through King plus a Joker in all five suits Rock, Paper, Scissors, Water and Lizard.

Rule Cards: Pass one to each player to review the Rock Paper Scissors rules for all five suits. Flip it over to see both sides!

Make your Game:

Whenever I write new game rules I try to make sure I have these things in the rules:

The Object- What are the players trying to achieve?

The Deck- What are all of the cards and game pieces you need to play the game?

The Deal- How do you set up the game?

The Play- All the rules for playing the game. What you can do and when you can do it.

The End- How does the game finish and how do you figure out who won?

Make up some rules and play with your friends to see what fun you can discover!