



About the Janken Deck

**It's Rock-Paper-Scissors
...with Cards!**

"Rock-Paper-Scissors" is known as Jan-Ken in Japan. The Janken Deck combines a deck of cards with the rules of Rock-Paper-Scissors for a whole new world of games!

The deck uses five suits: Rock, Paper, Scissors, Water and Lizard.



Rock



Paper



Scissors

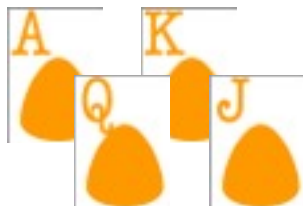


Water

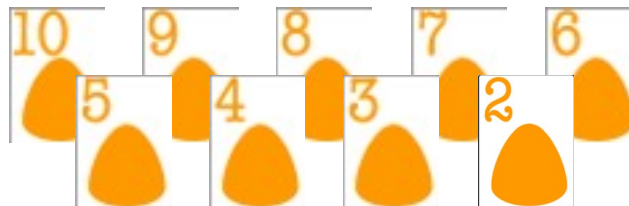


Lizard

Each suit has 14 cards:



**The Ace, King,
Queen and Jack**



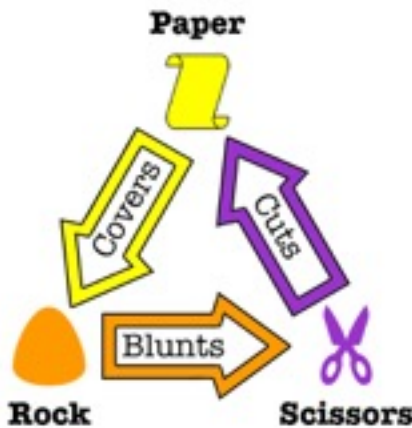
**The Numbers
Ten through Two**



**And
One Joker**

How to Play with the Janken Deck

3 Suit Rules



The rules for the cards depends on the game you choose to play, but for many games you will need to learn what are “**Stronger**” suits and “**Weaker**” suits.

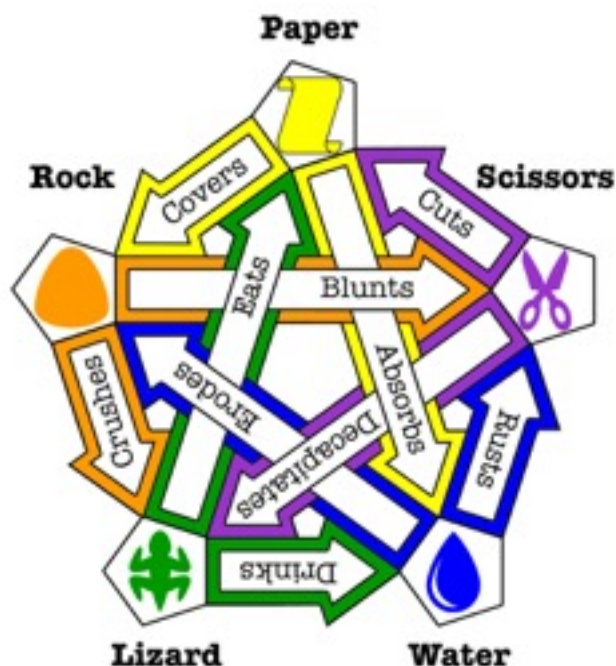
In Rock-Paper-Scissors, Rock is **stronger** than Scissors (Rock blunts Scissors), but Rock is **weaker** than Paper (Paper covers Rock). But while Paper is **stronger** than Rock, Paper is still **weaker** than Scissors (Scissors cuts Paper).

This Suit	Beats	That Suit
Rock 	Blunts	 Scissors
Scissors 	Cuts	 Paper
Paper 	Covers	 Rock

If you play a game where suits are more important than rank (like Janken War), it may seem like the King of Rock is a strong card, but the Three of Paper will beat it (Paper covers Rock). Any card with the Scissors suit can beat that Three of Paper, but the King of Rock would beat any card in the Scissors suit. With the Janken Deck, there is no “High Card” or “Low Card”. Every card has different strengths and weaknesses.

Some games with the Janken Deck have easy beginner versions that you can try with just use three suits by removing all of the Water and Lizard suit cards. You can use the diagram above to help keep track of Rock, Paper and Scissors. On the next page you will see how to play using all five suits!

Diagram Card



How to Play with the Janken Deck (continued)

In your deck you will find two more cards: The Diagram Card (seen upper left) and the Rule Card (seen lower left). These will help you keep track of which suits are **stronger** or **weaker** than the others.

When it was just Rock, Paper and Scissors each suit was stronger than one and weaker than the other. With Rock, Paper, Scissors, Water and Lizard, now each suit is stronger than two suits and weaker than the two others.

The Diagram card shows a map of which suits are **stronger** than the others. Every suit has two arrows pointing to the two suits that are **weaker** than they are. For example, Paper has two yellow arrows to show that Paper is **stronger** than Rock and Water. A copy of this diagram is on the back of each playing card if you ever need to check.

The Rule Card reads left to right showing all ten possible match ups between any two suits.

To help you practice, or to teach a friend who is new to the Janken Deck, try playing **Janken War** as your first game.

Rule Card

This Suit	Beats	That Suit
Scissors ✂	Cuts	Yellow Paper
Paper Yellow	Covers	Orange Rock
Rock Orange	Crushes	Green Lizard
Lizard Green	Drinks	Blue Water
Water Blue	Rusts	Purple Scissors
Scissors ✂	Decapitates	Green Lizard
Lizard Green	Eats	Yellow Paper
Paper Yellow	Absorbs	Blue Water
Water Blue	Erodes	Orange Rock
Rock Orange	Blunts	Purple Scissors

Joker Rules
When a Joker is played, rules reverse!
This Suit Beats That Suit

Joker Rules

When a Joker is played, rules reverse!

This Suit	Beats	That Suit
Scissors	Blunts	Rock
Rock	Erodes	Water
Water	Absorbs	Paper
Paper	Eats	Lizard
Lizard	Decapitates	Scissors
Scissors	Rusts	Water
Water	Drinks	Lizard
Lizard	Crushes	Rock
Rock	Covers	Paper
Paper	Cuts	Scissors
This Suit	Beats	That Suit

Rule Card

How to Play with Joker Rules

Once you've mastered which suits beat which other suits with all five, you can try playing with Jokers!

There are five Jokers in all, one in each suit. When a Joker is played the rules for Rock-Paper-Scissors is reversed. Now Rock can beat Paper, Paper can beat Scissors, and Scissors can beat Rock!

How the Jokers work depends on the game (check the official rules). It's usually a temporary change and everything goes back to normal once the Joker is out of play. To help keep track, turn the Rule Card upside-down and read the symbols left to right. Reading from the top, Scissors beats Rock, Rock beats Water, and so on. You can also look at the art on the Joker card for hints about which suits it beats.

Most cards have a rank value (a two of any suit is worth two points, face cards are usually worth 10 points). A Joker on the other hand is worth zero points and is the weakest of all of the cards in that suit. But even though the Joker of Rock is weaker than all of the other Rock cards, it is the only card in the Rock suit that can beat Paper or Water.

If a Joker is in play and a second Joker is played, you DO NOT reverse everything back again. Everything stays reversed until the Jokers are out of play. For example, If a Joker of Lizard meets a Joker of Water, The Joker of Water is **stronger**.