

JANKEN



Deck

9 of a Kind

5-9 Players

**A Trading and Collecting game
using 9 suits!**

Summary:

This game uses the 5 suits of the Janken Deck PLUS the 4 suits a standard deck. Trade with your opponents to get nine of any kind.

The Object:

Collect all 9 of any suit or rank and play before anyone else.

The Deck:

This game uses the Janken Deck as well as a standard poker sized deck (with Spades, Diamonds, Hearts and Clubs). Remove the Jokers, face cards and 10s of both decks. The remaining deck should have 81 cards with the Ace through 9 of all nine suits. Shuffle well!

The Deal:

Deal 9 cards to each player. If there are fewer than 9 players, any cards left over are spread out in the middle of the table so that all players can reach them.

The Play:

Once all of the players have had time to look at and sort their cards, the trading can begin. At the command of the dealer all players begin trading at once and no one takes turns.

To trade, you may trade cards with any other player in sets of 1, 2, or 3 cards. When you are trading more than one card the group must contain cards that are either all the same suit or all the same rank. Call out the number of cards that you are trading because you can only trade for the same number of cards. (You can only trade one card for one card, two cards for two and so forth).

You may also trade 1, 2 or 3 cards (all with the same suit or rank) with the center pile. First put your cards into the pile, then draw the same number of cards from the pile (do not look at any of the cards until all have been selected and do not draw any of the cards that you just put into the pile). You may only trade with the center pile after trading with another player- You may not trade with the center pile twice in a row. (There is no limit to trading with other players)

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The End:

When a player has collected all 9 cards of the same suit or rank, they call out “9 of a kind!” and lay out their cards to end the round. All trading stops at that time. If a player plays a hand that is not complete, that player must put their hand into the middle pile to forfeit that round and the other players continue until someone can play a winning hand.

Blocker Hand:

You may choose to collect a set of cards that blocks all sets by having a set of 9 cards with one card in every rank and one card in every suit. Call out “Blocked!” and play this hand to win and end the round.

Scoring:

Scoring is based on the cards players hold that do not fit their collections. For example, if a player claims to be collecting diamonds, count the pips of all cards that are not diamonds for their score. Players add up the pip values of each card that was not a part of their collection. Then the scores of all of the players are totaled and added to the score of the player with the winning hand.

The first player to earn 300 points is the winner. (Agree to another number for a longer/shorter game.)

Note: A player may claim to be collecting any suit or rank no matter how many of each they hold in their hand. For example, a player left holding six Aces and three 9s may claim to be collecting 9s so that their final score is only 6.

A player may not claim to be collecting a Blocker Hand when scoring, only suits or ranks.

If a player holds a complete set when someone else claims “9 of a Kind” first, that player has a score of zero but does not collect any points.

If two or more players claim “9 of a Kind” in unison all players collect the point. A player must begin saying “9 of a Kind” before the first player is finished saying it.

Chicken Rule (optional):

If you have a set of at least 7 of one suit or number but you suspect that another player is keeping what you need to complete your set as part of their set (i.e. if you are collecting Aces, but another player has the Ace of Diamonds for their collection of the diamond suit) you may call out “Chicken!”. This indicates that you are chickening out of the round as a “no-win” situation for you. If a round ends using the Chicken rule the winner collects only half of the total points remaining.

If any player uses the chicken rule, the player must have at least 7 cards in their collection AND the fewest points held by any player to earn a score. If not, the player holding the fewest points wins the round and earns one half of the total points held (round up fractions to the next whole number).