

# JANKEN



## Deck

# Color Wheels

2-4 Players

**Build Wagon Wheels using  
Primary and Secondary colors**

### **Summary:**

A game to practice putting colors in order of the color wheel.

### **The Object:**

Collect the most wheels by the end of the game

### **The Deck:**

Remove the Jokers and Face cards. You will also need to use the Ace through 10 of Hearts from a standard (Poker Sized) deck. The deck for this game will be 60 cards (the Ace through 10 of Rock, Paper, Scissors, Water, Lizard and Hearts). You may choose to play with only Aces through 7s for a shorter game.

### **The Deal:**

Shuffle all of the cards together and deal 3 cards to each player. The remaining cards are set aside as the Draw pile.

### **The Play:**

This game uses the colors of each suit to build color wheels. Hearts are Red, Rock Orange, Paper Yellow, Lizard Green, Water Blue, and Scissors Purple.

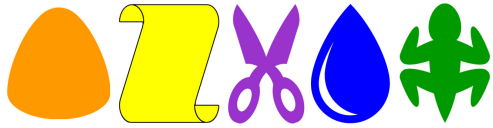
You will be putting the wheels on an imaginary "Wagon". This is a wagon with 4 wheels. That means you can only build 4 wheels at once and won't be able to start a 5th one until one of the first four are completed.

The first player lays down any card to start a new wheel (the first wheel of the wagon). After you play your card draw a new one from the draw pile so you have three in your hand again.

The next player can either add a card to the first wheel or begin a new wheel. When you add to a wheel your card must touch a card that is already in the wheel, the colors of the touching cards must be next to each other on the color wheel, and the color of the card you play can not be in that wheel already.

You can only start a new wheel if there are fewer than four wheels on the wagon already. (There can not be five wheels on the wagon)

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### **The Play (continued):**

If your turn begins and you can not add to any of the wheels and there is not space on the wagon to start a new wheel, draw one card from the draw pile. If you can, play the card and do not draw again. If you can not play the card, discard one of your cards into a discard pile. Once a card is in the discard pile it can not be taken out.

A complete wheel has 6 cards in it. One card in each color and all in the proper order of a color wheel (red, then orange, yellow, green, blue, and purple.) When you play the last color of the wheel you get to take off the wheel by collecting those cards to make space for a new wheel to begin. Keep the cards next to you in a pile because that will add to your score at the end of the game. If you complete another wheel keep those cards in a different pile so they don't get mixed together.

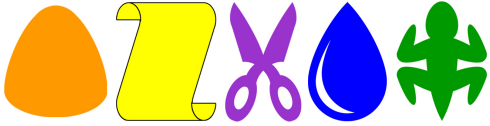
After you complete a wheel and take it off the wagon, you get to play one extra card. Play one more card anywhere on the board and then draw two cards so you are holding three cards again to end your turn. If your second turn also completes a wheel you get to keep that wheel and play your last card too!

### **The End:**

Keep playing until you run out of cards in the draw pile and you have used up all of the cards in your hands. Any wheels that are still on the wagon but not complete will stay there and not count on anyone's score.

Each player counts how many wheels they took in the game. The player with the most wheels wins!

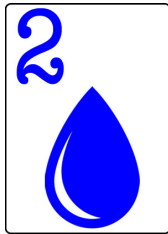
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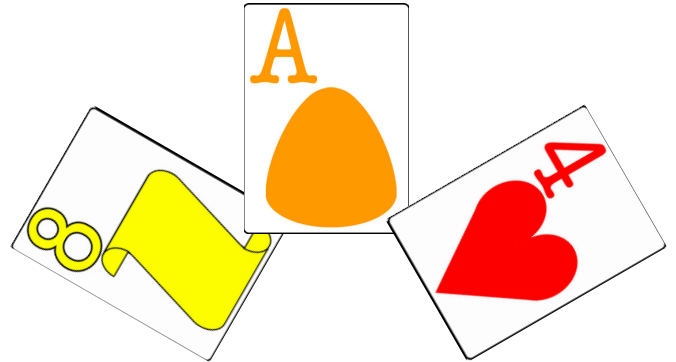
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A new wheel begins with one card of any color. Either Purple or Green can be added to this Blue, and the colors can go around in either direction.



Build onto the wheel in either direction to continue the color wheel. The cards must touch and be the next color of a color wheel. (Here you may play Green next to Yellow or Purple next to Red.)

Just one more card is needed. Whoever completes this wheel adds to their score!

This wheel is complete! The player who put in the last card gets to keep this wheel and then there is space to begin a new one.

