

# JANKEN



## Deck

# Slap Dash

2 Players

**A game of fast hands  
and faster minds!**

### **Summary:**

Two players alternate roles as the “Player” and the “Dealer”. The Dealer sets up cards while the Player tries to beat them with cards with stronger suits as fast as they can. This game of speed is inspired by “Whack-A-Mole”.

### **The Object:**

Work fast and smart to collect as many cards as you can from your opponent.

### **The Deck:**

Remove the Jokers

### **The Deal:**

Deal 30 cards to the Player. The Dealer keeps the remaining cards.

### **The Play:**

How you play depends on if you are the **Player** or the **Dealer**.

### **The Player:**

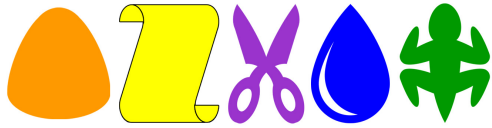
Your goal is to add cards to your collection by playing your (Stronger suit) cards on the Dealer’s cards.

Hold your stack of cards face up. As the dealer lays out cards play your top card on any of the Dealer’s cards with a weaker suit. Put your card on top so the Dealer can still see the suit of the card underneath. Try to play on as many cards as you can before the Dealer takes them away.

You can only play one of your cards on any one of the Dealer’s cards. Once you play a card you may not take it back (even if you played it incorrectly).

As you hold your top card you may look at your next card, but you can not play the next card until your top card is played.

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## Slap Dash 2 Players

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### **The Dealer:**

Your goal is to deal cards quickly and collect them again before the player has a chance to play on top of them.

Deal five cards in a row face up. You may go left to right or right to left, whatever is more comfortable for you. Whichever direction you choose, you must deal in the same direction and in the same order for the rest of the round.

If the Player has not played on your first card, take it for yourself and deal another card in its place. Continue to the next card in line.

If the Player has played a stronger suit card on your card, push the pair to your opponent to add to their collection and deal a new card in the open space. Continue to the next card in line.

If the Player has played a card with a weaker suit or the same suit on your card, keep the pair for your collection and deal a new card in the open space. Continue to the next card in line.

Work as fast as you can to keep your opponent from getting a high score.

### **Checking:**

If the player believes the dealer made a mistake with a pair of cards, the Player can say "Check!". If the Dealer has taken a pair that should have gone to the Player OR the Dealer has passed a pair to the Player that should have been kept by the Dealer, that pair is given to the Player and the Dealer gives his next two cards as a penalty to the Player's collection. If the Dealer is out of cards the two cards will come from the Dealer's collection.

If the Player requests a check and the Dealer did not make a mistake, the pair of cards in check go to the Dealer and the Player adds their next two cards as a penalty to the Dealer's collection. If the Player is out of cards in their hand, the two penalty cards will come from the Player's collection.

### **The End:**

After the dealer runs out of cards the round is over. Count the number of cards collected by the Player for their score. (The dealer does not earn a score)

The Player becomes the new Dealer for the next round.

After each person has been the Player for three rounds, total each player's score. The person with the highest total score is the winner!