

Janken No-Border

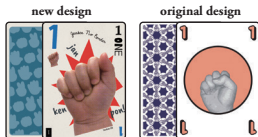
Player Time Age
2~4 10~20 8+

Components

Check to see if there are all components!

16 Janken card (1-16) 2 sets

3 border tile 4 sets



2 reference card

Set up

See 5-6 pp. for rules for 4 or 3 players.

The 2 player rules use one set of Janken cards with 1-16 and two sets of border tiles. Return unused sets to the box. Place a reference card in front of you. Shuffle Janken cards and deal 7 cards to each player for their hand. Place the remaining 2 cards face down on the side of the table without looking.

Game flow

Play rock, paper, scissors 5 times! You'll know who won or lost in the end!

In this game, you play rock, paper, scissors using cards. Both players choose a card from their hand and place it face down in front of them. When both people have finished placing a card, turn it up simultaneously. Repeat this 5 times. Line up the cards and fill in the gaps.

Game end

The game ends when both players have played five cards. Place the remaining two cards face up in front of the five cards you played. These are called boundary cards. Place your boundary cards with the lower number on the left and the higher number on the right. Then, place the boundary tiles of rock on the left of the boundary card, scissors in between, and paper on the right.

It will be determined at the end.

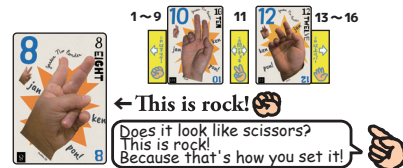
boundary cards



Winner determination

Boundary cards and boundary tiles determine whether the card you played is rock, paper, or scissors.

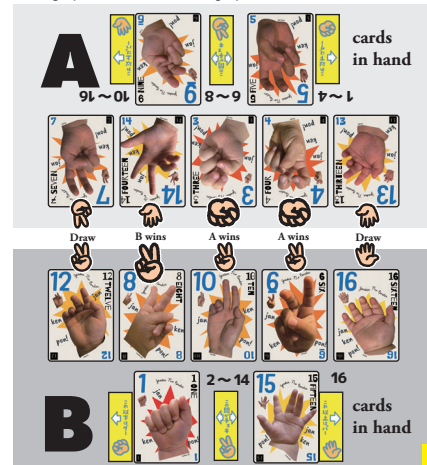
Janken cards with a number less than the lower boundary card are rock. Cards with a number between two boundary cards are scissors. Cards with a number more than the higher boundary card are paper.



Fight the first cards they played to determine the win in rock, paper, or scissors.

Rock beats scissors, scissors beats paper, and paper beats rock. If the hands are the same, it is a draw. Repeat this and check the win and lose of all five cards, and the player with the most wins is the winner. If there is a tie in the number of wins, the player who wins later is the winner. If only a draw happens, play rock, paper, scissors with your hands to decide the winner.

Example: This is the game ending scene. Player A has 5 and 9 in their hand. As a result, cards with 1 to 4 player played are rock, 6 to 8 are scissors, and 10 to 16 are paper. Player B has 1 and 15 in their hand. There are no cards smaller than 1, so cards player B with 2 to 14 are rock, and 16 is paper. Since player A has won twice, player A is the winner.



4 players rules



Use two sets of Janken cards, divide into two groups, and play the first matches simultaneously. The winners of the first matches will then play the final match. The winner of the final match will be the champion. In the meantime, the losers of the first matches may play a match to determine all rankings.

Japanese Rules Available!



<https://forgames.jp/games/rules>

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3 players rules

Three people play a game using one Janken card set. Make the following changes:



Setup

Deal 5 cards to each player. Place the remaining card face down on the side of the table.

Game flow

Same as normal rules, play the cards one by one. Repeat this three times.

Game end

The game ends when all three players have played three cards. Place the remaining two cards face up in front of the three cards they played. These are border cards.

Winner determination

Fight your hand in the same way. The player with the most wins is the winner.

Example: Player A played rock, rock, and scissors. Player B played rock, rock, and rock. Player C player paper, rock, and scissors. Player C wins the first round, player A and B win the second round, and player B wins the third round. B has two wins, so B is the winner.

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Hand credit



1 Daifuku (2)



2 Akira (3)



3 Yuno (4)



4 Omi (6)



5 Rintaro (9)



6 Chiyo (2)



7 Plus (5)



8 Aochika (2)



9 Yo (4)



10 Ritsu (8)



11 Fumi (7)



12 Mao (1)



13 Hibi (0)



14 Sacktarō (5)



15 Kotoha (0)



16 Airi (0)

Credit

Game Design: Chikasuzu

Art Work: TANSAN

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Inquiry

For any questions regarding missing components or rules, please contact us using the inquiry form at <https://forgames.jp>



Distributor:
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