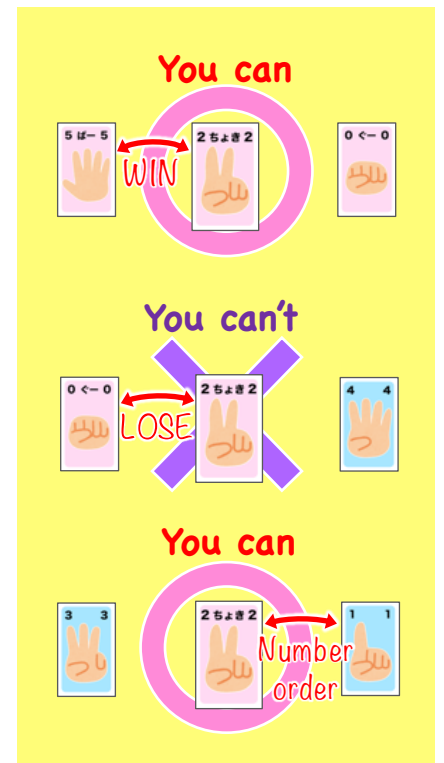
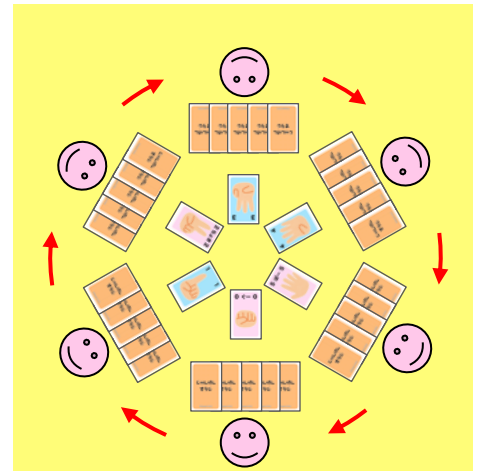


# JANKEN SUZI

## How to Play

1. Sit in a circle. Deal all the cards evenly.
2. Look at your cards.  
(Do not tell other players what cards you have or want them to play.)
3. Take turns clockwise. On your turn, play 1 card face up in front of you.  
(From the next round, place new cards on top of your old cards.)
4. From round 2, follow these rules:
  - You can play a pink card that wins in Rock-Paper-Scissors against the card on your left.
  - You cannot play a pink card that loses to the card on your left.
  - If neither works, you can play a pink or blue card that is 1 number higher or 1 number lower than the face up card of the player on your right.
5. On your turn, you may swap 1 card with the player on your left.  
(Do not tell each other which card you will give.)
6. If you cannot play any card, you lose.
7. If there are 4 or more players, the players on both sides of you also lose.
8. Remove all cards from players who lost. These cards are no longer used.
9. If there are only 2 players, your opponent is both your left and right neighbor.
10. The game ends when only 1 player has cards left.
11. All players who didn't lose are winners.  
(The last player and anyone who played all their cards win.)



## Tips

- Your card can make it easier or harder for the next player.
- You cannot talk about your cards, but you can give hints with your face or voice.
- Use card swaps wisely!

# JANKEN STRAIGHT SUZI FLASH

## How to Play

1. 3–4 players sit in a circle. Give 4 cards to each player. Put the rest face down in the center.

2. Take turns clockwise.

On your turn, play 1 card, then draw 1 card from the center pile.

Put your card in front of you in a pile, stacking it on your previous card.

If you have 0 or 1 card, you can draw without playing a card.

3. If you play a pink card, instead of drawing from the central pile, you can take the top card from another player's pile (only light blue cards).

You can only take a light blue card.

4. At the end of your turn, if rock-paper-scissors happens between your top card and other players' top cards:

- For each win, take 1 card from the loser's hand (the loser chooses the card).
- For each loss, give 1 card to the winner.
- If a player has no cards, you can't take from them.

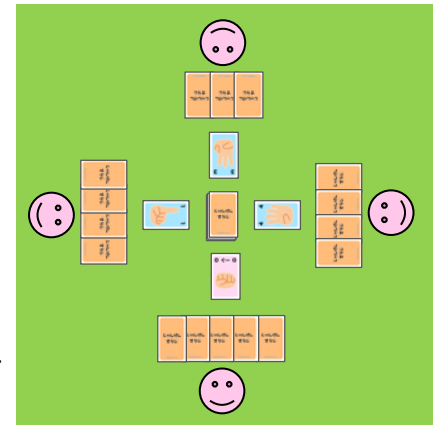
5. If your cards are worth 10 points or more, you can say "Stop" anytime.

After that, turn your pile face down.

You don't play anymore, but you keep your cards.

6. The game ends when everyone says "Stop" or there are no cards left in the center.

7. At the end, the player with the fewest cards gets a Booby Bonus (their score is doubled).



## Team Battle Rules (2 vs 2)

✧ Sit in a circle of 4 players. Players sitting across from each other are teammates.

✧ You cannot show or tell your cards to your teammate (other talking is OK).

✧ On your turn, you must play a card (even if you have only 1 card).

✧ You cannot "Stop".

✧ If a player has 0 cards at the end of their turn, their team loses (the game ends).

✧ The team's score is the total score of both players' hands (no Booby Bonus).

# JANKEN STRAIGHT SUZI FLASH scoring rules

Your score is the total of:

- number of cards in your hand + bonus points from sets
- The player with the fewest cards gets double points (Booby Bonus)

## [Bonus Sets]

### Suzi Straight (+10 points)



### Near Straight (+5 points)



### Natural Straight (+5 points)



### Suzi Quatro (+4 points)



### Blue Flash (+3 points)



(all cards are light blue – any number of cards)

## [Examples]

- ✧ 3 cards + Blue Flash (3 points)



- ✧ 8 cards + Suzi Straight (10 points)



- ✧ 10 cards + Near Straight (5 points) + Suzi Quatro (4 points)



# JANKEN SUJITTER

## How to Play

1. Place all cards face down on the table.
2. Take turns and flip 1 card each.
3. If you flip a card with the same number as another face-up card, you fail.

Choose 1 of the face-up cards to remove.

Turn the other cards face down again.

Keep the removed cards as penalty cards.

4. Keep taking turns flipping cards.

You succeed if:

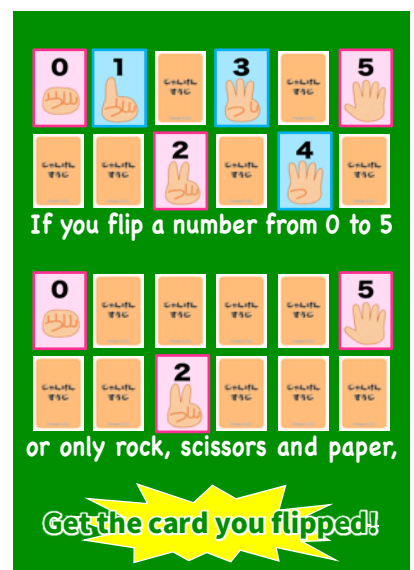
You reveal all numbers from 0 to 5, or

You reveal only Rock (0), Scissors (2), and Paper (5).

If you succeed, each player keeps the card they flipped.

5. If you succeeded by getting all numbers from 0 to 5, you may return 1 penalty card to the table face down.
6. The game ends when there are no face-down cards left. At the end of the game, the player with the most different types of cards wins. Even if you have many cards, you lose if you have fewer types.

7. After the game, check your Teamwork Rating based on penalty cards:



## [Teamwork Checklist]

**0 cards: [Genius]**

**1 – 3 cards: [Master]**

**4 – 6 cards: [Excellent]**

**7 – 9 cards: [Normal]**

**10 or more: [Disappointing]**