



ਗੁਰਜੀਵ

Rule Book

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UNDERSTANDING THE CARDS

The ganjifa deck consists of 96 different cards: 8 suits, each of which are indicated by distinct colors and imagery. Each suit consists of twelve cards: ten numbered 1 through 10, as well as two face cards: the vizier (similar to the jack in Western cards) and the raja (similar to the king). The values of the numbered cards are indicated by the number of symbols on each card. The raja is the most valuable card in each suit, followed by the vizier, and then the number cards 10 to 1. The raja usually sits on a throne while the vizier rides a horse, camel, or ox. The symbols consist of strongly-stylized items, which give the suit its name, as follows:

Suit	Color	Symbol	Suit	Color	Symbol
Surya	Green	Gold Coin	Chandra	Black	Silver Coin
Barat	Blue	Bill of Exchange	Phul	Brown	Crown
Kumancha	Yellow	Merchandise	Ghulam	Purple	Slave
Cheng	Orange	Harp	Shamsher	Red	Sword

Variation: In the original Mughal ganjifa the value of the number cards depends on the suit. For some suits 10 is considered high and 1 is low, while in other suits the 1 is considered high and the 10 is considered low. In all cases the face cards—the vizier and the raja—are higher than the numbered cards.

UDVASA (1 Player)

1. The play area is divided into 8 build stacks, one for each suit, and 8 working stacks.
2. Four of the build stacks will build down starting with the Raja and completing at the number 1 and the remaining four build stacks will build up from the number 1 to complete with the Raja.
3. At the beginning of the game you start with 4 Rajas and four number 1 cards face-up, one card in each of the 8 build stacks.
4. Player then deals out one card each face up onto each of 8 working stacks.
5. Cards can be moved between working stacks by placing one card on top of another that is either 1 more or less than the current card no matter what the suit is. Only one card at a time can be moved in this way.
6. Cards can be moved from the working stacks onto the build stacks by placing the next card in sequence from a working stack onto the build stack.
7. When you have no more moves, you then deal out 8 more cards, one to the top of each working stack.
8. Any working stacks that are empty, either from moving cards to other working stacks or the build stacks must be filled by any card at the top of another working stack if possible.
9. The game is won when all cards in the deck have been moved to the build stacks in the proper order.

EKRANG (2 – 4 Players)

1. Shuffle the cards and deal an equal number of cards to each player.
2. If you are playing during the day, the first player is the one that has the Raja of Surya (green). If playing at night, it is the Raja of Chandra (black).
3. Before play begins, the first player places their Raja of Surya or Chandra as appropriate along with another card of 8 or higher on the table. Each other player places a card of lower value and any suit on top of the two faceup cards and the player who played the Raja of Surya or Chandra takes these cards as the first trick. Then the first round begins.

Note: Cards are always played one at a time counterclockwise in both Phase 1 and Phase 2.

Every round consists of two phases:

PHASE 1

The player who took the most recent trick plays the highest card they have of any suit face up on the table. All other players then play a card of the same suit on top of the first card. A different suit may be played if a player has no cards of the original suit.

Note: Any cards taken as a trick are placed face-down in front of the player who took them. At no point may any player again look at the values of these face-down cards.

PHASE 2

The player who won the trick in Phase 1 now plays the lowest card of the same suit used in phase 1. All other players then play a card from their hand of any suit but only a higher card of the original suit will win the trick.

If the winner of phase 1 does not have a card of the same suit to use in phase 2, phase 2 is skipped.

Then a new round begins, starting with Phase 1.

Note: Any cards taken as a trick are placed face-down in front of the player who took them. At no point may any player again look at the values of these face-down cards.

WINNING THE GAME

When all of the cards have been played, the player who took the most tricks wins the game.

KOMI (2 – 6 Players)

1. The oldest player starts as the dealer. Each round, the role of the dealer rotates to the next player, counterclockwise.
2. The dealer shuffles the cards and the other players determine their bet against the dealer.
3. The dealer deals three cards to each player including herself in a counterclockwise motion.
4. All players reveal their cards at the same time and determines their score.

SCORING:

Numbered cards are worth their indicated value and face cards are each worth zero. Suits do not matter for this game. If the hand's value is in the double digits, the first digit is ignored; the score of the player's hand is the second digit only.

Example: A player is dealt a 5, a 7 and a vizier. $5 + 7 + 0 = 12$, but only the last digit is used for the value, so this player would have a final score of 2.

There is one exception to this scoring system. If a player receives a hand consisting entirely of face cards, this hand is called "Komi." A Komi beats all other hands except for other Komis, which it ties. All players who have a lower score than the dealer pay her their bet. The dealer pays players with a higher score an amount equal to their bet. Finally, all players that scored the same as the dealer keep their bet, but neither are they paid anything.

Typically, the number of rounds in a game is a multiple of the number of players in the game, in order that every player may be the dealer an equal number of times.

Nakash (2 – 6 Players)

1. The stake or Ante is determined and paid by all players.
2. Cards are shuffled and two cards are dealt to each player face down.
3. Each player reveals their cards.
4. The value of both cards is then added together. The value of each card equals the number of symbols on it. The raja is 12 and the vizier is 11.
5. A sum of 18, 19, 21, or 23 is an automatic losing hand.
6. All remaining players then check to see if they have achieved one of the following victory conditions. Victory conditions are listed in order of preference:
 1. A pair of 1s
 2. A pair of rajas
 3. A pair of viziers
 4. A pair of 10s
 5. The highest sum of cards that is 17 or less.
7. Losers pay their stake to the winner, and a new round begins.
8. In the event of a tie, the stake is paid out equally to each winner.

HAMRANG (4 Players)

1. A randomly chosen player shuffles the cards. Starting with the card shuffler, each player draws the top card from deck, the player with the highest card goes first.
2. Reshuffle the cards.
3. The starting player then deals the cards, four at a time and counterclockwise, until each player has 24 cards.
4. If you are playing during the day, the first player is the one that has the Raja of Surya (green). If playing at night, it is the Raja of Chandra (black).

ROUND 1:

The first player begins by playing face up on the table the Raja of Surya or Chandra. She then plays the lowest card in her hand from the same suit. If she has other cards from the same suit the lowest card from any other suit may be substituted.

The other three players then play their highest and lowest cards from the Surya (or Chandra if that was played) in counterclockwise order on the table. If no Surya (or Chandra) cards are available the player may substitute the highest or lowest card from a different suit.

The player who played the highest card of the leading suit wins the trick.

ROUND 2 AND BEYOND:

The lead player must pick a suit in which she has a face card and play her highest and lowest card of that suit substituting the lowest from another suit if needed.

The other three players then play their highest and lowest cards from the lead suit in counterclockwise order on the table. If no cards are available from the lead suit, the player may substitute the highest or lowest card from a different suit.

The player who played the highest card of the leading suit wins the trick.

Note: If a player has no face cards left she is out of the game. She places her cards face-down in front of her and stops playing until the game is over.

The game continues until all players have played all of their face cards. At the end, the player who took the most tricks wins the game.

SHAKTI (4 players)

1. The youngest player deals first.
2. Each player is dealt 8 cards one at a time, counterclockwise.
3. Each player is dealt a single card face up to start their discard pile.
4. Starting with the player to the right of the dealer, players on their turn draw four cards and discard four cards. Cards can be drawn in one of the following ways:
 1. All 4 cards can be drawn from the deck (once the deck runs out, this is no longer an option).
 2. The player can choose to draw one card from each discard pile, either all from the tops or all from the bottoms of the pile. If drawing from the bottoms of a discard pile, the player may not first look at the cards.
 3. The player can choose to draw all four cards from either the top or bottom of a single discard pile, assuming there are enough cards in the pile to do so.
5. The player then discards four cards from their hand to the same location or locations they were drawn from.
6. Play continues with each player in counterclockwise order.
7. The goal of the game is to use all 8 cards in your hand in a “run” of cards from the same suit (ie. 2,3,4,5,6,7,8,9 of silver coins) or all 8 cards of the same value such as a Raja card from each suit. The first player to complete their hand wins.
8. Note: If the deck runs out of cards, leave the top card in each discard pile and then all four discard piles are shuffled together to form a new deck.

SAMA (3-6 players)

1. The dealer is chosen randomly.
2. The dealer deals two cards face down and one card face up to each player, one at a time and counterclockwise starting with the player to the right of the dealer.
3. The player examines the two face down cards and totals them, for example a “7” card and a “10” card would be “17”.
4. The player then doubles the value of the face up card. For example a “3” card would be worth “6”.
5. Each player then has the opportunity, one at a time and in counterclockwise order, to exchange either the face up card or both face down cards. This action can be done only once during the round.
6. The player then adds the total for the face down cards and the face up card for a final total. In the previous examples it would be “17” for the face down cards and “6” for the face up card for a final total of “23”.
7. Each player then takes turns revealing their final score and the player with the highest score wins that round.

Note: Face cards are worth 11 for the Vizier and 12 for the Raja whether face up or down.

Note: Sama can be played as a betting game or by comparing the number of rounds each player has won.



Bill of Exchange



Gold Coin



Merchandise



Harp



Crown



Slave



Sword



Silver Coin



Tab Creations

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