

Johari Window

3-5, 30



Open your heart!

"Johari Window" is a trick-taking game. Players use 4 different types of cards in your hand and achieve the same number of wins as the other players.

What is Johari Window ?

The Johari Window, proposed by psychologists Joseph Luft and Harrington Ingham, is a psychological model. It depicts four perspectives (windows) of the relationship between oneself and others, facilitating improved communication.

Components

Window cards 60 cards

52 cards

(1-12 and X in 4 colors)

4 X Trump cards (black)

4 Zero cards

25 player tokens

(5 colors, 5 tokens)



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-Game Preparation-

[1] Deal player's hand

*In the case of a 3-player game, remove all cards of one color.

Deal 12 cards to each player, constituting their hand. Players divide their hand into four distinct types:

- Hidden (Only you can see)
- Blind Spot (Only you cannot see)
- Open (Everyone can see)
- Unknown (No one can see)

Put your Open and Unknown cards in front of you.

[2] Determine Round Start player

The player who tells your secret first will be the round start player. Or determine the round start player randomly.

[3] Receive player tokens

Determine your color and receive one token of that color plus one token from another player.

*In the case of 3 players, players will receive 2 tokens each.

Choose other players with whom you want to establish a "heart-to-heart" relationship and secretly take a token of their color. When all players are present, reveal tokens at the same time and place it in front of each player. (Call it a bid.)

[4] Discard 2 cards

Discard two cards from any part of your hand to make 10 cards.

*In the case of a 5-player, the game is played with 12 cards.

The game is now ready to be played.

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-Game Overview-

The Johari Window recurs in multiple rounds. The winner either has "heart-to-heart" relationships with all players (returning their tokens) or establishes the most "heart-to-heart" relationships with other players in a round equal to the number of players.

-Overview of Round-

Trick:

The start player can play a card from anywhere in their hand, followed by each player playing clockwise. It is called a trick.

Lead Color:

The start player's card determines the trick's lead color. Other players must follow color if they have a card of that color in their Open or Hidden.

If no same color card is in hand, players must play a card from Blind spot or Unknown.

If they do not have cards in Blind Spot or Unknown, they may play cards from anywhere in their hand.

If a non-lead color is played during a trick, players must still follow color on the field and play cards from Open or Hidden accordingly.

*During their turn, players can ask others if cards in their Blind match the color of the card played (Cards in Blind can follow, or not). They must answer questions accurately.

E.g., "Do you see the lead color card in my Blind spot?"

*Players may play black X cards and Zero cards during the trick, regardless of the lead color.



Click here for inquiries regarding rules→



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-Victory Decision-

Once each player has played a card, the player with the strongest one wins the trick and collects all cards, keeping them face down.

[About the strength of the card]

- (1) If all cards are the same color
The player who plays the card with the highest number is the winner.
- (2) If there is more than one color
The player who plays the lowest numbered card of any color except the lead color is the winner.
- (3) If there is Trump and Zero card:
The X card is a Trump. X is stronger than any other number, and black trumps any color. The playing X ensures victory of the trick.
Zero is the weakest card, guaranteeing a loss in any trick.
*If multiple cards of the same value are played, the last player wins the trick.

The player who wins the trick is the start player for the next trick.

-End of round-

A round ends when all players have no more cards in their hands.

If you match the bidding player's number of tricks, return the token to the box. (You've successfully established a "heart-to-heart" connection with the player!)

Change the round start player to the person to the left.

After repeating rounds, either returning all other players' tokens or after a number of rounds equal to the number of players, the player with the fewest tokens wins!!

If players have the same number of tokens, share the victory with "heart to heart" players!



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