

# Yaniv

2-5 players

54 cards

Difficulty: Easy

Duration: Short

Reduce your hand total to 7 or less and call Yaniv to end the round without getting countered.

## SETUP

- Use a 52-card deck plus 2 jokers.
- Deal 5 cards each; place remaining as stock with one face-up discard.
- Card values: number cards = face value, J/Q/K = 10, Ace = 1, Joker = 0.

## SCORING

- Successful Yaniv caller scores 0; others score their hand total.
- If someone ties or beats your hand, they call Assaf and you get 30 penalty points.
- Hitting exactly 50 or 100 points drops your score to 25 or 50.
- Reaching 200 points eliminates you.

*Tip: Track opponents' discards and draws to estimate their hand total before calling Yaniv.*

## ON YOUR TURN

- Discard a single card, a matching-rank set, or a same-suit run of 3+.
- Draw the top stock card or the first/last card of a multi-card discard.
- Call Yaniv instead of playing if your hand totals 7 or less.

Yaniv is a popular Israeli card game where players try to reduce their hand value below 7 to call 'Yaniv' and end the round. Others can counter-call 'Assaf' if they have an equal or lower hand, penalizing the original caller.

## Objective

Reduce your hand total to 7 or less, then call 'Yaniv' to end the round. Avoid accumulating penalty points across rounds.

## Setup

1. **Players:** 2 to 5 players.
2. **Deck:** Standard 52-card deck plus 2 jokers.
3. **Deal:** 5 cards each. Place remaining cards as a stock with one face-up discard.
4. **Card Values:** Number cards = face value, J/Q/K = 10, Ace = 1, Joker = 0.

## Gameplay

1. **Discard:** On your turn, discard one of: a single card, a pair/set of matching rank, or a run of 3+ consecutive same-suit cards.
2. **Draw:** Draw either the top stock card or a card from the discard (only the first or last of a multi-card discard).
3. **Calling Yaniv:** Instead of playing, if your hand totals 7 or less, call 'Yaniv.' All players reveal hands.
4. **Assaf Counter:** If another player's hand equals or betters yours, they call 'Assaf' — you receive 30 penalty points instead of them.

## Scoring

1. **Yaniv Caller (successful):** 0 points.
2. **Others:** Points equal to their hand total.
3. **Assaf Penalty:** Failed Yaniv caller gets 30 points.
4. **Milestone Bonus:** Hitting exactly 50 or 100 points drops your score to 25 or 50 respectively.
5. **Elimination:** Reaching 200 points eliminates you.

## Tips and Strategies

- Jokers are gold — they are worth 0 and help you reach Yaniv threshold quickly.
- Discarding sets and runs sheds multiple high-value cards at once.
- Be wary of calling Yaniv if others might have low hands — the Assaf penalty is brutal.

## Tips & Strategy

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The Assaf risk is what makes Yaniv compelling. Only call when you are confident others cannot match your low total.

Tracking opponents' discards and draws gives you information about their hand totals, helping you decide when to call Yaniv safely.