<u>Andrewz HANABI</u> ... a more ' youth-a friendly game '

The game plays somewhat similar to the old ' Sevens ', played with ' Trump' cards .

- 1. Get a pack of the HANABI playing cards .
- 2. Remove the rainbow series . Put these cards back in the box .
- 3. Put all counters back into the box too . They will not be used either .
- 4. Shuffle all remaining cards . Deal 6 cards to each player . Put the remainder face-down in the center of the table . This is 'The Deck '.
- Do ' Rock, Scissors , Paper ..', to decide who plays first. They become P1 ( Player 1 ), then go around clockwise.
- 6. P1 starts by playing a number one card of any color . Should P1 not be able to , they say ' Pass ', and pick-up a card from The Deck . It is then the next player's turn . Even if a player can play a card , it is not obligatory to do so you may say ' PASS ' ( and pick-up a card ).
- 7. \*\*\* You may not play a card you pick-up on the same turn ( applies when discarding also see ' Discards ') \*\*\*
- 8. Example EX (here-on 'EX 'only)..., Let's say P1 plays a yellow 1.
- 9. \*\*\* You may only play one card per turn \*\*\*
- 10. Play moves left, it is now the turn of Player 2 (P2).
- 11. \*\*\* Cards are placed on piles of their respective colors \*\*\* Green on green , red on red , etc..
- 12.\*\*\* You cannot start a pile of a color which is presently on the table this color is said to be 'Already in Play' .\*\*\*
- 13. EX .. P2 plays a green 1. There are now two piles 'In Play'.
- 14.\*\*\* You may only play a card of **the same number** OR a card of **a number greater by 1**, than that appearing on the top of a color's respective pile.
- 15. EX .. P3 plays a green 1 ON the green pile . There are now two green 1's.
- 16. EX. P4 plays a green 2 (on the green 1)
- 17. EX ... (There are 4 players ) back to P1 ... Pl goes to place a green 4 on the green pile... NO ! You Can't ! See next \*\*\*
- 18.\*\*\* You may only play a card of the same number or a number greater by 1 on its respective color . \*\*\*
- 19. EX .. P1 then attempts to play a green 1 , by beginning a new pile NO ! , You can't , because ... see next EX.
- 20.\*\*\* A pile of any color can only increase . Once a 5 is placed on the top , the whole pile of that color , **plus** any discards of that color ( See

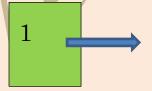
' Discards ' later ), are shuffled back into the draw deck .\*\*\* ( That color is no longer said to be ' In play '.)

- 21. EX .. As there is already a green pile ' In Play ', a green 1 may not be played to begin another green pile .
- 22. EX .. P1 decides to 'Discard '- see the following \*\*\*
- 23.\*\*\*Discards \* If a card cannot be played because a card or cards of a greater value have been placed on top of the card , ( and the pile remains on the table ' In Play ') , then the card in question may be placed , face-up , in a Discard area . \*\*\* The player who discards MUST then take 2 cards from ' The Deck '. And remember You cannot play a card that you pick-up on the same turn .

(This means, therefore, that it is impossible to discard 4's or 5's)

- 24. The first player to rid themselves of cards wins the game !
- 25. The following is an example of play. There are 4 players; Andy (Player1-P1), Bob (P2), Carl (P3) and Dave (P4). Each player begin with 6 cards. Andy won 'Rock, Paper ..', and plays first.

Andy (P1) : .. plays a Green 1



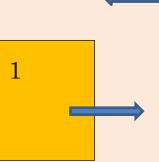
Bob (P2): .. has no Number 1 cards of ANY color , nor a green number 2 .So , he must say 'Pass', and take a card from the deck . The card CANNOT be played immediately . It must be added to the cards held in-hand .

So Bob now has 1 more card than he began with . By chance , the card picked-up was a blue 1. However , it cannot be played this turn .

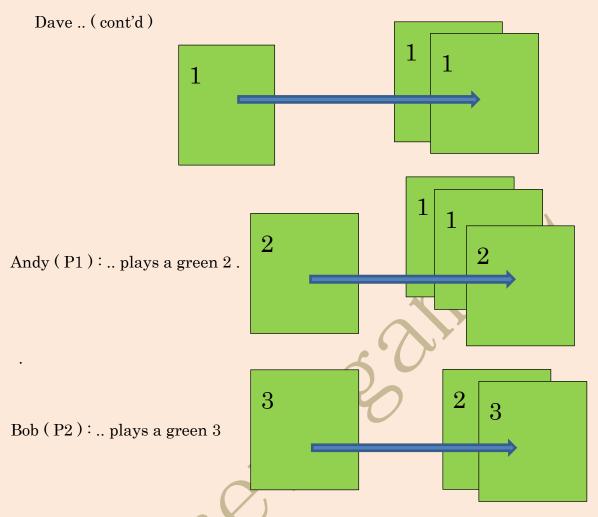
face-down Deck .

The

Carl (P3):.. plays a yellow 1

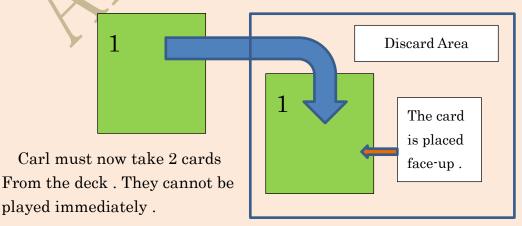


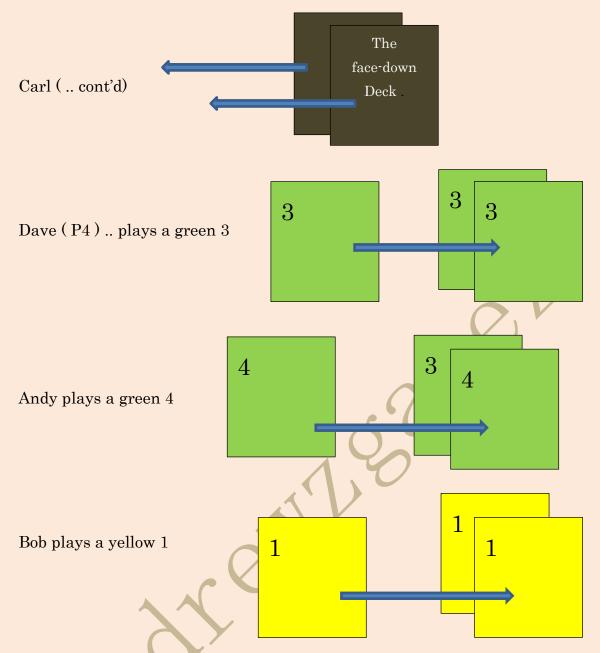
Dave (P4): ... plays a green 1. As there is already a green set on the table , the green 1 is placed on top of the green 1 already there .



Carl (P3):.. CAN NOT now play either a green 1 or 2. He has no number 1 cards of any other color. He does not have a yellow 2, nor does he have either a green 3 or 4. He could say 'Pass', and take a card from the deck. He does, however, hold in his hand a green 1.

He elects to discard this card . He may do so , because the green 1 is presently on the table , but beneath both the green 2 and 3 .





Carl plays a green 5. As there is only one 5 in the game , the green set is now said to be complete. Take all the cards in the green pile AND any green cards in the Discard area , and shuffle with all the cards presently in the deck. This now forms the new Draw Deck.

