

## HOW TO PLAY

# HANAYA

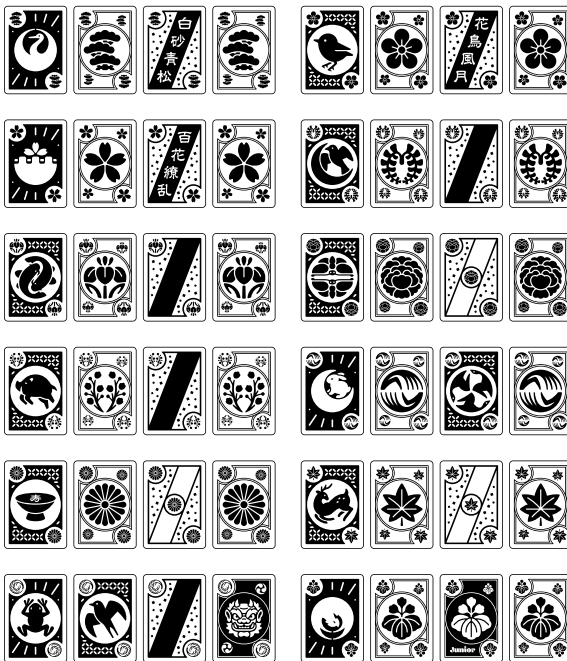


## The Deck

In this game, you can use the **standard 48 cards** or use **all 54 cards** from the **Junior Hanafuda** deck. While every suit has a different configuration of cards, there are four kinds of cards you need to know:



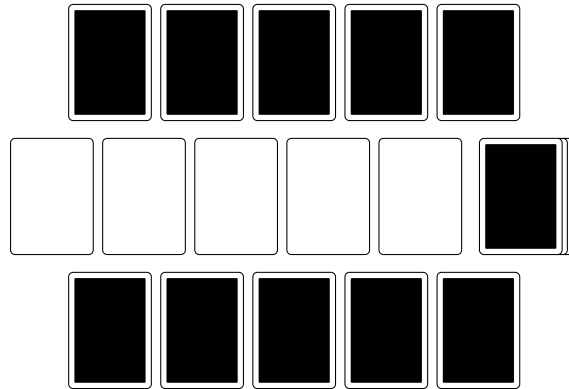
### LIGHT, SPIRIT, WISH, AND FLOWER



## Setup (2-Player Game)

Shuffle the deck and deal five cards to your opponent, five cards (face-up) to the field, and five cards to yourself. The remaining deck is placed adjacent to the field as a draw pile.

Choose a player to begin.



### THE GOAL

Add, swap, and capture cards while forming specific sets called Yaku.



## Your Turn

When your turn starts, you have three different options to consider, but you may only perform one of these actions per turn.

- **Add:** Take one card from the field, then replenish the field from the draw pile. The field will always contain 5 cards.
- **Swap:** Take any amount of cards from the field, then replace them with that same amount of cards from your hand.
- **Capture:** Place two or four same-suit cards from your hand in front of you. You may only capture one variety of flowers per turn.



※ If you find yourself holding seven cards, you will need to **Swap** or **Capture**. You may only hold a maximum of seven cards in your hand.

※ If you are able to **Capture** four same-suit cards during your turn, you will earn **4 bonus points** at the end of the game.

Now it's the next player's turn.

Continue until the draw pile is unable to replenish the field. The round immediately ends and players may not **Capture** any more combinations from their hands.

## Strategy

Throughout the game, you will balance the desire to collect the most valuable cards with the practicality of creating more immediate matches. Note that only captured cards are scored.

Also consider points you can earn by forming specific combinations of cards called Yaku.

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10		5 Lights
8		4 Lights (excl Frog)
7		4 Lights (incl Frog)
5		Any 3 Lights
5		Flower Viewing
5		Moon Viewing
5		Boar, Deer, Butterflies
1		Any 5 Spirits *
5		3 Poetry Wishes
5		3 Blue Wishes
1		Any 5 Wishes *
1		Any 10 Flowers *

\* +1 pt for each additional card of this type.

## Scoring at the End the Game

When the field cannot be replenished by the draw pile, the game ends immediately. At this time, players tally the value of all the cards they captured.

**Light** cards are worth **20 points**.

**Spirit** cards are worth **10 points**.

**Wish** cards are worth **5 points**.

**Flower** cards are worth **1 point**.

Next, add **4 bonus points** if you captured four same-suit cards during a single turn.

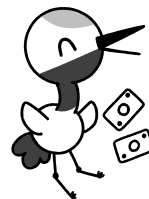
Then, add all points from the Yaku you formed during this round.

\* You receive points for every Yaku you form, even if they contain the same cards!

## Victory!

If only it were that simple. Games are played in a series of rounds. A "Season" is **three rounds**. A "Half-Year" is **six rounds**. And a "Year" is **twelve rounds**. The player with the most points at the end of the series wins!

\* If the players have identical scores, rejoice in the shared victory!



## Extra Suits

Junior Hanafuda contains extra cards. For a more interesting game, add all six Bamboo cards to the deck before you start.

\* If you add these cards, consider using any or all of these additional Yaku.

12		6 Lights
6		4 Poetry Wishes
6		4 Blue Wishes
5		Mt. Fuji Viewing
2		Fujin & Raijin
1		Yellow Flowers

"Yellow Flowers" refers specifically to these two yellow-shaded Flower cards.