**Hanabi Rules**

Hanabi is a card game between two players. The object of this game is trying to make the best fireworks as possible as each player can, but avoid the risk of explosion. Here are rules in detail:

* Hanabi contains a card deck, 5 ticking bomb tokens, 8 tokens with clocks, and 5 different colors in the deck. The colors are red, green, white, yellow and white. Each color has 5 cards with number range of 1 – 5.
* At the beginning of the game, each player draws 5 cards from the deck (shuffled before game start) and cannot see the cards but show to his opponent. And then place 8 tokens with clocks and 5 ticking bomb tokens in the middle of the field.
* Each turn, one player reveal information to his opponent by using 1 token with clocks. Either color or number cards can be revealed on each turn. All cards would be affected and share information by the revealing.
* The player can decide to continue to play or discard the card after he got information of his own cards. The player can take a new card from the deck if he placed a card on the field or discarded. Cards that placed on the field should be arranged from numbers of low to high (from 1 to 5), and in the same color. If the player discards a card, one token with clocks that was used will be able to renew, and the discarded card may not be used for the round that is currently going. One of the ticking bomb tokens will be flipped if the player placed a card mismatches a stack of color.
* If all ticking bomb tokens are flipped or no card can draw out, the game ends. The highest number for each stack will be count for the final score (plus all the highest card number together). The game can also end in a super victory, which is all 5 colors are placed to 5.