Hanabi is a two-players game. The goal of this game is to craft the best fireworks, alone with the risk of explosion. Detailed rules are listed below:

1. The game consist a card deck, 8 clock tokens, and 5 fuse tokens. There are 5 different colors (red, green, blue, yellow, white) in the deck, each color has cards numbered from 1 to 5.
2. When game starts, players will draw cards from shuffled deck and face them to their opposite. That is, each player can only see his/her teammate’s cards. After cards are drawn, 8 clock tokens, and 5 fuse tokens are placed on the playfield.
3. Players can reveal information to their teammate by consume 1 clock token. They can choose to reveal either color or number of the cards. This revealing action will affect all cards share same informations. For example, if a player has *yellow1-4* and *blue3-4*, then his/her teammate will unveil *yellow1-4* by revealing yellow cards; or unveil *yellow4* and *blue4* by revealing number 4 cards.
4. After gained information regarding their own cards, they can either place a card on the play field or discard it. Players will draw a new card from deck after they placed or discarded a card. Cards have to be placed in stacks of same color and numbers from low to high start with 1. Discard a card will respawn a clock token that has been consumed before. Discarded cards will not be available for drawing in current round of game. If a wrong card has been placed onto a stack, 1 fuse token will be flipped.
5. The game ends when all fuse tokens are flipped (accidental explosion happened) or no card is available for draw anymore. Score will be calculated by adding all the highest numbers displayed on the card of each stack. In addition, if all 5 colors are stacked to 5, then the game ends in the total victory condition.