

Ikebana

A game by Antoine Bauza

Components

50 cards in five colors: 10 each of red, black, yellow, green and blue, with numbers 1,1,1,2,2,3,3,4,4,5.

5 multicolored cards (jokers)

30 yellow tokens << 1 point of prestige >>

15 blue tokens << 5 points of prestige >>

15 red tokens << 10 points of prestige >>

5 green tokens << 50 points of prestige >>

Goal of the Game

The players, talented florists, compete to achieve the best bouquets. To make a bouquet, they must gather 5 cards that have combinations of card values (1 to 5) and color (black, red, green, blue, yellow).

Players try to score points of prestige by gathering cards to compose their bouquets.

Some Japanese

In Japan, Ikebana is the traditional art of flower arranging. The word is composed of two ideograms: “life” and “flower”. Ikebana is therefore the art of “giving life to flowers”.

Set up

The cards are shuffled and placed in the center of the table to form a draw pile, face down.

Each player starts with 6 “prestige points”. The other tokens are the reserve and are placed next to the draw pile.

The player who wears the most colorful clothing starts the game.

Playing the Game

A game of Ikebana is played in 4 rounds. In each round, the players will compose a bouquet – a set of 5 cards – and win prestige points.

Players take turns adding a card to their bouquet, until they have a total of 5 cards. A round is complete after each player has 5 cards.

On your turn, you can either: 1. Draw a card or 2. buy a card.

1. Draw a card

Draw cards to find one to add to your bouquet using the following method:

Draw a card, and either add it to your bouquet, or refuse it, place it in your own discard pile and draw another, with the following rules:

- To refuse the first card, you must pay a point of prestige to the player on your left.
- To refuse the second card, pay 2 prestige points to the next player clockwise around the table (the second player on your left).
- To refuse the third card, pay 3 prestige points to the next player clockwise around the table.
- And so on, until you either draw a card you want to keep, or you do not want to spend any more prestige drawing cards. (Or until you cannot spend any more!)
- You can never pay prestige points to yourself. You jump directly to the next player instead, always increasing the price by 1 prestige. You can keep drawing cards as long as you have enough to pay.

Note: In a 2 player game, all payments are paid to your opponent.

Example: In a 3 player game, Mary draws a card, and does not like it. She pays Leah, sitting to her left, a point of prestige to discard the card and draw another. She doesn't like the new card either, and pays 2 points to Sandra, discards it, and draws a third. If she does not like this card, she pays 3 points to Leah, then 4 to Sandra, and so on.

Discards: Each player has their own discard pile to place the cards they reject in. A discarded card is placed face up over the previous card, so only the last discarded card is visible to all the players.



2. Buy a discarded card

You can buy the top card of another player's discard pile for price equal to the value of the card (a value "4" card costs 4 prestige points).

The prestige points are paid to the owner of the discard pile, and you add the card you purchased to your bouquet. Your turn then ends.

You can never buy a card from your own discard pile.

In addition, if you have begun to draw cards, you cannot change your mind and buy a discard instead. You must choose to draw or buy at the start of your turn.

End of a round

When all players have 5 cards in their bouquet, the round ends. The players then count the prestige from their bouquet, based on the combinations it offers (see examples).

Caution: Each card can only be used in one combination.

Scoring Combinations

Scoring Combinations	Points
Pair (2 identical cards)	Value of card x2
Trio (3 identical cards)	Value of card x3
Square (4 identical cards)	Value of card x4
Quinte (5 identical cards)	Value of card x5
1,2,3,4 Straight	8 points
2,3,4,5 Straight	12 points
1,2,3,4,5 Straight	15 points

Furthermore, the points can be multiplied if the bouquet (that is, all 5 cards, not just the cards used in scoring combinations) features certain color patterns.

Color

Color	Multiplier
Bicolor (exactly 2 colors)	x2
Multicolor (1 card of each color)	x3
Unicolor (5 cards of the same color)	x4

A 3 or 4 color bouquet has no multiplier. (See example C)

Example A



Score for this bouquet: a trio of '3s' (9 points), a pair of '2s' (4 points), multicolor (x3) for a total of 39 prestige points.

Example B



Score for this bouquet: a '1,2,3,4' straight (8 points), bicolor (x2) for a total of 16 prestige points. The pair of '2s' is not counted because one of them is already used in the '1,2,3,4' straight.

Example C



Score for this bouquet: a pair of '5s' (10 points) and no multiplier for a total of 10 prestige points.

After scoring, the cards are all returned and reshuffled. The player who scored highest starts the next round.

Deck exhausted: If the deck runs out, players keep the top card of the discard pile, and return and shuffle all the others to make a new draw deck. The game continues normally.

Victory Conditions

The winner is the player who scores the most points after four rounds. If two players (or more) end with the same score, they share the victory.

Variant: Final Bouquet

The bouquets of the final round have their value multiplied by two.

Credits

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