

## Black Christmas Poker

(Machine Translated and adapted from original rules available on <https://giraffe-planning.jp/giraffegames/bcp/>)

### ■ Game Overview

A poker/mahjong type game where you make a hand with eight cards.

- Number of players: 2-3 players recommended  
※4-7 players can play by mixing 2 sets! (Fun!!)
- Play time: 15 minutes (5 minutes if fast, 20 minutes if slow)

A game that combines the table games poker and mahjong

It is a party card game with a simple gameplay similar to poker and mahjong, so anyone can enjoy the game quickly and intuitively.

### ■ Card list

There are three colors of cards: red, green and black cards.

Red cards: 2 each of A to 7, total 14

Green cards: 2 each of A to 7, total 14

Black cards: 1 each of A to 7 + [A or 7], total 8 cards.

All 36 cards above will be used.

### ■ How to play

Shuffle the cards face down and deal seven to each player to make their hand. Place the remaining cards face down in a pile as the deck. The first player is decided in an arbitrary way as the lead. When it is your turn, draw one card from the deck or from the top of the discard pile and add it to your hand. Choose one card of your choice from your hand and discard it on the table next to the deck as a discard pile. This ends your turn and the turn moves to the player to your left in a clockwise direction.

Below are the terms we will use, so please remember them.

- Drawing the card yourself (to win).
- **Ron**: Going out with the discard just before someone else plays.
- **Shuntsu**: Three cards of the same color in sequence.
- **Ankou**: Three cards of the same number. It doesn't have to be the same color.
- **Pair**: Two cards with the same number. It doesn't have to be the same color

- A winning set is made by 2 sets of Shuntsu or Ankou + 1 pair, for a total of 8 cards.

\*There are also nonspecial combinations of cards

### ■ How to win

You win if you make a winning set by drawing or Ron. Conversely, you cannot win if you don't have a winning set, so be careful. When you are in a position where you need one more card to complete your winning set, you declare a Riichi. After Ricchi, you cannot change your hand (you have to discard the card you draw, or win).

The game ends with the points recorded according to the winning style and hand. You can also aim for a higher hand. The lead's hand will get double points if they win.

• Winning by drawing (8 cards): The person before the person who won gets a minus point. Example:  
A0pt/B-400pt/C+400pt

• Ron 7 cards in hand + 1 card discarded by someone beforehand: The person who made the discard is responsible for paying the negative points. Example:  
A-400pt/B0pt/C+400pt

\* When playing with 3 or more people, 2 players can play Ron at the same time (Doubloon).

If no one can go out before the deck runs out, shuffle the discarded cards and create a new deck to continue.

The next game will start with the person to the left clockwise as the dealer. If the dealer won in the previous game, the dealer will be the next first player (consecutive wins). If all players have played as dealer at least twice, the game is over. The player with the most points at the end is the winner.

■ Dora: When you win, flip over a card from the deck and the next number of the same color will become a Dora. If you have a Dora, you will get 100 points for each Dora you have when you win.

■ Surprise Gift: If you have completed your hand when the cards are dealt, you will win. In addition to the normal calculation, you will receive +1000 points.

\* From this point on, it gets a little more difficult, so it's for those who are used to it.

### ■ Black Christmas

If the previous player discards a black card with a higher number than the number on the table, it's Black Christmas!

The next person draws one card from the deck (they cannot draw the discarded black card). They must choose the number of cards from their hand that matches the number of the discarded black card. Place them face down

on the bottom of the deck in any order, then draw the same number of cards from the deck, discard one and end their turn.

\* Black Christmas won't happen if there's no cards in discard pile or if the previous card has the same value of the black discarded card (for example, discarding a black 5 over a red 5)

### ■ Chain

However, if you discard a black card with a higher number than the previous player after drawing a card from the deck, you can avoid the above and have the next person win a Black Christmas instead! This is called a chain.

Black 7 is the highest rank, but you can discard Black 1 over Black 7.

[Additional explanation]

Regarding the scene where a black card is played during a Riichi

1. The black card discarded by the previous player triggers Black Christmas
2. You draw a card from the deck
3. If the card you draw from the deck is a black card higher than the previous player's, discarding that black card completes the chain.

4. If the card you draw from the deck is not (3), the Riichi effect is cancelled and you will have to try again.
5. At this time, a chain is formed by discarding a black card larger than the previous player.
6. If not, the normal Black Christmas process will occur.

### ■ Black Gift

If you complete a hand after changing your hand due to Black Christmas or a chain, you will win by tsumo.

In addition to the normal calculation, +500 points will be added.

Example: The previous player discarded the 2 black card. Next player draws a card, puts 2 cards back into the deck, and draws 2 new cards, completing the hand.

### ■ Winning Hands

Regular winning hands. Recommended for those without Mahjong experience.

\*Shuntsu need to be of the same color.

☆ 100pt

Two Shuntsu connected together (any number is OK for the pair)

Example: **A23 456 55**

Two Ankou that are connected (any number is OK for the pair)

Example: **AAA 222 66**

☆☆ 200pt

Two Shuntsu of symmetrical numbers (123 and 567), with 44 for the pair

Example: **A23 44 567**

Two Shuntsu of the same numbers (any pair is OK)

Example: **A23 A23 77**

Two consecutive Ankou connected with the pair

Example: **AAA 222 33**

☆☆☆ 400pt

Two Shuntsu and one pair (A or 7), all connected

Example: **A23 456 77**

Four of a kind, two sets of the same number

Example: **AAAA 7777**

Flush (All of Same Color)

Example: **A23 234 66**

☆☆☆☆☆☆ 500pt

A set of two identical Shuntsu (number and color) (any pair is OK)

Example: **A23 A23 55**

Five cards with the same number + one Anjou

Example: **AAAAA 777**

☆☆☆☆☆☆ 600pt

Six cards of the same number + 1 pair (any pair is OK)

Example: **AAAAA[Aor7] 66**

8 Black cards (overlaps with flush for 1000 points total)

Example: **A234567[Aor7]**

☆☆☆☆☆☆☆☆ 800pt

8 cards with the same number \*Only for 4 or more players (two Decks)

Example: **AAAAAAA**

■ List of Special Winning Hands. Try playing with the original ones first!

☆☆☆ 300pt

Pairs of 2, 4, 5 and 6

**22 44 55 66**

All cards are animals (A, 4 and 7), 2 Ankou + 1 Pair

Example: **AAA 777 44**

All cards have triangular hats (2, 3 and 7), 2 Ankou + 1 Pair

Example: **222 777 33**

White Christmas: All cards are Reindeer, Santa and Snowman (A, 3 and 6), 2 Ankou + 1 Pair

Example: **333 666 AA**

☆☆700pt

Christmas Eve and Christmas (A224 and A225)

Example: **A224 A225**

8 Turkeys (7) (Overlaps with Eight Cards for 1500 points)

\*Only for 4 or more players (two Decks)

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### **Credits:**

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