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This game is a simplified version of the card game, “Ninety-nine”.

There has been a slight change in the rules from the first version of this game, particularly the scoring of the Bright cards.

“Oh no! (七十の OHNO!)” V2

A Hanafuda game

In this game, you and your friends put cards onto the field, adding to the total score of the table. But if you reach seventy points, OH NO!! You lose one token. And when you lose all 5 tokens, you're out!! Do you have what it takes to be the last one standing?

EQUIPMENT

1 Hanafuda deck (48 cards)

Tokens (5 per player)

Number of participants: 2 to 6 people

CARD POINT VALUE

Brights: minus 10 points

Animals: 10 points

Scrolls: 5 points

Junks: 1 point

All willow (November) cards are worth 70 points regardless of rank.

SETUP

Each player starts with 5 tokens.

Decide who is the dealer.

The dealer shuffles the cards and deals 4 cards to each player. The rest of the cards form the draw pile (face down).

The first round begins and player to the left of the dealer starts play. (Play turn goes counter-clockwise)

During a player's turn, he/she plays one card from his/her hand into the field, and declares the total score of the field. Then he/she draws a card from the draw pile and ends his/her turn. The player to his/her left starts his/her turn.

Example: Player A begins his turn and plays a scroll card on the field while saying "5". He then draws one card from the draw pile and ends his turn. Player B then plays an animal card on the field while saying "15" ($5 + 10 = 15$), then draws a card. Player C then plays a junk card on the field while saying "16" ($15 + 1 = 16$) ...

If a player plays a card on the field and the total score on the field reaches or exceeds 70, the round ends and that player loses one token. The player to his/her left becomes the new dealer for the next round.

If a player loses all his/her tokens, he/she becomes out of the game.

Play continues to the remaining players until only one player is left. He/she becomes the winner of the game.

SPECIAL CARDS:

Brights

If a Bright card is played on the field, deduct 10 points from the total field score. It is possible to use this card and turn the field score negative.

Willow (柳の OHNO!)

All willow cards are worth 70 points and therefore cannot be played unless there is a negative score on the field. If a player collects all four willow cards, the round ends and that player loses one token.