

600 Hearts - 六百の心 (v2.1)

A point avoidance Hanafuda fishing game for 2-4 players. By Ryan Sartor.

The Deal:

- Choose the first to deal in any way you desire. In subsequent hands, the player with the highest score will be the dealer.
- The dealer shuffles and distributes the cards face-down to each player and face-up to the field until they have met the numbers specified in the chart below.
- If an entire suit is dealt to any one player or to the field, the deal is void and the same dealer shuffles and deals anew.
- If 3 cards of the same suit are dealt to the field, they are gathered into a neat pile and may all be captured at once when the 4th shows up in gameplay.
- Once the hands and fields are set, the dealer will be the first to play.

<u>Players</u>	<u>Cards in Hand</u>	<u>Cards on Field</u>
2	10	8
3	7	6
4	5	8

Gameplay:

- On your turn, play one card face-up from your hand to the field, making a match with a card (or stack of 3) if possible. If there are 2 potential matches, choose whichever you prefer to capture.
- Then, play the top card from the deck to the field as well, again making a match if possible.
- Finally, collect any matches made into one's scoring area. Any played cards that do not form matches simply become part of the field. Play continues counterclockwise to the next participant.
- When all players have run out of cards in hand, the round ends, and scores are calculated according to the card point and yaku charts on the subsequent page. Captured cards not used in yaku add their points to your score; captured yaku add points to all your opponents' scores.

End of Game:

- If, at the end of a round, any player's score has met or exceeded 600 points, the game ends. At this point, the player with the fewest points is declared the victor.
- In the case that two players are tied for the lowest score, they are both considered winners!

Card Points:

<u>Type of Card</u>	<u>Points per Card</u>	<u>Cards per Deck</u>
Sake Cup	50	1
Brights	20	5
Animals	10	8
Ribbons	5	10
Paulownia and Willow Chaff	0	4
Other Chaff	1	20

Total card points = 300

Yaku:

<u>Name</u>	<u>Card Makeup</u>	<u>Point Value</u>
5-Bright	All 5 Brights	600
Dry 4-Bright	4 Brights, not including Rain Man	300
Rainy 4-Bright	4 Brights, including Rain Man	150
3-Bright	3 Brights, not including Rain Man	100
Moon Viewing	Full Moon and Sake Cup	100
Flower Viewing	Cherry Curtain and Sake Cup	100
Boar, Deer, Butterflies	Boar, Deer, and Butterflies	100
5 Birds	Bush Warbler, Cuckoo, and Geese	100
Drunken Bird Watching	Sake Cup, 8-Plank Bridge, and Swallow	100
Poetry Ribbons	All 3 Poetry Ribbons	50
Blue Ribbons	All 3 Blue Ribbons	50
Plain Ribbons	All 4 Plain Ribbons	50
Chaff	15 or more Chaff of any suit	50

Notes:

- The Sake Cup participates in 3 different yaku, but unlike in Koi-Koi, does not count towards the Chaff yaku.
- Because of the scoring system, the number of participants can affect the duration of a game. 2-player matches may last 1-4 hands. 3-player: 1-6 hands. 4-player: 1-8 hands.
- To add a gambling element: At the end of the game, each loser must pay each winner the difference in their scores, at a rate of one cent per point. Ex. 1: the score of a 2-player game is 398 to 684, the loser pays the winner \$2.86. Ex. 2: the score of a 4-player game is 203 to 203 to 407 to 720. Player 3 pays \$2.04 to each winner and Player 3 pays \$5.17 to each winner.