

THIS IS SOME GAME THAT I MADE UP, BACK WHEN I WAS JUST GETTING INTO HANAFUDA. BACK THEN, I WAS MORE INTERESTED IN THE DESIGN OF THE CARDS THAN THE GAMEPLAY, ALTHOUGH I DIDN'T OWN ANY HANAFUDA CARDS AT THE TIME (EVENTUALLY I MADE UP MY OWN HANAFUDA DECK USING CARDBOARD CUTOUTS). WHEN I WAS FIRST SEARCHING FOR RULES OF GAMES FOR HANAFUDA, I WAS PUT OFF BY THE FACT THAT THEY ALL INVOLVE COUNTING POINTS, AND BEING THE UNO JUNKIE THAT I AM (I BOUGHT AN UNO DECK TO PLAY WITH FRIENDS AND THEY IMMEDIATELY BECAME WORN OUT IN JUST TWO WEEKS), I THOUGHT COUNTING POINTS AFTER EVERY ROUND BROKE THE DYNAMIC OF THE GAME, AS I WAS SO USED TO JUST STARTING ANOTHER ROUND IMMEDIATELY AFTER A ROUND ENDS WITH A WINNER...

The gameplay of this game is somewhat based off UNO. In fact, when I first wrote down the rules of the game, it's basically just UNO but with hanafuda cards ^\_^ . I tweaked the rules a bit and implemented a kind of payout system.

This document assumes that the reader is already familiar with the images and features of a hanafuda deck, and will no longer explain them here.

### **"Untitled"**

A hanafuda game  
for 2 to 5 players

### **GOAL**

The goal in every round of the game is to be the first to eliminate all the cards on your hand.

### **SETUP**

First, decide what value would be equivalent to one point. (could be money, chips, go stones, candy, etc.)

Next, decide who will be the dealer, whatever method you want to do it is ok.

Next, the dealer deals cards to each player (*5 cards if there are 2 to 3 players; 4 cards if there are 4 to 5 players*), then puts 4 cards face up on the table. This is referred to as the "field". (*if there are at least 3 cards of the same suit on the field, the deal is forfeited and the dealer must shuffle and redeal again.*)

The undealt cards are stacked face down near the field, and forms the "draw pile".

During the gameplay, there will be a "discard pile" near the draw pile, where players place their discarded cards face up.

## GAMEPLAY

The dealer plays first, and progression of turns is counter-clockwise. Every time a player's turn ends, there must always be 4 face up cards on the field.

During each player's turn, he/she may do one of the following moves:

1. HAND-FIELD. Take one card from your own hand and put it on top of one of the cards on the field that contain a matching suit. Then both of those cards go into the discard pile. Then draw one card from the draw pile and put it on the field face up. Your turn ends, and turn goes to the player to your left. Then, depending on the card on top of the discard pile, an effect will affect the next player before he/she starts his/her turn.

2. FIELD HIKI. If you have three cards of the same suit on your hand, you may match them with one of the cards on the field of the same suit. Take each 3 cards and place them one by one on the matching card on the field. Then all 4 cards go into the discard pile. Then draw one card from the draw pile and put it on the field face up. Your turn ends, and turn goes to the player to your left. Then, depending on the card on top of the discard pile, an effect will affect the next player before he/she starts his/her turn.

3. HAND-HAND. If you have two cards of the same suit on your hand, you may place them one by one on the discard pile. Your turn ends, and turn goes to the player to your left. Then, depending on the card on top of the discard pile, an effect will affect the next player before he/she starts his/her turn.

4. HAND HIKI. If you have four cards of the same suit on your hand, you may place them one by one on the discard pile. Your turn ends, and turn goes to the player to your left. Then, depending on the card on top of the discard pile, an effect will affect the next player before he/she starts his/her turn.

5. FIELD-FIELD. If there are two cards of the same suit on the field, you may place both of them on the discard pile. Then take one card from your own hand and place it on the field face up. Then draw one card from the draw pile and place it on the field face up. Your turn ends, and turn goes to the player to your left. (the next player will not be affected by any effects)

6. STRUGGLE. If necessary, you may draw one card from the draw pile instead of doing any of the moves mentioned above.

6A. If the drawn card matches suit with one of the cards on the field, you may place the drawn card on top of the matching card, then put both cards on the discard pile. Then draw one card from the draw pile and put it on the field face up. Your turn ends, and turn goes to the player to your left. (the next player will not be affected by any effects).

6B. If the drawn card does not match suit with any of the cards on the field, put the card into your own hand. Your turn ends, and turn goes to the player to your left. (you may also use this move even if the draw card matches suit with any of the cards on the field)

**EFFECTS:**

1. Bright card on top of discard pile: next player draws one card from the draw pile and puts it into their hand, then their turn ends.
2. Poetry ribbon on top of discard pile: next player draws one card from the draw pile and puts it into their hand before starting their turn.
3. Purple ribbon on top of discard pile: next player loses their turn.

If the draw pile is exhausted, reshuffle the discard pile and put it near the field face down as the new draw pile.

The round continues until one player eliminates his/her last card from his/her hand.

In a two-player game, the person who eliminates all cards from their hand puts his/her palm face down onto the table while yelling "First!". The other player pays the winner points based on his/her remaining cards (5 pts. For bright cards; 1 pt for other cards).

If there are more than two players, the person who eliminates all cards from their hand puts his/her palm face down on to the table while yelling "First!", and other players race to put their palm face down on top of that player's hand. The first person to touch the winner's hand is exempted from paying the winner points. All other players pay the winner points based on his/her remaining cards (5 pts. For bright cards; 1 pt for other cards).

The game could be played for as many rounds as the players wish to play.

**VARIANT:**

After the winner puts his hand on the table while yelling "First!", all other players race to put their hand on the winner's hand. The person whose hand is on top of all the other players' hands plays a batsu game (penalty).