

6/4/2020 by suryong

This is a game I have just started developing this afternoon. The gameplay is similar to TCG-type games, and it evokes the scene of two wizards battling each other by summoning spirits using magical flowers.

This document assumes that the reader is familiar with hanafuda (particularly the ranks of the cards and which flower corresponds to which month).

# “Untitled 2”

A Hanafuda game

## EQUIPMENT

1 Hanafuda deck (48 cards)  
40 “life cards”  
any kind of point counters (if you’re playing for score)

Number of participants: 2 people

## SETUP

Each player is given 20 life cards, stacked face down.

Shuffle the hanafuda deck and put it face down.

Each player takes one card from the deck.

The person who took the earliest month is the dealer. (If the months are the same, each player takes another card from the deck)

The dealer shuffles the deck. The other player cuts the deck.

Then the dealer deals 2 cards to himself, 2 cards to the other player, then 2 cards again to himself and 2 cards to the other player.

At the beginning of each turn, each player must have 4 cards in hand.

The dealer takes his first turn.

## **DURING A PLAYER'S TURN**

1. The player takes out one card from his hand and puts it on the field face up.
  - \* If the player cannot play any card from their hand, they must take one card from their hand into the discard pile face up.
2. The player must either attack the opponent's life, or destroy one of the opponent's attacking unit.
  - \* Skip this step if you have no Spell, Spirit, or Deity on the field.
3. Draw one card from the deck. Your turn ends.

## **THE CARDS**

**Life cards:** Each player has 20 life. When damage is received, the player takes cards from the life card stack and places them face up into the damage pile.

**Flowers:** (junks) These cards are necessary for summoning Spells, Spirits, and Deities. These cards cannot attack. They can be put on the field on their own, or they can be put on top of 1 or 2 Flowers.

**Thunderstorm:** This card counts as a Flower except it provides an extra 2 damage regardless of the month of the attacking unit summoned. However, it cannot be used to summon the Rainman.

**Spells:** (ribbons) These cards require 1 Flower of any kind to be summoned as an attacking unit. Put the Spell on top of the Flower.

**Spirits:** (animals) These cards require 2 Flowers of any kind to be summoned as an attacking unit. Put the Spirit on top of two Flowers.

**Deities:** (brights) These cards require 3 Flowers of any kind to be summoned as an attacking unit. Put the Deity on top of three Flowers.

## **ATTACKING THE OPPONENT'S LIFE**

When a player attacks his opponent's life, he counts his attacking power, which is the total number of damage dealt by all his attacking units. The opponent takes away his life cards equal to that number of damage.

Spells deal 1 damage.

Spirits deal 2 damage.

Deities deal 4 damage.

In addition, an attacking unit deals an extra 1 damage for every flower attached to the attacking unit that is the same month as the attacking unit (except willow).

Also, an attacking unit deals an extra 2 damage if the Thunderstorm is attached to the attacking unit, regardless of the month of the attacking unit.

## **DESTROYING THE OPPONENT'S ATTACKING UNIT**

A player can destroy one of the opponent's attacking units instead of attacking the opponent's life.

If a player has an attacking unit and the opponent has a same kind of attacking unit of the next month, the player can destroy the opponent's attacking unit. The opponent takes the attacking unit and all attached Flowers into the discard pile.

### **SPELLS**

A January spell can destroy a February spell.

A February spell can destroy a March spell.

A March spell can destroy an April spell.

An April spell can destroy a May spell.

A May spell can destroy a June spell.

A June spell can destroy a July spell.

A July spell can destroy a September spell.

A September spell can destroy an October spell.

An October spell can destroy a November spell.

A November spell can destroy a January spell.

### **SPIRITS**

The Nightingale can destroy the Cuckoo.

The Cuckoo can destroy the Bridge.

The Bridge can destroy the Butterflies.

The Butterflies can destroy the Boar.

The Boar can destroy the Cup.

The Cup can destroy the Deer.

The Deer can destroy the Swallow.

The Swallow can destroy the Nightingale.

### **DEITIES**

The Crane can destroy the Curtain.

The Curtain can destroy the Full Moon.

The Full Moon can destroy the Rainman.

The Rainman can destroy the Phoenix.

The Phoenix can destroy the Crane.

In addition, The Rainman can destroy any card that has the Thunderstorm attached to it.

## **ENDING THE GAME/ROUND**

If the deck runs out of cards, shuffle both discard piles to form a new deck.

The game ends if one player loses all their life points.

If playing for score, the round ends if one player loses all their life points. The loser pays the winner the amount of points equal to the winner's last attacking power. The winner becomes the dealer for the next round.

You can play for as many rounds as you wish to play.