

Hanabi I @ Splash 2023

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Hanabi is a cooperative card game where all players work together in order to play cards in the right order. The catch is that no one can see their own cards, and they can see everyone else's!

1 Rules

1.1 Cards

There are 5 colors: Red, Blue, Green, Yellow and White. There are 10 cards for each color, three 1s, two 2s, two 3s, two 4s and one 5. Colors shall be abbreviated as R, B, G, Y and W.

1.2 Play Area

There are four main areas of play

- Hands: Each player holds their cards such that every other player can see their cards and they cannot see their own cards. When playing with two or three players, each player holds 5 cards. When playing with four or five players, each player holds 4 cards.
- Deck: The deck contains all cards that have yet to be drawn.
- Play Stacks: Each of the five colors gets one stack. Played cards are placed in their stack.
- Discard Pile: This area consists of all cards that have been discarded. It is initially empty.

1.3 Objective

The objective of the game is to play the cards of each color in increasing order. For example, a **R5** can only be played after a **R4**, which can only be played after a **R3**, after a **R2** and after a **R1**. Each color is independent of every other color.

1.4 Hints

There are 8 hints, represented by the 8 clock tokens. Each time a hint is used, a token is flipped face-down. Each time a hint is gained, a token is flipped face-up. All tokens are initially face-up at the beginning of a game.

1.5 Strikes

There are 3 fuse tokens of varying lengths, all initially face-up. When a strike is made, the face-up token with the longest fuse is flipped face-down. If the team accumulates 3 strikes, the game is over and the team gets 0 points.

2 Gameplay

During their turn, a player can perform one of the three actions (Hint, Play, Discard).

2.1 Hints

A hint is performed by selecting another player as well as either a color OR a number that exists in their hand (but not both). The player performing the hint indicates all cards in the hand that correspond to their hint. Only that characteristic can be hinted. Examples of valid hints are

- Hinting all Y cards in a hand
- Hinting all 2s in a hand

Examples of invalid hints are

- Hinting that no 3s exist in the hand (*the color or number must exist*)
- Hinting two out of three Y cards (*all cards of a color must be hinted*)
- Hinting three out of four 4s (*all cards of a number must be hinted*)

After a hint is made, a face-up hint token must be flipped face-down. **A hint cannot be performed if all hint tokens are face-down.**

2.2 Plays

A play is performed by choosing a card from your hand and playing it on the play stacks. You are not required to know which stack to play it on. If the card played is not playable (i.e is not 1 larger than the largest card of that color on the stacks), **the team gains one strike and the played card is moved to the discard pile.**

2.3 Discards

A discard is performed by choosing a card from your hand and playing it in the discard pile face-up. After discard is made, the player discarding draws a card and flips one face-down hint token into a face-up position. **You cannot discard if all 8 hint tokens are face-up.**

2.4 Endgame

Once the last card from the deck is drawn, play goes around for one final round. For example, if the players are A, B, C and D in that order and player C draws the last card, then the play order is D, A, B and C and no more turns can be made after C.

3 Tips

- **Keep your hand organised!** *It helps to track the hints other players have made.*
- **Hints are precious!** *Make the most of each hint.*
- **There are only 3 strikes!** *Play only if you are confident your card can be played.*
- **Trust your team!** *They are trying to win with you.*