

# Hanabi

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For 2 to 5 players  
Aged 8+

## Components

- 50 'Hanabi' cards
- 5 rules cards
- 8 blue counters
- 3 red counters
- 5 multicoloured cards (for the expansion)

**Note:** For each of the five coloured sets of cards, the values are distributed thus: 1, 1, 1, 2, 2, 3, 3, 4, 4, 5.

## Goal of the game

Hanabi is a co-operative game, in which the players do not compete against one another, but aim for a common goal. They take the parts of master pyrotechnicians, who have accidentally mixed up the powders, wicks and rockets of a major firework display. The display is about to start, so there is something of a panic! The team must work together to ensure the display is not a disaster.

The goal is to build all five fireworks (white, red, blue, yellow, green), by building sets of each colour in correct numerical order (1,2,3,4,5).

## 2. Discard a card

Performing this action allows you to return a blue counter to the tin lid. The player discards a card from their hand, face-up, on to a discard pile (next to the tin). They then draw a new card, without looking at it, and add it to their hand.

**Note:** If all the blue counters are in the lid, this action cannot be taken; the player must choose another.

## 3. Play a card

The player takes a card from their hand and places it face up in front of them. There are then two possibilities:

- if the card can start, or be added to a firework, it is placed face-up on that firework's pile.

if the card cannot be added to a firework, it is discarded, and a red counter is placed in the tin lid.

In either case, the player then draws a new card, without looking at it, and adds it to their hand.

## Building the Fireworks

There can only be one firework of each colour.

Cards must be layed on fireworks in ascending numerical order (1,2,3,4,5).

In each firework there can only be one card of each value (5 cards in total).

## Set Up

Set aside the 5 multicoloured cards - they are only used for the expansion 'Avalance of Colours'. Place the 8 blue counters in the tin lid, and the 3 red counters next to it.

Shuffle th 50 Hanabi cards into one deck, face-down, and deal them out as follows:

For 2 or 3 players, deal 5 cards to each player.

For 4 or 5 players, deal 4 cards to each player.

**Important:** The players must not look at their cards when they are dealt! Each player must hold his cards so they cannot see their faces, but the other players can (a gift to each

other!). The players cannot, under any circumstances, look at their own cards during the game - the reputation and honour of the pyrotechnicians depends on it!

## Game Play

The player who is dressed most colourfully goes first! Play then continues in turns, clockwise.

On each turn a player takes one, and only one, of the following actions (passing is not allowed):

- 1 Give a clue
- 2 Discard a card
- 3 Play a card

**Note:** During a player's turn, the other players must not comment, or try to influence.

## Bonus for completing a Firework

When a player completes a firework - that is, plays the '5' card on to it - they return one blue counter to the tin lid.

This is a bonus - they do not have to discard a card. If all the blue counters are already in the lid, this bonus is lost.

End of the game  
A game of Hanabi can finish in one of three ways:

- if the third red token is placed in the lid, then the game ends immediately - the show is a catastrophic failure, and everyone loses!

if the players complete all five fireworks before the deck runs out, the show goes ahead immediately and is an unqualified success! The players win, with the perfect score of 25 points.

if a player draws the final card from the deck, the game is nearing its end: each player (including the one who drew the last card) gets one more turn. During this final round players cannot draw new cards (as the deck is empty).

Once this final round is complete, the game is over - and the players can determine their score.

## 1. Give a Clue

To perform this action, the player must remove a blue counter from the tin lid (and place it next to it, with the red counters). They can then give a clue to one of the other players about the cards they hold.

**Important:** The player must indicate clearly - by pointing - which cards he is offering a clue about.

Two types of clue are allowed:

- A clue about one, and only one, colour

**Examples:** "You have one blue card, here," or, "You have two white cards, here and here," etc.

- A clue about one, and only one, value

**Examples:** "You have a '5' card here," or, "You have two '1' cards, here and here," or, "You have two '4' cards, here and here."



**Important:** A player must give a full clue: e.g. if a player has two yellow cards, the clue-giver must not indicate only one!

**Note:** If the tin lid does not contain any blue counters, this action cannot be taken; the player must choose another.

## Scoring

To work out their score, the players add together the values of the top cards on each of the five fireworks.



**Example:** 3 points + 4 points + 4 points + 5 points + 2 points, for a total of 18 points!

The performance of the team is evaluated on the scale agreed by the International Federation of Master Pyrotechnicians:

Points	Quality of Display
0-5	Horrible: boos from the crowd.
6-10	Poor: a smattering of applause.
11-15	Honourable: but no one will remember it.
16-20	Excellent: the crowd is delighted.
21-24	Extraordinary: no one will forget it.
25	Legendary: adults and children alike are speechless, with stars in their eyes.

### Advice

Here are some tips to help you:

▲ A player who receives information can, if they wish, reorganise their hand to help them remember which cards were indicated (e.g. move those cards to the left, or the right, or offset them slightly).

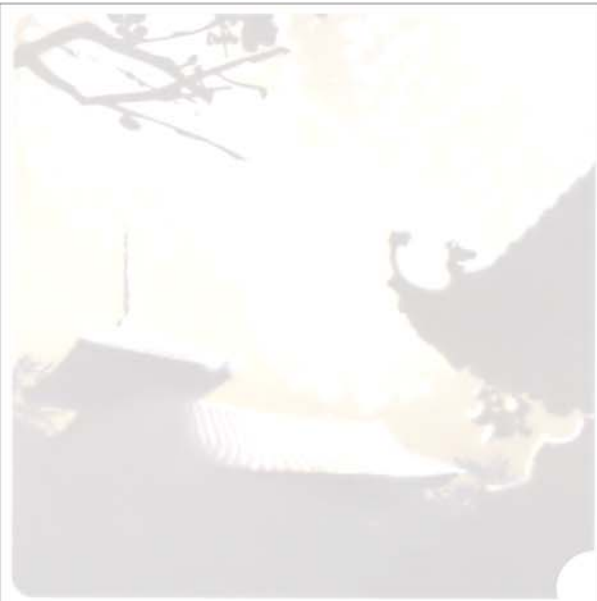
▲ Players can, at any time, look at the cards in the discard pile.

▲ If a player discards a card about which they have not received a clue, they run the risk of discarding from the game a card that might be needed to complete a firework.

Sometimes a player will have no choice but to discard a card about which they know nothing; if that happens, remember that there are multiple copies of each card (except 'S's'), so a discard will not necessarily condemn a firework.

▲ Clearly identify a firework when you know that it cannot be finished (e.g. offset, or rotate, the top card). You will then always know that cards of that colour can safely be discarded to return blue counters to the tin lid.

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### Communication in Hanabi

Hanabi is based on communication (and non-communication) between players. If you follow the rules to the letter, you can only communicate with the other players when you give them a clue by spending a blue counter. However, you should play in the way that is most enjoyable for you: feel free to create 'house rules'. You could, for example, allow comments like, "But I still do not know anything about my cards!" or, "Can you remember anything about your hand?"

#### Variant 'Grand Finale' for experts!

The game does not end if the deck runs out of cards; it

continues until the players lose (3 red counters in the lid, or a needed card is discarded), or until total victory (all the fireworks are complete)! Players may find themselves with fewer cards in hand towards the end of the game. The score table is not used - the fireworks must be perfect or you lose!

#### Variant 'Timed Display'

When playing a card, before revealing it, a player may announce what colour it is:

✦ if they are right, they add the card to a firework as usual, and add a blue counter to the lid (plus a bonus second counter if the card was a '5').

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✦ if they are wrong, the card is discarded, and a red counter is placed in the tin lid.

Knowing the risks, the players can choose whether or not to try for this extra precision each time they play a card.

#### Expansion 'Avalanche of Colours'

Add the 5 multicoloured cards to the deck.



They are an entirely new (sixth) colour. As such, you can give clues about them

(e.g. "You have 2 multicoloured cards, here and here"). The players are now trying to build 6 fireworks, not 5 - and so the maximum possible score is now 30 points:

25-29	Legendary: adults and children alike are speechless, with stars in their eyes.
30	Divine: the display outshines the stars.

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