

Score

In order to calculate their scores, the players add up the largest value card for each of the 5 fireworks.

Example :
4 points + 2 points + 3 points + 1 points + 4 points =
for a total of 14 points! (Ref. page 4)

Artistic impression is determined by the Firework Manufacturers International Federation reference scale:

POINTS	OVERALL IMPRESSION
5 or below	Horrible, booed by the crowd...
6 - 10	Mediocre, just a spattering of applause.
11 - 15	Honourable, but will not be remembered for very long...
16 - 20	Excellent, crowd pleasing.
21 - 24	Amazing, will be remembered for a very long time!
25	Legendary, everyone left speechless, stars in their eyes

ADVICE

Here are a few hints to help you.

▲ A player who is given information can rearrange his hand if he wishes to do so in order to put the cards concerned in an order which is easier for him to remember (on the left, on the right, further up or down).

▲ The players can look at the cards in the discarded pile at any time.

▲ If a player discards a card that he has no information about, he runs the risk of getting rid of a card which could be useful in completing a firework.

▲ Sometimes a player will have no choice and will have to discard a card that he knows nothing about. However there are several copies of the cards (except for the cards with a value of 5); so discarding one does not necessarily mean that the firework cannot be completed.

▲ Clearly identify a firework that you know you cannot complete: for example pulling out the last card in the series slightly. The cards of the corresponding colour could still be discarded to put blue tokens back in the box.

COMMUNICATING WHILE PLAYING HANABI

Communication (and non communication) between the players is essential to Hanabi. If you follow the rules closely, you can only communicate with your teammates when you **give them information** placing a blue token. However you can play whichever way suits you best: set your own rules regarding communication. You could always allow comments like "I still don't know anything about my hand" or "So do you remember what you have in your hand?"

«CROWNING PIECE» VERSION FOR EXPERT PLAYER

The game does not end after the round where the last card is picked up. It continues until the players are defeated (3 red tokens in the lid of the box/an indispensable card has been discarded) or until the players are victorious (all the fireworks are completed). The players can then find themselves with fewer cards in their hand at the end of the game and the score scale is not used: the firework display has to be perfect or it counts as a loss!

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 »).

✕ if they are wrong, the card is discarded, and a red counter is placed in the time 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 COLOR»

Add the 5 multicoloured cards to the deck. They are an entirely new colour with only 6 cards. 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 different fireworks instead of 5, and so the maximum possible score is now 30 points. This new scale complete the original one

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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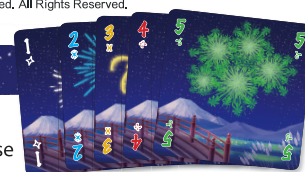
A game by Antoine Bauza
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COMPONENTS

- 50 Hanabi cards
- Rules in English/ Chinese
- 8 Blue tokens
- 3 Red tokens
- 5 Multicoloured cards



(used only for the "Avalanche of color" expansion.)

Note: The values on the cards to be dealt are
1, 1, 1, 2, 2, 3, 3, 4, 4, 5 for each colour.

GOAL OF THE GAME

Hanabi is a cooperative game, i.e. a game where the players do not play against each other but work together towards a common goal. In this case they are absent minded firework manufacturers who accidentally mixed up powders, fuses and rockets from a firework display. The show is about to start and panic is setting in. They have to work together to stop the show becoming a disaster!

The pyrotechnicians have to put together 5 fireworks, 1 white, 1 red, 1 blue, 1 yellow, 1 green, by making series rising in number (1, 2, 3, 4, 5) with the same coloured cards.

SET UP

Set aside the 5 multicoloured cards - they are only used for the expansion 'Avalanche of Colors'.



Place the 8 blue tokens in the lid of the box and the 3 red tokens just next to it.

Shuffle the 50 cards to make a deck and put them face down. Deal a hand of cards to each player:



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



For 4 to 5 Players, deal 4 cards to each player.

Important : The players should not look at the cards which are dealt to them! They pick them up so that the other players can see them but so that they cannot see them themselves (so back to front!) They are not allowed to look at their own cards at all during the game. This would dishonour them and taint their reputation as master pyrotechnicians!

GAME PLAY

The player with the most colourful clothing begins the game. The players then take their turn going in a clockwise direction. On his turn, a player must complete one, and only one, of the following three actions (you are not allowed to skip your turn):

1. Give one piece of information.

2. Discard a card.

3. Play a card.



Note: When it is a player's turn, his teammates cannot comment or try to influence him.

1. Giving a piece of information

In order to carry out this task, the player has to take a blue token from the lid of the box (he puts it at the side with the red tokens). He can then tell a teammate something about the cards that this player has in his hand.

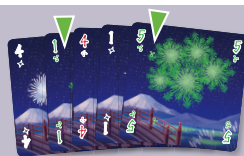
Important : The player must clearly point to the cards which he is giving information about.

Two types of information can be given:

Information about one colour (and only one)

Examples :

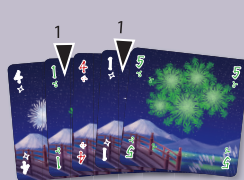
« You have a red card here » or
« You have two green cards, here and here » or « You have two white cards, there and there ».



Information about a value (and only one)

Examples :

Examples : « You have a card with a value of 5 here » or « You have two cards with a value of 1 there and there » or « You have two cards with a value of 4 there and there ».



Important : The player must give complete information : If a player has two green cards, the informer cannot only point to one of them!

Note: This action cannot be performed if the lid of the box is empty of blue tokens. The player has to perform another action.

2. Discarding a card

Performing this task allows a blue token to be returned to the lid of the box. The player discards a card from his hand and puts it in the discard pile (next to the box, face up). He then takes a new card and adds it to his hand without looking at it.

Note: This action cannot be performed if all the blue tokens are in the lid of the box. The player has to perform another action.

3. Playing a card

The player takes a card from his hand and puts it in front of him. Two options are possible:

- The card either begins or completes a firework and it is then added to this firework.
- Or the card does not complete any firework : it is then discarded and a red token is added to the lid of the box.

He then takes a new card and adds it to his hand without looking at it.



How the fireworks are made up

- There can only be one firework of each colour.
- The cards for a firework have to be placed in rising order (1, then 2, then 3, then 4 and finally 5).
- There can only be one card of each value in each firework (so 5 cards in total).

BONUS for a complete firework

When a player completes a firework - i.e. he plays the card with a value of 5 - he puts a blue token back in the lid of the box. This addition is free; the player does not need to discard a card. This bonus is lost if all the blue tokens are already in the box.

END OF THE GAME

There are 3 ways to end the game of Hanabi :

- The game ends immediately and is lost if the third red token is placed in the lid of the box.
- The game ends immediately and it is a stunning victory if the firework makers manage to make the 5 fireworks before the cards run out. The players are then awarded the maximum score of 25 points.
- The game ends if a firework maker takes the last card from the pile: each player plays one more time, including the player who picked up the last card. The players cannot pick up cards during this last round (as the pile is empty).

Once this last round is complete, the game ends and the players can then add up their scores.