

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 card is flipped.
- 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.

✱ 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 + 4 points + 1 points
for a total of 14 points.

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

POINTS	OVERALL IMPRESSION
0 - 5	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 their hand if they wish to do so in order to put the cards concerned in an order which is easier for them to remember (on the left, on the right, further up or down).
- Looking at the discarded cards can help to deduce information on your own cards.
- If a player discards a card that they have no information about, they run 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 they know 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 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 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?".



VARIANT "CROWNING PIECE" FOR EXPERT PLAYERS

The score scale is not used: the firework display has to be perfect or it counts as a loss!

What is more, the game does not end after the round where the last card is picked up. It continues until the players are victorious (all the fireworks are completed) or until the players are defeated: 3 flipped cards or an indispensable card has been discarded. The players can then find themselves with fewer cards in their hand at the end of the game.

Author's Acknowledgments

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Hanabi

A Game by Antoine Bauza
For 2 to 5 players
14+ years

COMPONENTS

- 50 Hanabi Cards
- 8 Tokens
- 3 Red Cards
- 1 rules leaflet



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

AIM 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.

GETTING READY



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

- Shuffle the 50 Hanabi cards to make a deck and put them face down.
- Deal a hand of cards to each player as below:
 - 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 pick up and hold his cards so that they cannot see their card 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!

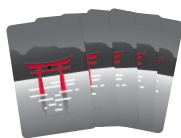
THE GAME

The player with the most colourful clothing begins the game. The players then take their turn going in a clockwise direction. On their 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, their teammates cannot comment or try to influence them.

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1. Giving a piece of information

In order to carry out this task, the player has to take a token from the lid of the box. They can then tell one teammate something about the cards held by that teammate.

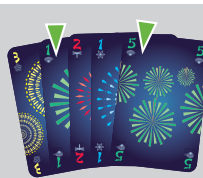
Important : The player must clearly point to the cards which they are giving information about.

Two types of information can be given and the player giving the information chooses only one type to give:

→ 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:

"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".



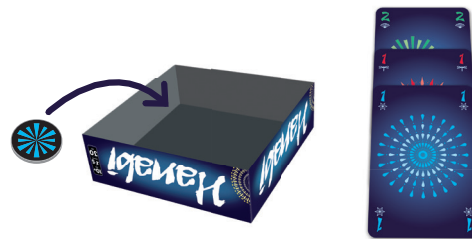
Important : The player must give complete information: If a player has two green cards, the informer cannot only point to one of them! They must also point to the 2 cards simultaneously, without insisting on one of them.

Note: This action cannot be performed if the lid of the box is empty of tokens. In that case, the player must perform a different action.

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2. Discarding a card

Performing this task allows a token to be returned to the lid of the box. The player discards a card from their hand and puts it next to the box. The discarded cards are overlapping each other face up on the table so that players can see them at any time. They then take a new card and add it to their hand without looking at it.



Note: This action cannot be performed if all the tokens are in the lid of the box. The player must perform a different action.

3. Playing a card

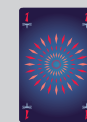
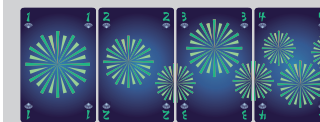
The player takes a card from their hand and plays it to the table.

Two options are possible:

- The card either begins, add to or complete any firework and it is then added to the appropriate color firework.
- The card doesn't begin, add to or complete any firework: it is then discarded and a red card is flipped.

They then take a new card and add it to their hand without looking at it.

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* 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 COMPLETING A FIREWORK

When a player completes a firework – i.e. they play the card with a value of 5 – they put a 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 tokens are already in the box.

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