



Antoine Bauza

Hanabi

DELUXE: WHAT A SHOW!

2-5
PLAYERS

30
MIN

AGE
8+

CONTENTS



• 50 original Hanabi cards



• 10 multi-coloured cards



• 10 black cards



• 5 cardholders



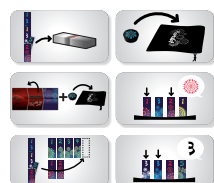
• 1 bag



• 8 **CLUE** tokens



• 3 **ERROR** tiles



• 6 **BONUS** tiles



• 1 set of rules



• 1 game aid

PRESENTATION

This special edition of Hanabi contains the original version and these new versions:

- 1 'COLOUR AVALANCHE' (10 multi-coloured cards),
- 2 'BLACK POWDER' (10 black cards),
- 3 '5 FLAMBOYANTS' (6 **BONUS** tiles and a game aid).

HANABI ORIGINAL

AIM OF THE GAME

Hanabi is a co-operative game. The players do not play against each other, but form one team to reach a common goal.

They play the role of scatterbrained pyrotechnicians who have inadvertently mixed up powders, wicks and rockets for a huge firework display. The show is about to start, and panic ensues... They have to work together to make sure the show is not a complete disaster!

The pyrotechnicians have to make 5 firework displays - 1 of each colour (white, red, blue, yellow, green) - by putting the same colour cards in ascending order (1, 2, 3, 4, 5).

Note: For each of the 5 colours on the cards, the values are 1, 1, 1, 2, 2, 3, 3, 4, 4, 5.

SETTING UP

- Give everyone a cardholder.
- Put the bag flat on the table and put the 8 **CLUE** tokens on it.
- Put the 3 **ERROR** tiles side-by-side, blue side up.
- Shuffle the 50 cards to make a pile, face down.
- Deal a hand of cards to each player:
 - With 2 or 3 players, each player gets 5 cards.
 - With 4 or 5 players, each player gets 4 cards.

Important: Players cannot look at the cards in their hand! They are arranged on the cardholder, so the other players can see them, but they cannot see them themselves (so back-to-front). Players are never allowed to look at their own cards during the game - pyrotechnicians are highly-regarded for their honesty and integrity!



THE GAME

The player with the most colourful outfit starts the game.

Players then play clockwise, in turn. On their turn, a player must complete one of the following three actions (you cannot pass).

1 Give information.

2 Discard a card.

3 Play a card.

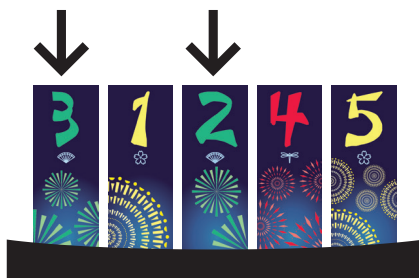
Note: Players must not make comments or try to influence another player's decision.

1 GIVE INFORMATION

To complete this action, the player must take a **CLUE** token from the bag (they put it to one side). They can then provide information to a teammate, regarding the teammate's cards.

Important: The player points at the cards they are giving the information about.

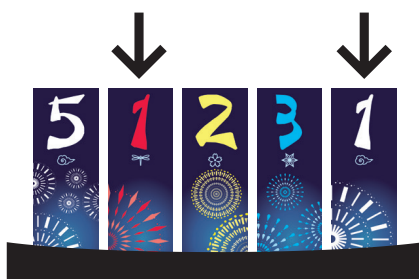
Players can give two kinds of information:



- Information about ONE colour

For example: 'You have a red card here' or 'You don't have any white cards.'

→ 'You have two green cards here and here.'



- Information about ONE value

For example: 'You have a card worth 5 here' or 'You don't have any cards worth 4.'

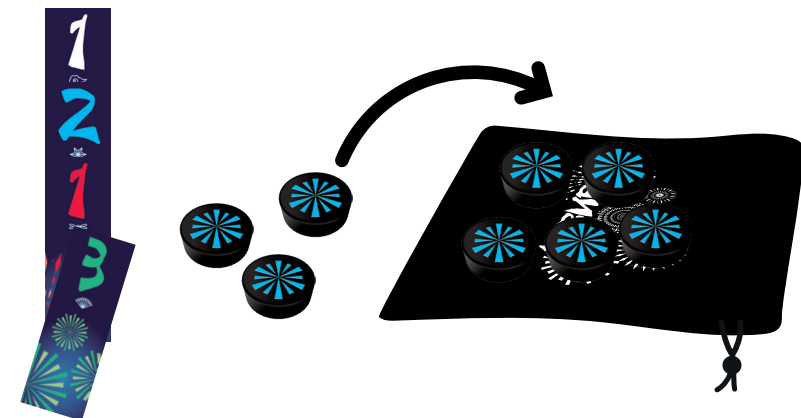
→ 'You have two cards worth 1, here and here.'

Important: The player must give complete information. If a player has two green cards, the player giving the information cannot just point to one. They have to point to them both at the same time, without focusing on one more than the other.

*Note: You cannot choose this action if there are no **CLUE** tokens on the bag. The player must choose another action to take.*

2 DISCARD A CARD

Completing this action allows you to put a **CLUE** token back on top of the bag. The player gets rid of a card from their hand and puts it next to the bag. The discarded cards are placed next to each other on the table, where the players can consult them at any time. The player then takes a new card without looking at it and adds it to their hand on the cardholder.



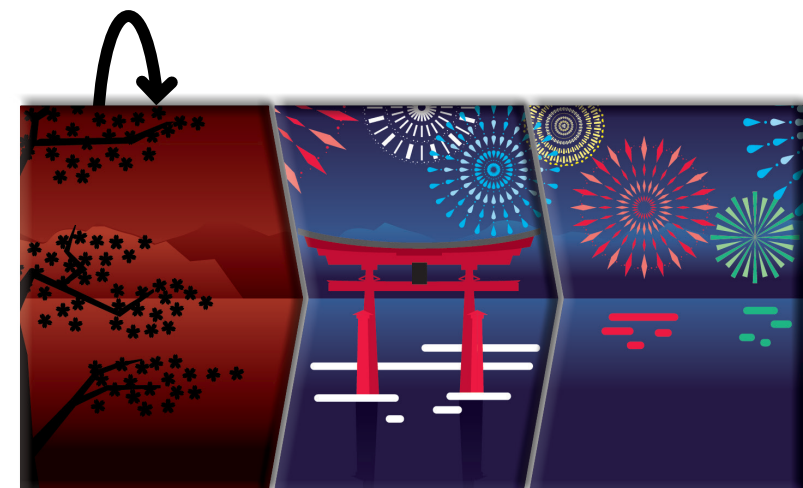
*Note: You cannot choose this action if there are no **CLUE** tokens on the bag. The player must choose another action to take.*

3 PLAYING A CARD

The player takes a card and puts it in front of them.

Two things can now happen:

- Either the card begins or completes a firework display: in which case, it is added to the firework display.
- Or the card does not complete any firework display: the player gets rid of the card, and an **ERROR** tile is turned over onto the red side.



The player takes a new card without looking at it and adds it to their hand on the cardholder.

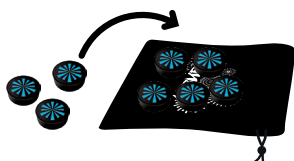


MAKING A FIREWORK DISPLAY

There can only be one firework display per colour. The cards for the firework display must be placed in ascending order (1, then 2, then 3, then 4, and finally 5). There can only be one card of each value (total of 5 cards) in each firework display. *Example: 3 white and red cards, 1 blue card, 2 yellow cards and 4 green cards.*

BONUS FOR A COMPLETE DISPLAY

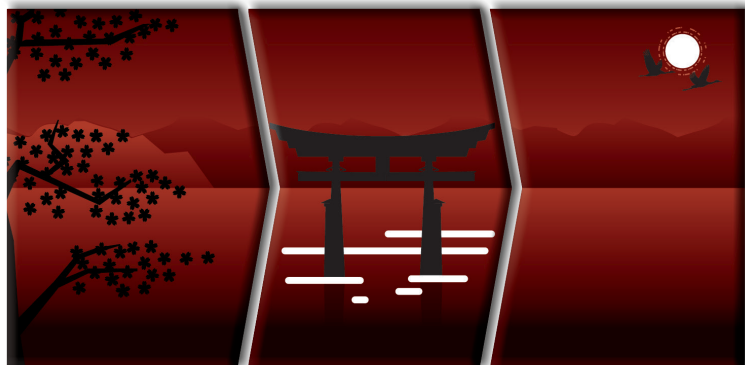
When a player completes a firework display, i.e. they put the 5 card down, they put a **CLUE** token on the bag. This is a free move, and the player does not have to get rid of a card. If all the **CLUE** tokens are already on the bag, the bonus is lost.



END OF THE GAME

Hanabi can end in 3 ways:

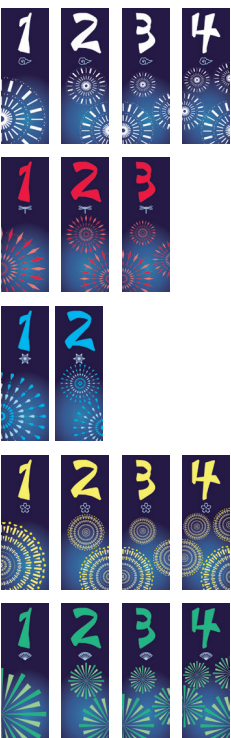
→ If the third **ERROR** tile is turned over, the game ends immediately and is lost.



- If the pyrotechnicians managed to create the 5 displays before the cards ran out, the show ends immediately with a stunning victory. All players get the maximum score of 25 points.
- If a pyrotechnician takes the last card from the deck, the game winds down. Each player can play one last time, including the player who took the last card from the deck. The players will be unable to take cards to complete their hands, as there will be no cards left to take. When the last round is complete, the players count their score, and the game ends.

SCORE

To calculate the score, the players count the sum of the highest value card for each of the 5 firework displays.



Example :
4 points + 3 points + 2 points + 5 points + 4 points
for a total of 18 points.

Their artistic impression score follows the International Firework Display Federation’s ranking system:

POINTS	ARTISTIC IMPRESSION
5 or -	Pathetic! The crowd is booing. What a forgettable display...
6-10	Mediocre! Some polite applause ripples through the audience.
11-15	Decent! Not bad, but not a display for the ages though.
16-20	Excellent! The crowd is captivated, smiles all around!
21-24	Extraordinary! This incredible feat will linger in the crowd’s memory forever!
25	Legendary! The audience is speechless. Everyone is completely starstruck!

Advice

- ✱ A player who gets information can, if they wish, rearrange their hand to organise the cards in a way that will help them remember (to the left, to the right, slightly apart).
- ✱ Looking at the discarded cards helps to provide information about one's own cards.
- ✱ If a player discards a card they have no information about, they risk getting rid of a card, which could prove to be useful to complete a firework display. Sometimes, a player has no choice and has to discard a card they have no information about. However, there are several of the same value cards (except for cards worth 5) and getting rid of one of them does not necessarily mean the firework display will not happen.
- ✱ Clearly identify a firework display when you know you cannot complete it. For example, by separating the last card in the series from the others. The other cards of the same colour can still be discarded to put **CLUE** tokens on the bag.

Hanabi Communication

Hanabi relies on communication (and non-communication) between the players. If you follow the rules closely, you can only communicate with your teammates when you give information and when you use a **CLUE** token. However, you can play whichever way works best for you. Set the rules for yourselves regarding communication. You might prefer to allow comments such as, 'I still know nothing about my hand' or 'Can you remember which cards you have?'

'Final flourish' version for the experts

The ranking system does not count - the firework display has to be perfect, or you lose! Also, the game does not end with the round where the last card is taken. You continue until complete victory is achieved (all the firework displays are completed) or until the players are defeated: 3 **ERROR** tiles turned over, or a required card is discarded. The players can then find themselves with fewer cards in their hand at the end of the game.

'COLOUR AVALANCHE' ADD-ON

Set up

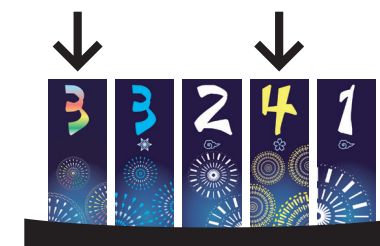
Add the 10 multi-coloured cards to the deck.



How to play

You have to make a 6th firework display next to the other ones on the table: from 1 to 5. Be careful, when giving information, these cards are considered as having all the other colours because they are multi-coloured. You must include them when giving information about colours.

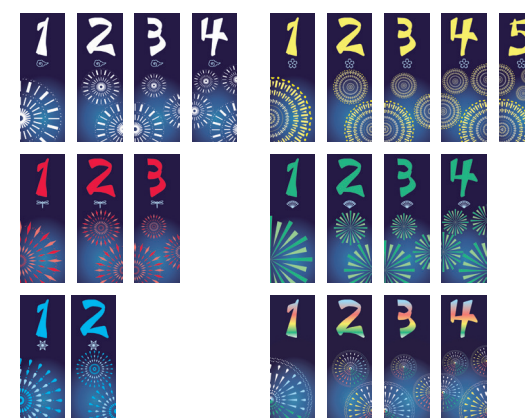
For example:
You have two yellow cards, here and here.



Important: You are not allowed to say 'you have a multi-coloured card here.' These cards do not replace the other cards of the displays on the table.

The players now have to make 6 fireworks displays, and the maximum score becomes 30 points.

POINTS	ARTISTIC IMPRESSION
25-29	Legendary! The audience is speechless. Everyone is completely starstruck!
30	Divine! The sky itself doesn't even know where to look...



For example:

4 points + 3 points + 2 points
5 points + 4 points + 4 points
for a total of 22 points.

'BLACK POWDER' ADD-ON

Set up

Add the 10 black cards to the deck.

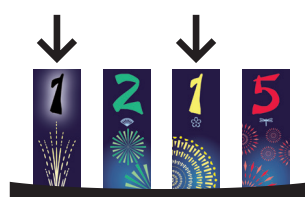


How to play

1 There is now a 6th firework display to make next on the table. The black cards have to be played in the opposite order to the coloured cards. In descending order, from 5 to 1. When the black firework display is completed (by the "1" card), the players get a free **CLUE** token, just like for the other colours.

2 The black cards are colourless. It is forbidden to give colour information about them. Players can only provide information about the value.

Note: Saying 'you don't have any black cards' is also prohibited.



For example:
You have two 1's
here and here

Score

Do not score the black cards like the coloured cards. For each card missing from the black display, take 1 point off your score. The maximum score is still 25 points. You can add the 'black powder' accolade to your score!

For example:

At the end of the game, the black firework display is made up of 5, 4 and 3 cards. The players each take 2 points off their score. So they make a total of 16 'black powder' points.



'5 FLAMBOYANTS' ADD-ON

Set up

Shuffle the 6 **BONUS** tiles face down and put them next to the deck. Put the game aide on its holder.



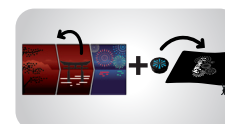
How to play

When a player completes a firework display with a '5' card, instead of winning a **CLUE** token, they reveal a random **BONUS** tile and apply it to the game. Then they discard the tile, and take another card to replenish their hand.

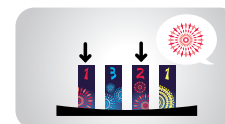
The effects



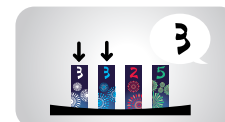
Winning 1 **CLUE** token.



Put an **ERROR** tile blue face up and win 1 **CLUE** token. If the players did not make any **ERRORS**, they still take 1 **CLUE** token.



Give 1 piece of **colour information** about the cards of a player of your choice.



Give 1 piece of **value information** about the cards of a player of your choice.



Take a card from the discard pile and shuffle it back into the deck. Special case: if there are no cards left in the deck, the player can apply the last advantage described below instead.



Take a card from the discard pile and put it back into play. The chosen card must be put back into play according to the rule (for example, a red '3' can only be put after a red '2' in play. If the card does not fit, the advantage is lost.) Special case: if the player chooses a '5' from the discard pile and plays it, they immediately trigger the advantage of a new **BONUS** tile

COMBINING THE ADD-ONS

You can combine the '5 Flamboyants' add-on with the 'Black Powder' add-on or the 'Colour Avalanche' add-on. You can even combine all three if you are feeling adventurous!



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Graphics: Cocktail Games