points overall impression
< 5 horrible, booted by the crowd...
6 – 10 mediocre, just a hint of scattered applause...
11 – 15 honorable attempt, but quickly forgotten...
16 – 20 excellent, crowd pleasing.
21 – 24 amazing, they will be talking about it for weeks!
25 legendary, everyone left speechless, stars in their eyes!

multicolor variants

variant 1
add the 6th suit to the game and attempt to create all 6 fireworks. in this variant, the multicolor suit is not wild, it’s a separate firework.

variant 2
same as variant 1, except use only one card of each number (1, 2, 3, 4, 5) for the multicolor suit.

variant 3
add the 6th suit to the game and these cards are now wild. in this variant, you cannot call out the multicolor suit. instead, the multicolor cards always count as the color in your clue. but when playing the card, it counts and builds as the 6th (multicolor) firework.

example:
you can say “these three cards are blue”
or you can say “you have a red card here”

variant 4
the game does not end after the round where the last card is picked up. it continues until the players are defeated (3 black fuse tokens in the lid of the box or if 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 fireworks display has to be perfect. (can also combine this with any one other variant.)

strategic advice

a player who is given information can rearrange his hand 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 fireworks. sometimes a player will have no choice and will have to discard a card that he knows nothing about. however, there are multiple 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 color could still be discarded to put blue tokens back onto the table.

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?”

credits

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2 to 5 players, ages 8+

contents:
• 60 hanabi cards
  • 6 suits, each with three 1’s, two 2’s, two 3’s, two 4’s, one 5
• 8 blue clock tokens
• 4 black fuse tokens

summary

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 from becoming a disaster! the pyrotechnicians have to put together 5 fireworks, (1 white, 1 red, 1 blue, 1 yellow, 1 green), by making a series rising in number (1, 2, 3, 4, 5) with the same colored cards.

getting ready

place the 8 blue clock tokens face up on the table. stack the 4 black fuse tokens nearby with the longest fuse on top and the explosion on the bottom. shuffle the 50 cards to make a deck and put them face down. note, a 6th multicolor suit is included in the game, but it is for advanced play only, please see variants section.

deal a hand of 5 cards to each with 2 or 3 players.
deal a hand of 4 cards if there are 4 or 5 players.
The Game

The player with the most colorful clothing begins the game. The players then take their turn going in a clockwise direction. On his or her turn, each player must complete the following three actions (and he or she is not allowed to skip a turn):

1. Give one piece of information (he or she is not allowed to give nothing).
2. Draw a card from the deck.
3. Play a card.

NOTE: The player must give complete information about one specific COLOR (and only one) of the cards in their hand. If the player does not have a card in their hand, they are DISCARDING a card.

Example: The player has two green cards and one red card. The player can only point to the green cards and give them one piece of information:

"I have one green card in my hand."

In order to carry out this task, the player must take a blue token from the table and place it on the lid of the box. The team must reduce the number of cards held by that team by one. If the team is reduced to zero, it wins the game.

The player can also draw a card from the deck and then play a card. If the player has a card with a value of 5, he or she can draw a blue token from the lid of the box and add it to the deck. The player can then take a new card from the deck and add it to his or her hand without looking at it.

Example: If a player draws a card with a value of 5, he or she can take a blue token from the lid of the box and add it to the deck. The player can then take a new card from the deck and add it to his or her hand without looking at it.

How the fireworks are built:

The fireworks are made up of cards of each color. The cards for a fireworks card must be placed in order (1, 2, 3, and finally 5). After playing his card, the player takes a new card from the deck and adds it to his or her hand without looking at it.

Example:

1. The player has a blue card in his hand.
2. The player draws a green card from the deck.
3. The player adds a new green card to his hand.

There are 3 ways to end the game of Nabada:

1. The game ends immediately if a player successfully places the third black five token on the table.
2. The game ends immediately if all five cards are on the table.
3. If the game ends after the third black five token is placed on the table, the player who placed it is the winner.

Note:

The player can only place one card of each value in each fireworks card.