

Hachi-Hachi adding for basic HANAFUDA rule

Cards

Each cards have points as shown at card itself.

光 Light: 20 card points
種 Animal: 10 card points
短冊 Slip: 5 card points
カス Dreg: 1 card point

At Hachi-Hachi game, all **November** or **Willow** (sometimes called also Rain) cards must be considered as **Dreg** except cards points.



Total points of all cards are 264. 264 card points divided 3 active players are 88 card points (Hachi-Hachi means 88).

Coinage

A dozen (12) points are also called a Kan.

Please prepare 2 kinds of Coins like Black and White. In this case, Black coin represents 1 points. White coin represents 1 Kan = 12 points.

Each player gets 4 white coins and 12 Black coins. Thus, initial points of each player hold are 5 Kan.

Loan

If you did not have enough points to pay, you have to loan from the imaginary Bank. The Bank always lends you 10 Kan each. You have to write down it at the paper. You can return your debt just after 6th deal, 11th deal and/or 12th deal only (We explain later).

Blind Stay

Before each deal begins, temporary Oya can declare "Blind Stay" (見ずてん Mizu-ten). Blind Stayed Oya becomes proper Oya and gets risk of losing and chance of increase Points.

Players

3 to 7 players can play this game. 4 to 6 is recommended.

Each player's hand size is 7 and field cards are 6.

Seven Players: At 7 players' game only temporary Oya must include a White card into deck before shuffling and did not deal to the Field. After dealt, if you have a White card in your hand, you must drop this game with no penalty and your hand becomes Field cards (except white cards. It must be removed from this deal).



Types of the Fields

Each deal's scoring is affected by the initial cards in the Field.

When there are no Light card, scoring do not changes.

When there are any Light cards, **ALL POINTS** or **KAN** are quadrupled (November or December) or doubled (other light) other than Award Kan (see later).

Small Field: No light, Normal scoring
Large Field: Light of Jan., Apr. or Aug., Double point
Grand Field: Light of Nov. or Dec., Quadruple points

If two or more Lights exist in the initial field, next or more deals are reserved as Large or Grand Fields. Apply Grand Field first.

For example, there are Lights of January, November and December in the initial field at the first deal. This first and Second deals are Grand Field. 3rd deal is reserved as Large Field. In this situation, if there are November Light in the initial field at the 2nd deal. This second and third deals are Grand Field. 4th deal is reserved as Large Field and so on...

Write down the numbers from 1 to 12 on the paper as Monthly Track. If you have 12 six sided dice, place a die at each number. In the case of Small Field, top side of the die must be the eye of One. For Large field, eyes of Two. For Grand field, eyes of Four (If not, just write down).

Check the "4 of a Kind & 3 of a Kind"

If you have hand combo of "Four of a Kind & Three

of a Kind" (See the charts for details), the game is over instantly. In this case, if you have another Kasu (Dreg) hand combo, add the Kan. Then, Collect Kan from each all players. Then go to "After 12th deal".

Drop from the deal

This game was actually played only 3 active players. Thus, other players must drop from each deal like Poker game.

Starting from temporary Oya, each player checks own hand and declares 'Stay' or 'Drop'.

Penalty Fee for Dropping: At this moment, dropped players have to pay penalty (established seating order) to the Pot. Winner of the deal gets Pot.

Oya: 1 Kan
2nd: 1 Kan and a half
3rd: 2 Kan
4th: 2 Kan and a half
5th: 3 Kan
6th: 3 Kan and a half

No match: If only one or two player(s) stayed and all the other players dropped, the deal is over. Stayed player(s) share the Pot evenly.

Driven Out: If already three player declared Stay, the remaining players have no choice but to drop. This is called "Driven Out". Each player of "Driven Out" gets Compensation depending on the cards of the hand:

Each Light: 3 points
Each Purple strip: 3 points
Each Red strip with poem: 3 points
Each Combo (Hand or Captured) : half of normal Kan

First stayed active player becomes proper Oya of this deal. 2nd active player is Dou-Ni and last active player is Biki.

Hand Combo

From Oya, active players can declare and show appropriate cards of their Hand combos, if any (See the charts for details).

There are two types of Hand Combo: Dreg and Suit. You can combine 1 Dreg Combo and 1 Suit Combo only.

For Suit Combo, you have to show openly only concerning cards of the combo during the deal.

For Kasu Combo, all Kasu cards only must be shown openly during the deal. **You can include any** Willows

as dregs.

You should place shown cards in front of you. But do not confuse them with captured cards. Shown cards are also considered as the part of your Hand.

In the case of "1 Light", your Light card must be placed secretly at the center of your placed hand.

For "1 Animal", your Animal card must be placed secretly the leftmost of your placed hand.

For "1 Slip", your Slip card must be placed secretly the leftmost of your hand and be rotated 90 degree.

In the case of "Red", your Slip cards must be placed secretly the leftmost of your placed hand.

The active players balance Kan of Hand combo each other. For example, Oya has Hand combo of 2 Kan, Dou-Ni has hand combo of 3 Kan, and Biki has no Hand combo. Oya pays 1 Kan to Dou-ni and gets 2 Kan from Biki (totally gets 1 Kan). Dou-Ni get 1 Kan from Oya and gets 3 Kan from Biki (totally gets 4 Kan). Biki pays 2 Kan to Oya, and pays 3 Kan to Dou-ni (totally lose 5 Kan).

Then, the play of the deal begins.

Getting points during the deal

見ずてん Blind Stay: If you are Blind Stayed Oya and captured 89 or more card points, you get 1 Kan from all players (except 7th free dropped player).

抜け役 Escape: If you have a Kasu Hand combo other than "1 Light" and captured 89 or more card points, you get 1 Kan from other active player each (totally 2 Kan). This is called "Escape".

飛び込み Diving: If you have a Suit Hand combo including Three of a Kind (Three of a Kind, Double Three of a Kind and Full House) and captured all three cards of the Three of a Kind, you get 1 Kan from other active player each (totally 2 Kan). This is called "Diving".

Declare Yoshi or Sa-gé

If you made Captured Combo (See the charts for details), you can declare "Yoshi" or "Sa-gé".

Yoshi: When you declare "Yoshi" (means Good), the deal is over and you win the deal. At this point, you get Kan from your Captured Combo only (ignore any card

points) from other active player each.

Sa-gé : When you declare "Sa-gé", the deal must be continued until someone say "Yoshi", or you say "cancel Sa-gé" just before your turn, or the draw deck becomes empty, whichever fast. If this Yoshi is after " Sa-gé", add the points of your Captured Combos.

If you made another Captured Combo, you can select "Sa-gé" or Yoshi again.

If another active player made Captured Combo and said "Yoshi", points of your Captured Combo must be ignored. And you must pay double (because 3rd active player pay no points).

If you say "cancel Sa-gé" or the draw deck became empty, points of your Captured Combo must be halved. ("Sa-gé" means decrease).

Draw deck becomes empty

All active players count unmodified card points of captured.

Failed Blind Stayed: If you are Blind Stayed Oya and captured only 88 or less card points, you must pay 1 Kan to other active player each.

Double 8's: If someone get 168 card point, it is called Counting Combo "Double 8's" worth 10 Kan, and the player is the winner. And add 1 Kan for each point over 168 points. For example, if your Card points are 170, your final points is 12 Kan.

All 8's : If card points of all 3 players are equally 88, Oya is winner and gets Counting Combo "All 8's" and it worth 10 Kan.

When someone made Counting Combo ("Double 8's" or "All 8's"), all Hand Combo, Diving and Escape of the deal are Cancelled. All players must return points of them.

At all other situations, active players must balance card points one another.

88 card points are zero points for each active player. If you get 100 card points, you gets 12 points. If you get only 72 card points, you loses 16 points. The player got most points from cards is the winner of the deal.

End of the deal

Take from the Pot and place a black coin (1 points) to the number of this month (or deal) of Monthly Track.

After that, the winner of the deal gets the remaining Pot. If two or more players qualified the winner, Oya has 1st priority and Dou-Ni has 2nd priority for the Pot.

Next deal

Check the die of the next number of Monthly Track to know the kind of Field (small, large or grand).

Han-Don (After 6th deal)

Each player must return 10 Kan to the Bank at this time. If you don't have enough Kan, you have to loan.

After that, if you have more Kan and want, you can return your debt but only every 5 Kan. Thus you can return 5 Kan, 10 Kan or 15 Kan to the Bank (But you cannot return 4 Kan or 11 points etc.)

Ishi-Arai (After 11th deal)

If you have enough Kan and want, you can return your debt but only every 5 Kan. At this time, every player knows points each other.

After 12th deal

You must return all loan as much as possible.

The poorest player gets 12 black stones (1 Kan) from the Monthly Track.

After that, the player has most points is the winner if this game and gets Award worth 5 Kan times players. For Example, at 6 players' game, Award is worth as 30 Kan. This Award Kan is not affected by Type of field.

If two or more players are top scored, share evenly the Award Kan.

After that, the game is over.

Campaign Game

If you want to play heavy classic game, repeat this game number of player times. For Example, if you are 6 players, play 6 games.






Good Luck!

Hachi-Hachi: Hand Combo/Handkombinationen/Combo de main

- There are two types of Hand Combo: Dreg and Suit. You can combine 1 Dreg Combo and 1 Suit Combo only.
- Es gibt zwei Arten von Handkombinationen: Dreg und Anzug. Sie können 1 Dreg-Kombo und nur 1 Anzug-Kombo kombinieren.
- Il existe deux types de combo: Kasu/Dreg et Série. Vous pouvez combiner seulement 1 combo de Kasu/Dreg et 1 combo de série.

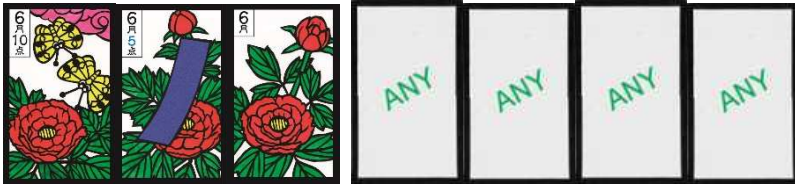

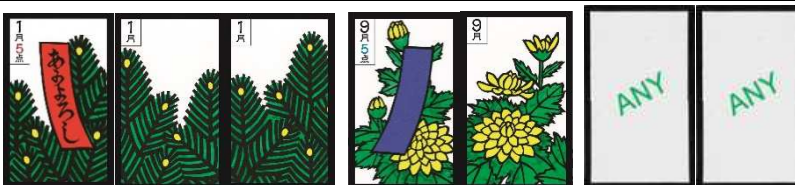
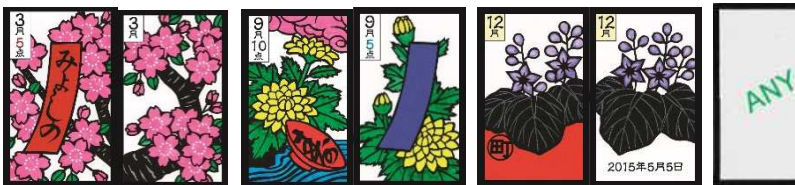
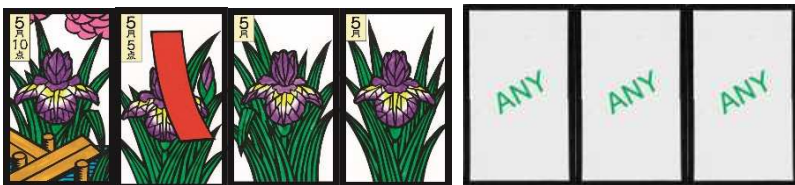

Dreg Combo / Dregkombinationen / Combo de Kasu/Dreg

- You can include any **Willows** as **dregs**. All Dreg cards only must be shown openly during the round.
- Sie können schließen jede **Weide** als Dreg. Alle Dreg Karten muss gezeigt werden, nur Offen während der Runde.
- Vous pouvez inclure des saule comme Kasu/Dreg. Toutes les Kasu doivent être présentés seulement faces visibles pendant la manche.

<p>All Dregs Alle Dreg Tous Kasu/Dreg</p>	<p>からす</p>		<p>4 Kan</p>
<p>Single Light Einzellicht Lumière unique (& 6 Dregs)</p>	<p>光</p>	 <p>Face down and put canter the Light / Gesicht nach unten und legte Galopp das Licht / Poser 1 carte Lumière face cachée au milieu.</p>	<p>4 Kan</p>
<p>Single Animal Einzeltier Animal unique (& 6 Dregs)</p>	<p>十一</p>	 <p>Face down and put leftmost the Animal / Gesicht nach unten und legte ganz links das Tier / Poser Animal à gauche face cachée.</p>	<p>3 Kan</p>
<p>Single Slip Einzelstreifen Ruban unique (& 6 Dregs)</p>	<p>短</p>	 <p>Face down, put leftmost and rotate 90 degree the Slip / Gesicht nach unten, ganz links setzen und um 90 Grad den Streifen / Poser Ruban à gauche face cachée et tournée 90°.</p>	<p>3 Kan</p>
<p>Red / Rot / Rouge (All Slips & Dregs Alle Streifens & Dreg Tous les ruban & Kasu/Dreg)</p>	<p>赤</p>	 <p>Face down and put leftmost the Slips / Gesicht nach unten und legte ganz links des Streifens / Poser tous les Ruban à gauche face cachée..</p>	<p>2 Kan</p>
<p>Escape Flucht Échappé</p>	<p>抜け役</p>	<p>When you had Dreg combo other than "Single Light" and captured cards with 89 or more points totally during the round / Wenn Sie hatte Dreg combo andere als "Einzellicht" und eroberte Karten mit 89 oder mehr Punkten völlig bei der Runde / Lorsque vous avez un combo de Kasu/Dreg en plus "Lumière unique" et vos cartes vaut 89 points ou plus au total au cours de la manche.</p>	<p>1 Kan</p>

Suit Combos / Suitkombinationen / Combo de série

- For Suit Combo, you show only concerning cards. Thus «ANY» cards of next chart may not show to other players.
- Für Suitkombinationen, zeigen Ihnen nur über Karten. So «ANY» Karten der folgenden Tabelle kann nicht mit anderen Spielern zu zeigen.
- Pour Combo de série, vous montrez que les cartes concernant. Ainsi vous cachez les cartes «ANY» aux autres joueurs.

<p>Three of a Kind Drilling Brelan</p>	<p>三 本</p>		<p>2 Kan + X</p>
<p>Double three of a Kind Doppel Drilling Double Brelan</p>	<p>ふ た 三 本</p>		<p>6 Kan + X</p>
<p>Full House Full House Full</p>	<p>は ね け ん</p>		<p>7 Kan + X</p>
<p>If your «Three of a Kind» at combos above includes April, May, July, or the 3 dregs from December, you get additional 1 Kan for each these month / Wenn Ihr «Drilling» in Kombinationen oben umfasst April, Mai, Juli, oder die 3 Bodensatz von Dezember, zusätzlich 1 Kan erhalten Sie für jeden dieser Monate / Si votre «Brelan» au combo ci-dessus y compris avril, mai, juillet ou 3 Kasu de décembre, vous gagnez 1 Kan de plus par mois présent.</p>			
<p>Diving Tauchen Plongée</p>	<p>飛 び 込 み</p>	<p>When you had combos above and captured all 3 cards of your «Three of a Kind» during the round / Wenn Sie hatte Kombinationen über und erfasst alle 3 Karten deines «Drilling» bei der Runde / Lorsque vous avez des «combo de main» ci-dessus et capturez tous les carte de votre «Brelan».</p>	<p>1 Kan</p>
<p>Triple Pair Dreifach Paare Triple Paire</p>	<p>く っ つ き</p>		<p>4 Kan</p>
<p>Four of a Kind Vierling Carré</p>	<p>手 四</p>		<p>6 Kan</p>
<p>One Pair & Four of a Kind Ein Paar & Vierling Paire & Carré</p>	<p>一 二 四</p>		<p>8 Kan</p>
<p>Four of a Kind & Three of a Kind Vierling & Drilling Carré & Brelan</p>	<p>四 三</p>	<p>The game is over instantly. If you have also Dreg combo, add the Kan. Then, Collect total Kan from all other players each / Das Spiel zu Ende ist, sofort. Wenn Sie auch Dregkombinationen, fügen Sie die Kan. Dann sammeln Gesamt Kan von allen anderen Spielern jedes / La manche se termine instantanément. Si vous avez également combo de main, ajoutez le Kan. Puis, collectez les Kan par tous les joueurs.</p>	<p>20 Kan</p>