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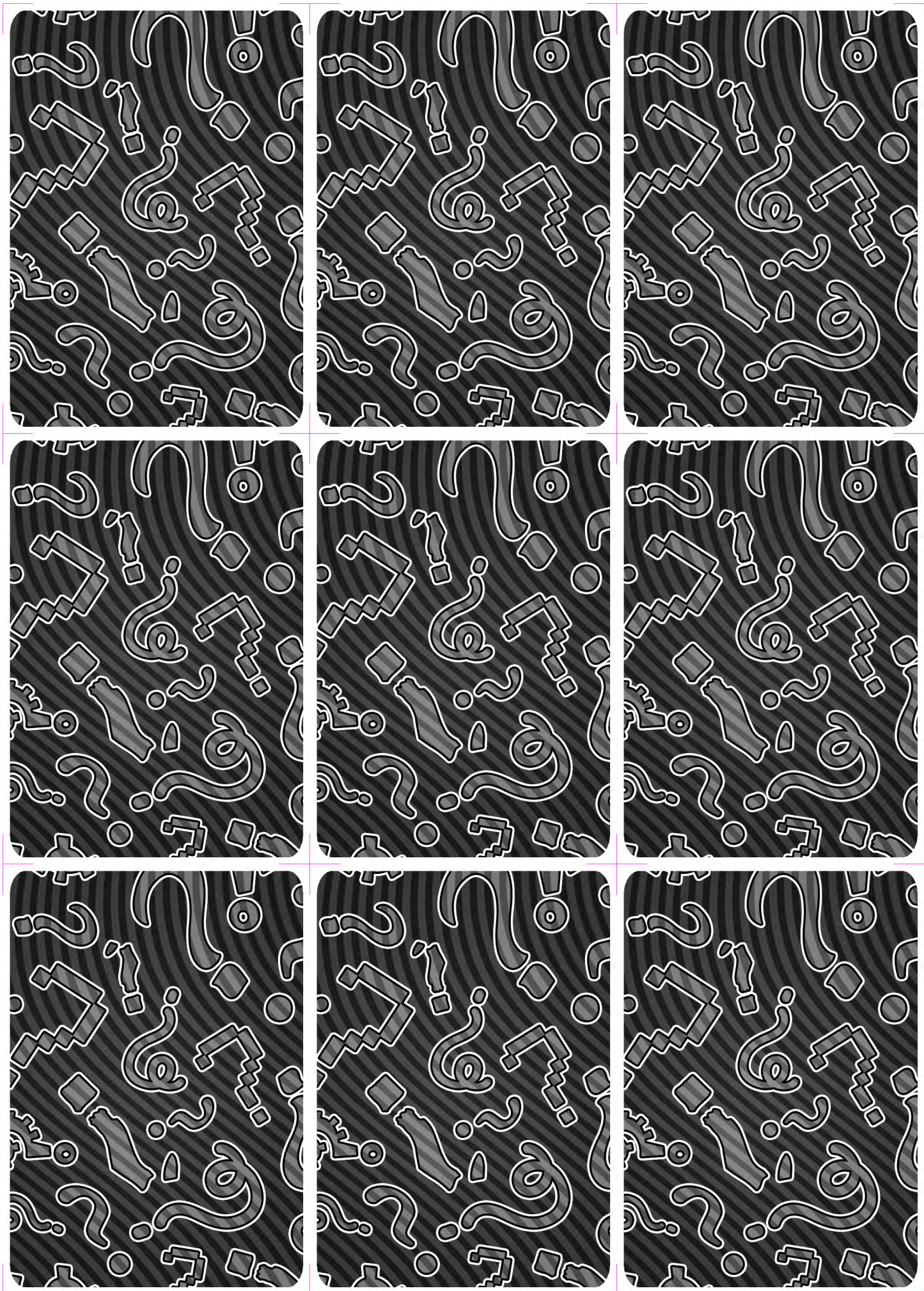


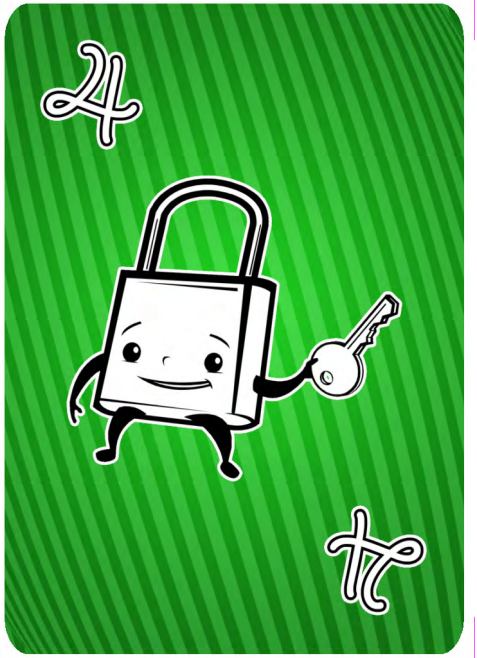
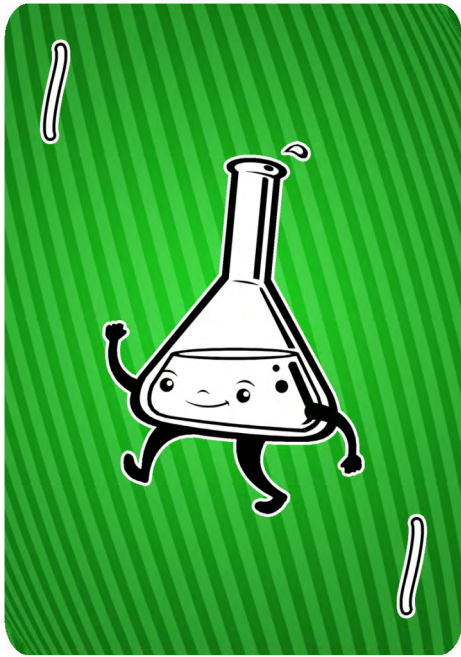
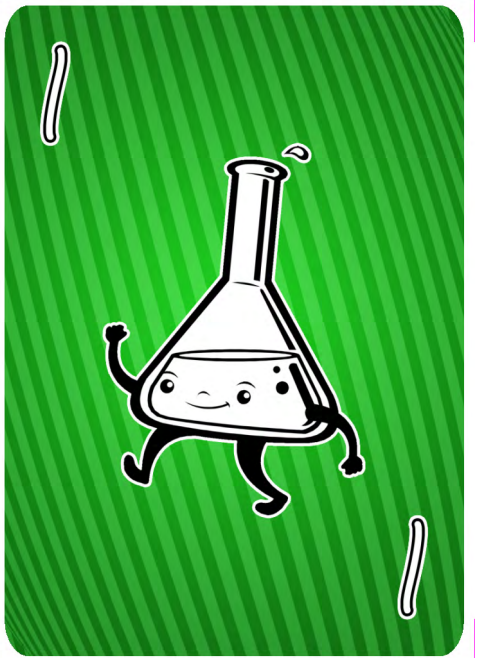
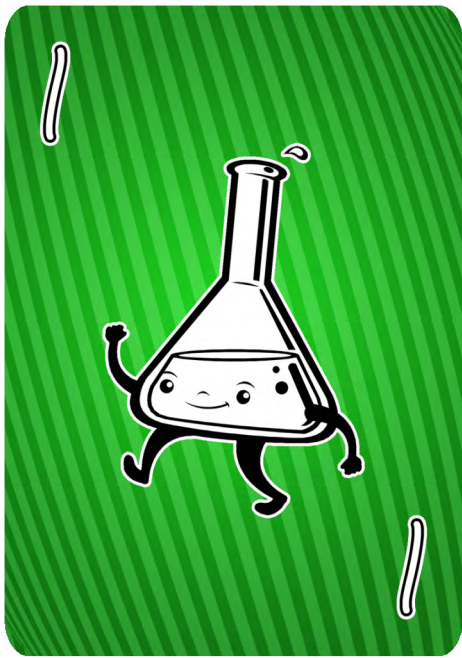
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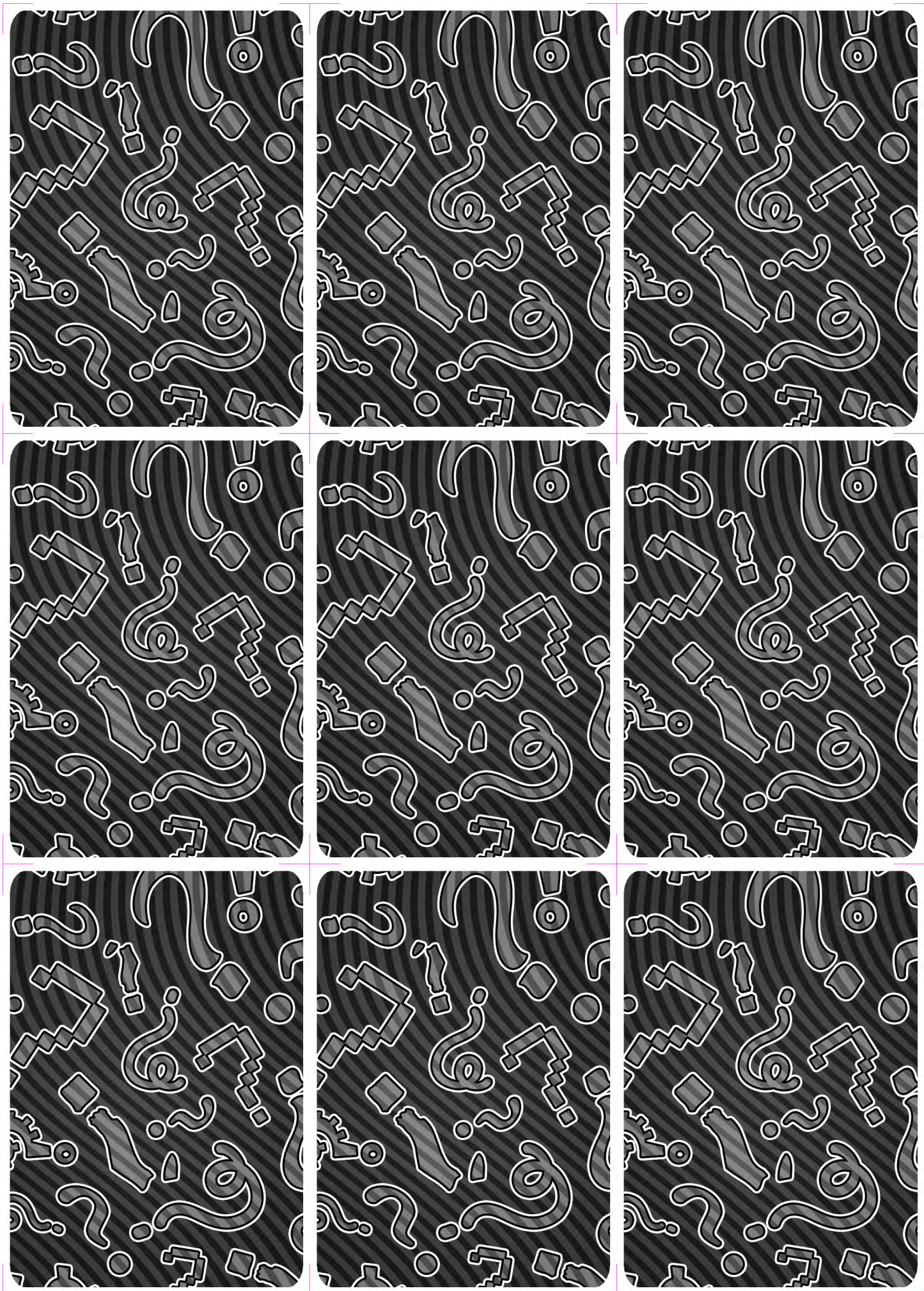
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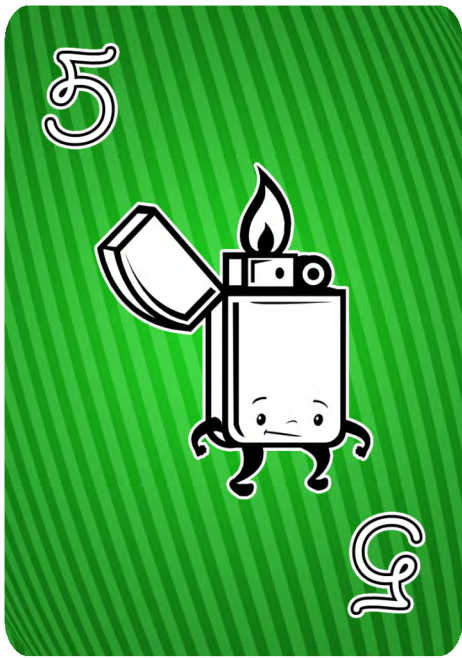
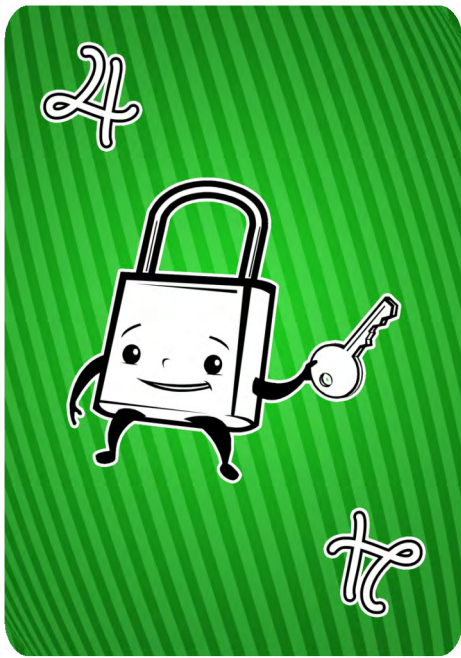


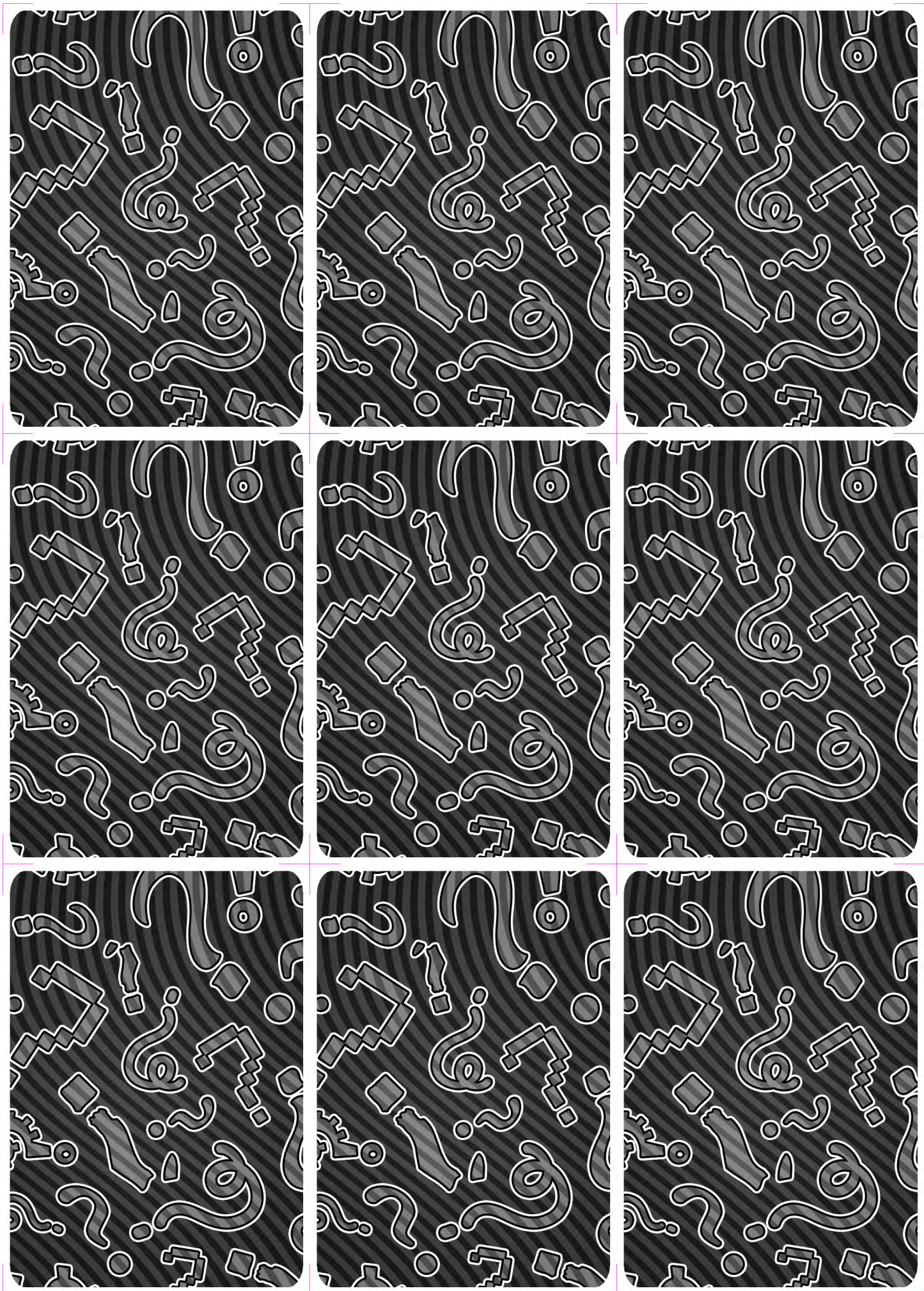
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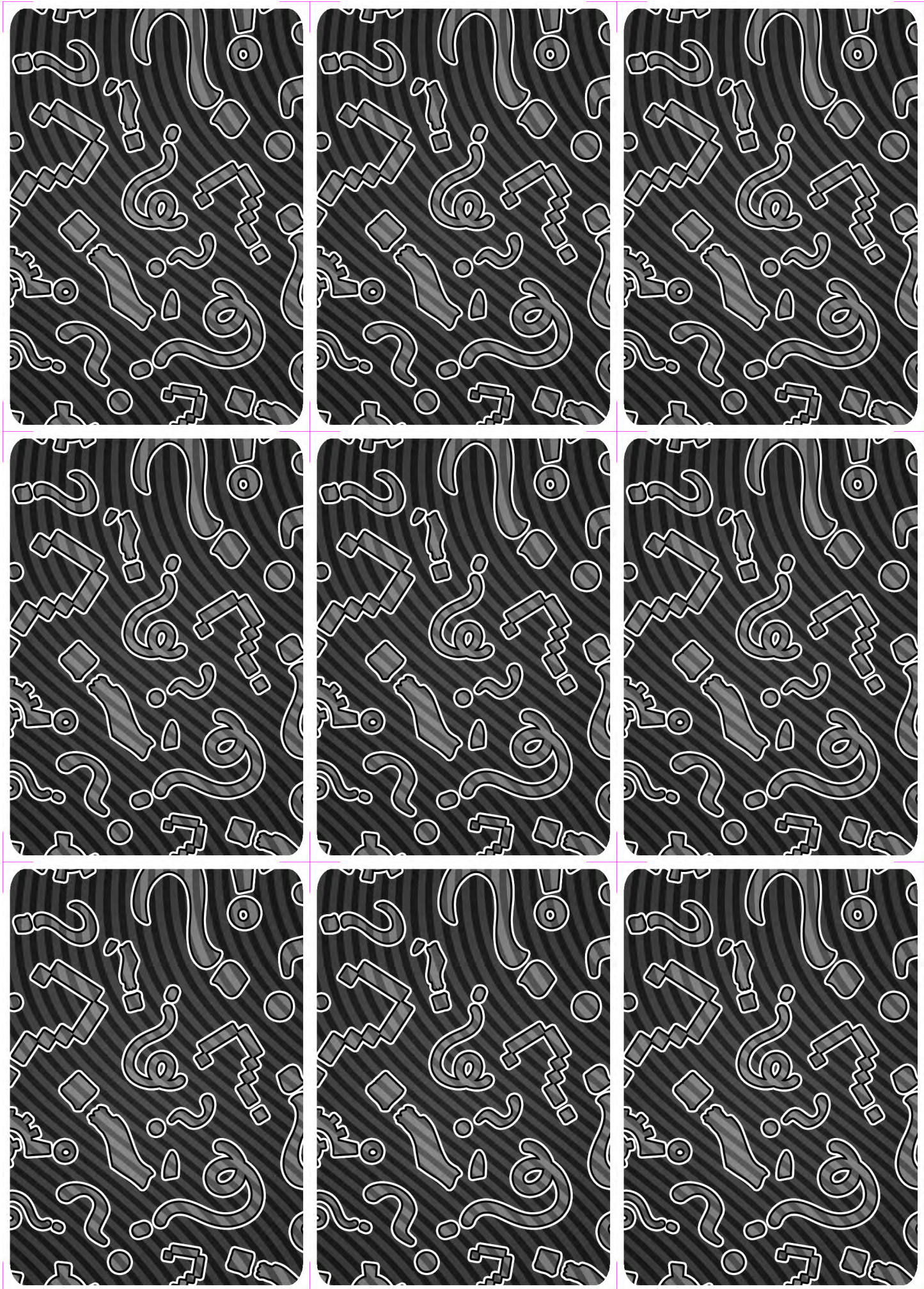


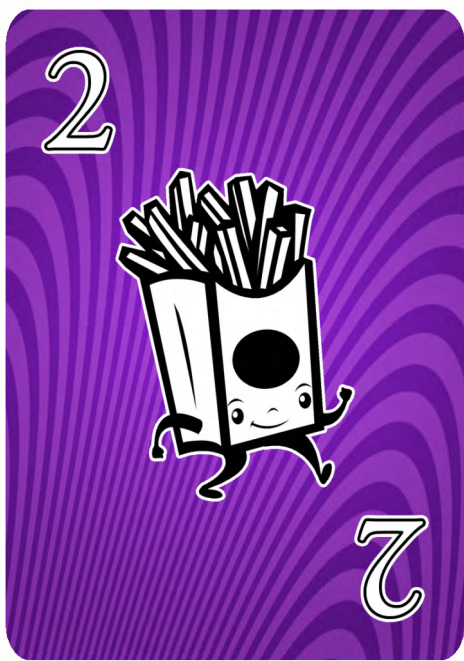
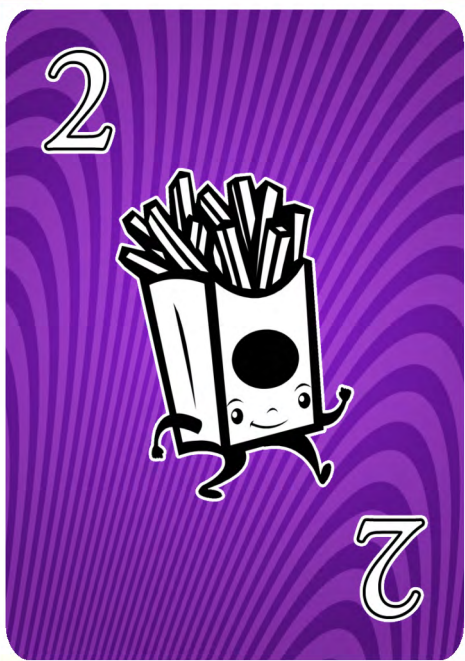
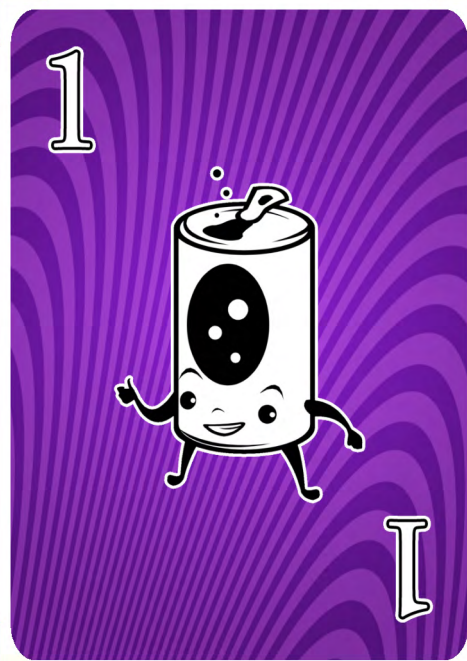
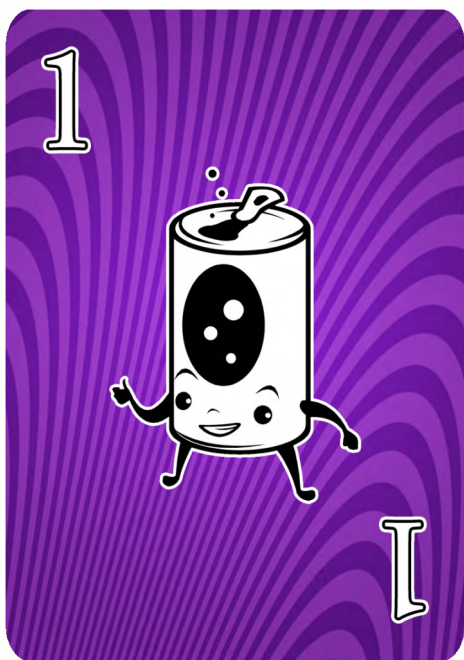
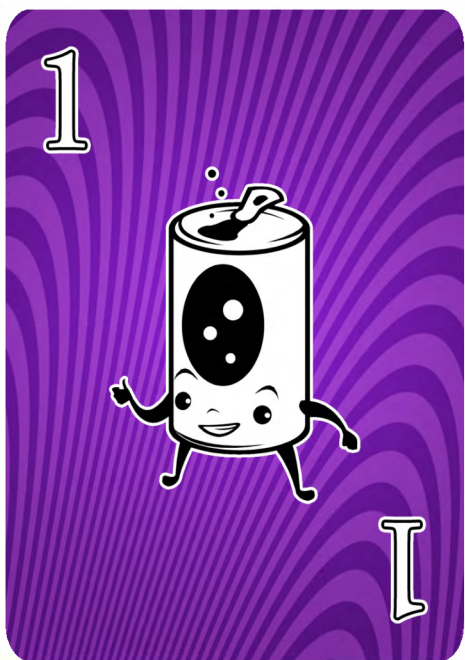
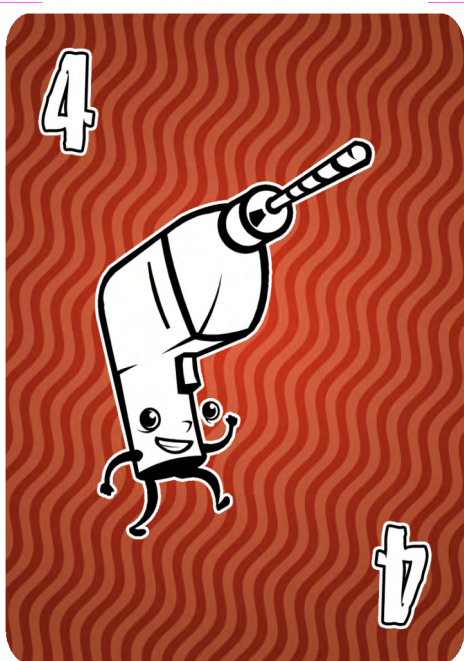
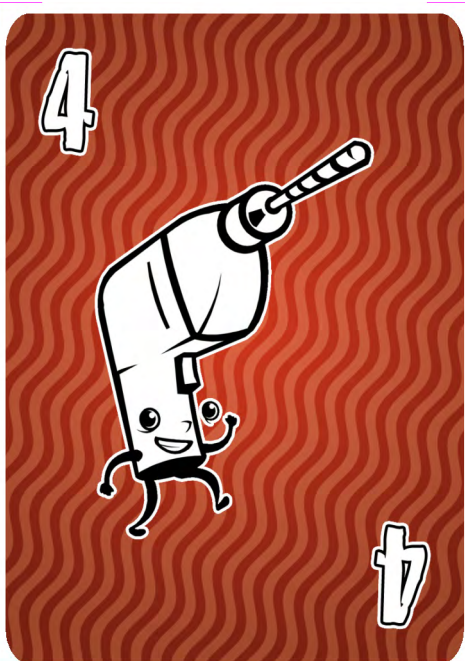


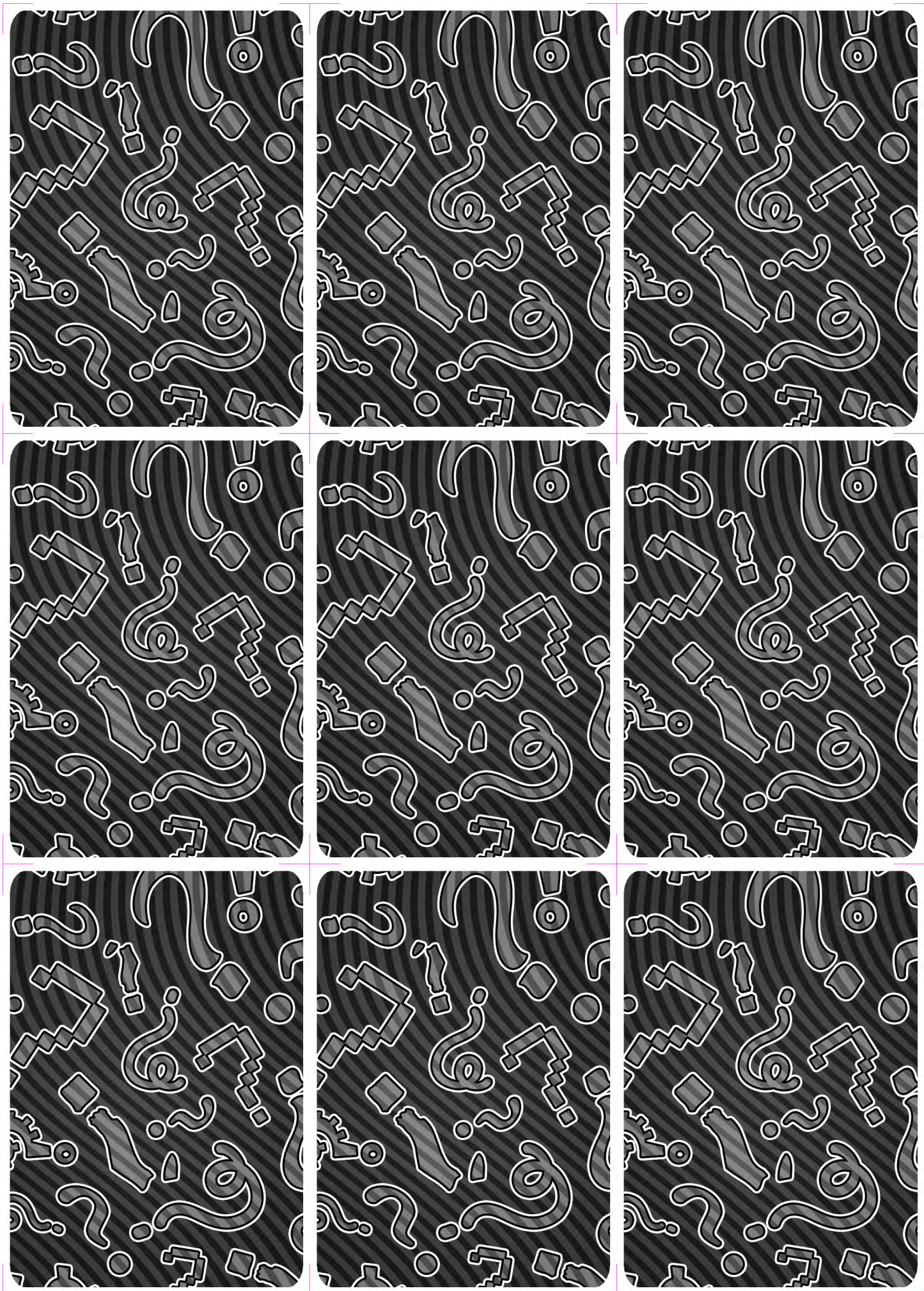












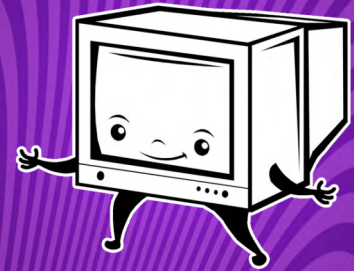
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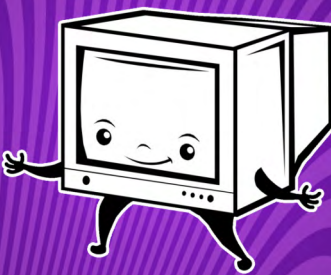
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Game over!

2 wrong.

1 wrong.

0 wrong.

Clueless!

1 clue.

2 clues.

3 clues.

4 clues.

5 clues.

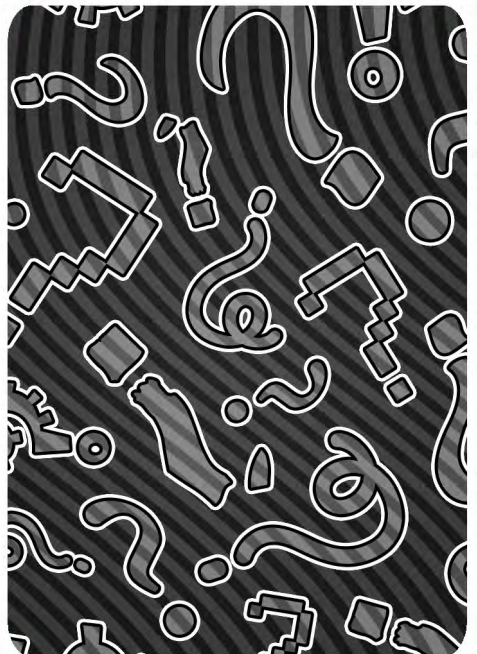
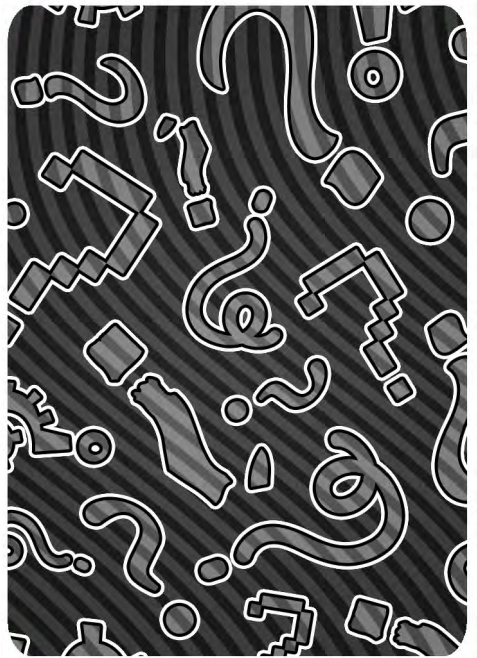
6 clues.

7 clues.

8 clues.

Setup Place 8 blue tokens in the lid of the box and 3 red tokens beside the box. Shuffle the cards to form the draw pile. Deal a hand of cards to each player: 5 cards to each player in a 2 or 3 player game, or 4 cards in a 4 or 5 player game. Important: Players are not allowed to look at their own cards! Take your hand of cards and face it away from you, so the other players can see your cards but you cannot. You are never allowed to look at your own hand of cards during the game. The player wearing the most colors of clothing starts the game, and play proceeds clockwise. On each player's turn, they take one (and only one) of the three following actions. You are not allowed to pass. 1. Give information to another player. 2. Discard a card. 3. Play a card. Important: Players are not allowed to give hints or suggestions on other player's turns! 1. Give information To give information, you must remove a blue token from the box lid and place it beside the box with the red tokens Note: If you have no blue tokens in the lid, you cannot choose to give information and must pick a different action. You then give information to a fellow player about the cards in that player's hand. Clearly point at the cards in their hand you want to give information about. You can tell the player either about one (and only one) color, or one (and only one) value of card. Important: You must give complete information; if you want to tell a player about green cards, you must point out all of their green cards. You cannot indicate only some of the cards! 2. Discard a card Discarding a card allows you to return a blue token to the lid of the box. You discard a card from your hand and place it, face up, in a discard pile. You then draw a new card from the deck and add it to your hand without looking at it. Note: If all the blue tokens are in the lid of the box, you cannot discard cards and must pick a different action. 3. Play a card To play a card, take a

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card from your hand and play it front of you. One of two things happens: If the card begins or adds to a firework, add the card to that firework pile, then draw a replacement card from the deck. If the card does not add to a firework, discard the card and add a red token is added to the lid of the box. Then draw a replacement card from the deck. Building a firework All the cards in a firework must be the same color. There can only be one firework of each color. A firework must be built in order from 1 to 5. A firework may not contain more than one card of each value. When a player finishes a firework by playing a value 5 card on it, return one blue token to the lid of the box as a bonus. If all the blue tokens are in the box lid, you do not get the bonus. End of the Game Hanabi can end in three ways: If the third red token is placed in the box lid, the players lose the game. If the team completes all five colors of firework with a value of 5, the team obtains the maximum score of 25 points! If a player draws the last card from deck, the game is almost over. Each player gets one more turn, including the player who drew the last card. Players cannot draw more cards during these final turns. The players then score their performance based on the fireworks they assembled. Each firework scores equal to the highest value card played on it. Some helpful information Reorganize your hand of cards to help remember where cards are after getting information. (Ie, on the right, slightly shifted to the left). You can consult the discard pile at any time. If you discard a card that you don't have information about, you might get rid of a card that could have been useful. But sometimes you won't have any choice! Identify a firework clearly when you know you cannot finish it; for example, place the card of the series perpendicular to the others.

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