



FLOWER CARDS

SAKURA

Sakura is a popular Hanafuda game played in Hawaii and is sometimes nicknamed “Hawaiian Koi-Koi”. We wanted to include Sakura rules as part of Flower Cards as a game to play at higher player counts. There are similarities to Koi-Koi and other Hanafuda games, but with interesting scoring based upon the value of the cards you capture, with sets not scoring you points but instead deducting points from your opponents. We hope you enjoy playing!

USE ALL 48 ILLUSTRATED CARDS. LEAVE THE BLANK CARD IN THE BOX.

Objective

Collect cards from the Field by matching their season from cards in your hand and from the draw pile. Score points for cards collected and try to collect sets to reduce other players’ scores. A round ends when each player has played all of the cards in their hand. The player with the most points after a set number of rounds is the winner.

Choose the length of the game

Sakura is traditionally played over 12 rounds but can be shortened to 6 rounds or 3 rounds for quicker games.

Choose the first player

A player shuffles the cards and each player will cut the deck to determine the first player. Closest to January is the first player for the first round. In a tie, reshuffle then the tied players cut the cards again until there is one player closest to January. The player to the first players’ right will be the dealer for the first round.

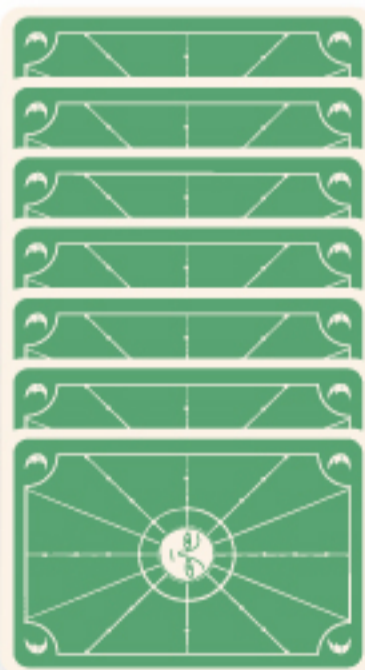
Deal

The dealer collects the cards, shuffles and deals cards one at a time face down to each player in clockwise order. Number of cards dealt depends on the player count. Once all players have been dealt their cards, deal cards to the Field face up in the centre of the play area depending on player count.

Number of players	Cards to each player	Cards to the Field
2	8	8
3	7	6
4	5	8
5	4	8
6	3	12
7	3	6

The leftover cards are placed face down next to the Field to form the draw pile.

Example of game setup for 3 players:



Check the Field

After the deal is complete, the Field is checked to see if there are either 3 or 4 cards of the same suit with the following rules applied:

- **3 of the same suit:** the three cards are combined into a single face up stack which remains in the field. If a player matches a card with the suit of this stack they capture all cards
- **4 of the same suit:** all four cards are captured by the dealer and placed face up in front of them

How to play

Starting with the first player and moving clockwise there are two mandatory actions on your turn. Once you have completed both actions your turn ends and it is the turn of the next player.

1. *Play a card from your hand to the Field*
2. *Flip over and play the top card of the draw pile to the Field*

Both actions have the same steps to follow:

- If you match a card of the same month in the Field, you make a capture. Take both cards and place them face up in front of you
- If there is more than one card of the same month, choose one to capture
- If three cards of the same month are stacked in the field, capture all cards with a match
- If you do not match a card of the same month in the Field, the card remains in the Field face up

For both actions 1. and 2. when capturing non-scoring Chaff cards these can be discarded to a central discard pile as these will not be used for scoring at the end of the round.

Special actions

There are two special rules a player may use as part of their turn which are:

- A. Four-of-a-kind**
- B. Wildcard**

A. Four-of-a-kind

If you have all four cards of a single suit amongst the cards in your hand and the Field then instead of playing just one card for your action **1. Play a card from your hand to the Field** you may declare all four cards and capture them all as one action. Then continue to action **2. Play the top cards of the draw pile to the Field** as usual.

If you play more than one card from your hand as part of this action, you will run out of cards quicker than the other players. When this happens complete your future turns by just completing action **2. Play the top cards of the draw pile to the Field.**

B. Wildcard

The November Fireworks card is a wildcard and may be paired with any card of any suit in the Field to make a capture for either action 1. or 2. Once captured, keep the wildcard paired with the card you captured in the collection of face up cards in front of you.

If the wildcard was about to be used to capture a card that could complete another player's **Four-of-a-kind** then the owner of the **Four-of-a-kind** must announce this. The owner of the **Four-of-a-kind** immediately captures the four cards of the suit. The player with the wildcard may then choose to capture another card or leave the wildcard in the Field.

If the November Firework is in the Field as part of the Deal, it will not act as a wildcard for the round and will be treated as a usual Chaff card needing to be captured with another Oak card.

End of round

The round will end once all players have no more cards in their hands.

If you have captured the wildcard in the round check if the card you have paired the wildcard with could be paired with any cards in the Field. If so, capture this card from the Field.

Any other cards left in the Field are discarded

Calculate your score for the round using the separate Sakura Scoring Chart in the following two steps:

1. Add together all of the Card Values of the cards you have collected.
2. Subtract 50 points for each set collected by each of your opponents. The same card can be used in more than one complete set.

End of round scoring example:

Points from captured cards



3x Brights = 60 points



2x Scrolls = 20 points

1x Yellow Hawthorn = 10 points



2x Animals = 10 points

Total = 100 points

Points from captured sets



1 x Complete set

Each opponent -50 points

The player with the highest score becomes the dealer for the next round. In the event of a tie, the player who was earlier in turn order becomes the dealer for the next round. Gather all cards, shuffle then start the next round from the **Deal** step.

End of game

The game will end after the set number of rounds has been completed and the player with the most points will be declared the winner. In the case of a tie, tied players share the victory.

Team play

Sakura can also be played in teams when playing with 4 or 6 players.

4-player team game:

- Split into two teams of two players
- You should be seated at the table opposite your teammate, with an opponent on each side of you

6-player team game:

- You can split into either two teams of three players or three teams of two players
- You should be seated at the table alternating with opposing players so you should have an opponent on each side of you

When playing in teams, each team will share all captured cards. When scoring at the round end, add together all scoring cards and combine any sets to deduct points from opponents. You must not reveal which cards you have in your hand to your teammate(s) during play.

