

JUDGE (Hanafuda version)



9/27/2020 by suryong v.1.1

A Hanafuda game

Inspired by Nintendo Game & Watch "Judge"

For 2 players. If there are more than 2 players, the rest of the players must wait in line to take turns with the winner of the game.

RECAP OF SEQUENCE OF MONTHS IN HANAFUDA

1. January – Pine
2. February – Plum
3. March – Cherry
4. April – Wisteria
5. May – Iris
6. June – Peony
7. July – Bush Clover
8. August – Susuki Grass
9. September – Chrysanthemum
10. October – Maple
11. November – Willow
12. December - Paulownia

SETUP

Shuffle the deck and put it on the table face-down.

Both players take 1 card from the top of the deck. These cards will be the "head" of each player, and will not be involved in the scoring of the game.

Then cut the deck into two equal piles of cards. These will be the draw piles for each player.

Put the draw piles on the table for each side of the player face down, and put the "head" cards beside the draw pile face up in a sideways position.

GAMEPLAY

During the start of every round, each player must put the top card of his/her draw pile on the table face-down. This is called the player's "picket" card, and no player at this point may look at the face of this card yet.

Both players in unison must say "3, 2, 1, flip!", and during the "flip!", both players at the same time must flip their "picket" card face-up.

The player with the LATER month (higher number) MUST "hit" the opponent's "head" by placing his/her hand onto the opponent's "head" card. By doing so, the player wins the round. (The winner of the round takes both "picket" cards into his/her score pile.)

The player with the EARLIER month (lower number) can "defend" himself/herself by placing his/her hand onto his/her own "head" card before the opponent could place his/her hand on it. By doing so, nobody takes any "picket" cards in this round; both "picket" cards will go to the "pot" pile face-up, and the "pot" will be taken as a bonus by the winner of the next round.

The player who has placed his/her hand on either player's "head" card MAY NOT lift that hand until the round has been decided. Otherwise, the opponent automatically wins the round as a punishment.

If the player with the earlier month hits the opponent's "head" by mistake, the opponent gains an opportunity to hit the player's "head" and winning the round. If the opponent defends, no one wins the round and the "picket" cards go to the pot.

If the player with the later month defends his/her own "head" by mistake, the opponent can either defend his/her own "head", or do nothing. If the opponent defends/does nothing, the opponent wins the round. If the opponent hits the player's "head", no one wins the round and the "picket" cards go to the "pot".

If both players hit, the player with the later month wins the round.

If both players defend, the player with the earlier month wins the round.

In short:

LATER MONTH (HIGHER NUMBER) must HIT!

EARLIER MONTH (LOWER NUMBER) must DEFEND.

In the event that both “picket” cards are the same month, both players **MUST** hit their opponent’s “head”. (Defending will have no effect.) The player who hits his/her opponent’s head first wins the round. If both players defended, no one wins the round, and both “picket” cards go to the “pot”.

SCORING

The game continues until all cards in the draw piles are used up.

After the last round, both players count the number of cards in their score pile. Each card is worth 1 point. In addition, if a player gets 4 brights or more, he gains a 10-point bonus.

The player with the higher score is the winner of the game. -0-