

ha-na-peh-t

Hanapette

A speed and luck game to play with hanafuda, for 2 players.

As someone was sharing this speed game: **CARD Q** (Kenta Cho) from @abagames, wondering if it could be adapted to hanafuda, I thought: "That reminds me of a french card game, la Crapette. I'm certain we can adapt it using the family rules...". The Hanapette was born, a hanafuda adaptation of a traditional french agility game.

Disclaimer: you might know different rules for la Crapette. Here is an adaptation of the game my family calls crapette but isn't the commonly used ruleset.

What you'll need :

- one hachi-hachi-bana hanafuda
- two players

Installation

Shuffle the deck. Give half of the deck to each player. Each player draw a few cards in front of them, as follow:

From left to right :

- 4 face down cards
- On the previous drawn cards : 3 face down cards and one face up
- On the previous drawn cards : 2 face down cards and one face up
- On the previous drawn cards : 1 face down cards and one face up
- Last card is put face up on the card the most on the right.

Each player should have in front of them at this moment :

columns are stacked

D = card face down

U = card face up

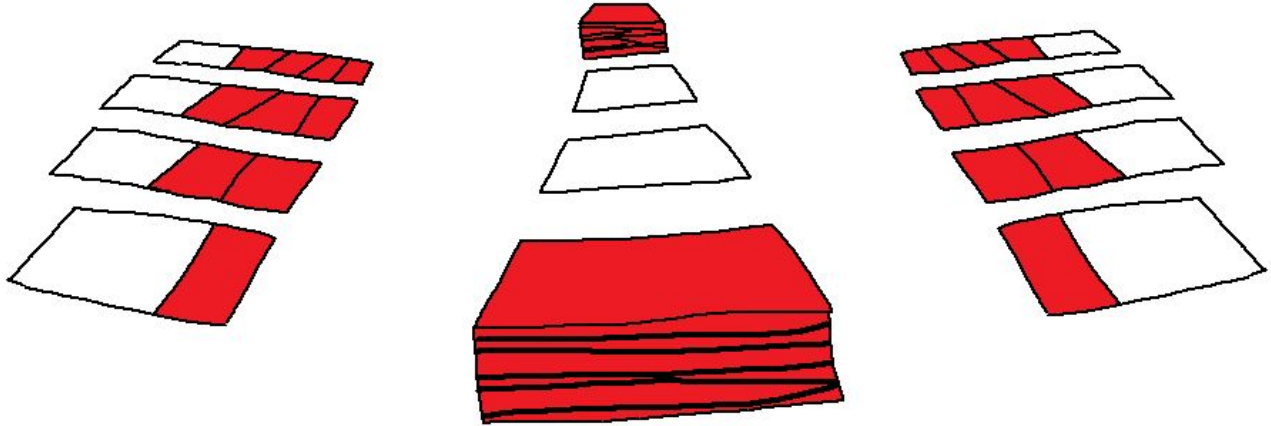
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D D D D
D D D U
D D U
D U
U

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Play a round

Each player places the rest of his deck on the right (for him) side of the playing field, and one of his arms behind his back (you should use only one hand when playing). Then you'll say together in your language: "One, Two, Three", and at "three", you'll take the top card of your deck and put it in the middle of your playing field as shown below:



The goal is to get rid of your cards the fastest.

You can put a card on one of the two stacks if its month is next to the month of the card (above or below). *Exemple: If I want to get rid of a February card, i'll have to put it on a January or a March card.*

Order:



Note: December loops with January.



Wild card:

The Lightning card (November **Gaji**) is considered a wild card and will work like a Joker. It can be put on anything and anything can be put on it.

If no one can play, say again "1, 2, 3" and draw new cards from the deck.

- When you use a card on top of one column you can turn face up the one under.
- If you have two identical cards you can stack them to reveal a new card. If another one of the same month is revealed in your field, you can stack it with the rest. Stack smart in order to reveal new cards!
- Your last card has to be turned and then kept secret from the other player.

If you are rid of all your cards, **you have won the round**, you take the SMALLEST stack of cards in the middle. The loser will take the rest (the largest deck and his own cards). Start the next round by dealing again with your own deck in front of you (see §Installation).

If someone doesn't have enough cards to have a stack for the next round, there will be **only one stack of cards** in the middle and the winner will have won the whole game.

This game is a great game to learn the hanafuda months. It can help to say the name of the month while putting the cards on the field. After the first rounds of struggles, you will certainly have fun!

Variant

You can also count how many cards are left in the loser field each round in order to make the one with the less cards left at the end the “Speed winner”.

About the author

Born just a bit before the XXIe century, Sem is a french developer who happens to like games from all over the world. One of her many interests is hanafuda. She likes to draw on MS Paint, translate hanafuda rules into french and also promote multiculturalism. linktr.ee/Sem_from_France