

QUICK DRAW!

A strategic, fast-paced blend of seotda and rummy. For 2 players.

by Ryan Sartor

Overview

In ***QUICK DRAW!***, you and your opponent play the roles of dueling samurai. You lock eyes, hands poised at your sides, each prepared to launch a lightning-fast assault. Do you draw your weapon and launch the first blow? Or do you wait for an opening to counterattack? Whose *iaijutsu* will trump?

Each round, you and your opponent will compete with your wits and agility to whittle down the other's health. The first to inflict 15 points of damage on the other is the victor!

Initial Setup

Starting with a standard set of hanafuda (without any jokers or blank cards), remove all Chaff cards except the Lightning, **leaving a deck of 25 cards**.

Round Start

1. Begin each round by shuffling the 25-card deck. Who deals has no bearing on gameplay.
2. Give each player **3 cards, face-down**. They may touch their cards, but **cannot look at them yet**. The remaining 19 cards are left face-down in a stack, forming the draw pile for the round.
3. Either player tosses a small object such as a coin or ball into the air. As soon as it makes contact with the playing surface, players are simultaneously allowed to **look at their 3-card hands**.
4. Each player must then **choose one card to discard face-up** on the table, creating a separate discard pile for each player. The decision should be made **quickly**, as the first player to do so gets to take the first turn. The remaining 2 cards that each player has will make up their opening hands.
5. The main competition begins, with the first player to discard proceeding as described below.

Basic Gameplay

The player whose turn it is has two options: **STARE DOWN** their opponent, or **DRAW!** their weapon and strike! Note that if the draw pile has been exhausted, the turn player is forced to **DRAW!**

STARE DOWN

1. If a player chooses to **STARE DOWN** the opponent, they first **add one card from the top of either discard pile or the draw pile to their hand**.
2. Then, the turn player **chooses one of the 3 cards in hand to discard face-up to their own discard pile**, returning their hand size to 2 cards. Note: you may not discard a card that you took from either discard pile the same turn that you took it.
3. At this time, you may choose to **activate** any applicable **effects** of the card that was discarded. There are 5 cards with discard effects, which will be detailed later in this document.
4. Finally, the turn ends, and it becomes the opponent's turn to **STARE DOWN** or **DRAW!**

DRAW!

1. **Reveal your current 2-card hand by throwing it face-up on the table. Your opponent must then do the same.**
2. **Compare the value of your hands** with reference to the hierarchy chart detailed later in this document.
 - A. **If the hands are of equal value:** each player picks their hands back up, re-concealing them, and chooses one card to discard **face-down** to their own discard pile. Then each player draws a new card from the draw pile, forming a new 2-card hand. At this point, the round continues with the next player's turn to **STARE DOWN** or **DRAW!**. If, however, the draw pile does not contain enough cards for both players to form new 2-card hands, the round ends in a stalemate.
 - B. **If one player's hand is superior:** they land a blow on the opponent, inflicting damage according to the following formula: **1 point** for each card in the **victor's discard pile**, plus **1 point** if the winning hand contained **any Red Ribbon**, or plus **3 points** if the winning hand contained a **Blue Ribbon**. Then, proceed to the end of the round.

Round End

1. If **neither player** has yet inflicted **15 points** of damage on the opponent, shuffle all 25 cards and prepare for **another round** of play!
2. If, however, a player has successfully scored the target number of damage points on their opponent, **congratulations are in order!** They have survived the encounter and slain their worthy adversary.

The following sections provide information on the cards and hands that appear in **QUICK DRAW!**.

Discard Effects

As mentioned earlier, 5 of the cards have special effects when discarded during the **STARE DOWN** phase. Note that effects cannot be activated during the initial hand setup or in the case of a tie during the **DRAW!** phase. Note as well that these effects are optional, and their activation is left to the discretion of the turn player.

1. **Cherry Blossom with Curtain:** The player who discards this may view their opponent's hand for approximately 7 seconds, after which the other player re-conceals their hand and gameplay continues as usual.
2. **Iris with Bridge:** The player who discards this may add one **face-up** card from anywhere in either discard pile to their hand, and then make another discard (leaving them with 2 cards).
3. **Peony with Butterflies:** The player who discards this may move the top card of their opponent's discard pile to the top of their own discard pile.
4. **Chrysanthemum with Sake Cup:** If activated, each player must choose one card from their own hand to give to the other player. The remaining cards in hand are not revealed to one another.
5. **Lightning:** Immediately after discarding this, you may **DRAW!**, thus depriving your opponent of an opportunity to improve their own hand before your next opportunity to showdown.

Card Groupings

In order to understand the hierarchy of hands, it is helpful to break down the 25-card deck into groups.

- A. **2 Big Birds:** Pine w/ Crane, and Paulownia w/ Phoenix.
- B. **3 Mammals:** Clover w/ Boar, Maple w/ Deer, and Willow w/ Man.
- C. **4 Little Birds:** Plum w/ Warbler, Wisteria w/ Cuckoo, Grass w/ Geese, and Willow w/ Swallow.
- D. **4 Plain Red Ribbons:** Wisteria, Iris, Clover, and Willow.
- E. **3 Poetry Red Ribbons:** Pine, Plum, and Cherry.
- F. **3 Blue Ribbons:** Peony, Chrysanthemum, and Maple.
- G. **5 Discard Effects:** Described above.
- H. **1 Full Moon:** Doesn't fall into any of the above categories.

Pairs

Given the 25-card deck used in *QUICK DRAW!*, the first 10 suits of the deck each contain 2 cards. These 2 cards may pair with one another. The Willow suit, however, contains 4 cards, and Paulownia only has 1. For the purposes of this game, the **Lightning card does not have a suit** and thus **cannot be paired!** Likewise, the **Phoenix card cannot form a pair.** However, the **remaining 3 cards in the Willow suit may each pair with the others**, meaning that pairs are easier to make within this suit!

Hierarchy of Hands

When a player **DRAW!**s their weapon to attack, the players' hands are compared according to this hierarchy. **The combination higher on the list will win the encounter.** A given hand may have characteristics of multiple of these hands, but will only ever count as whichever combination is higher on the list: for example, a hand containing the Grass w/ Geese and Grass w/ Moon cards counts as a Pair, not as One Little Bird. **Any combination not included on this list will always lose an encounter:** for example, a hand containing the Pine Ribbon and Plum Ribbon.

1. **Sun and Moon:** Pine w/ Crane, and Grass w/ Moon.
2. **Two Moons:** Grass w/ Moon, and Wisteria w/ Cuckoo.
3. **Both Big Birds:** Self-explanatory.
4. **Calligraphy:** Willow w/ Man, and any Poetry Red Ribbon.
5. **Two Mammals:** Self-explanatory.
6. **Mixed Birds:** 1 Big Bird and 1 Little Bird.
7. **Two Little Birds:** Self-explanatory.
8. **Pair:** Any pair by suit. See "Pairs" section above.
9. **One Big Bird:** 1 Big Bird along with any other card.
10. **One Little Bird:** 1 Little Bird along with any other card.

Visual Aids for *QUICK DRAW!*

	Two Moons	Discard Effects
Little Birds		Lightning: You may DRAW! immediately.
Big Birds		Sake: If you activate, each player chooses 1 card to give to the other.
Sun and Moon		Bridge: You may add any card from either discard pile to your hand, and then discard 1 card.
Mammals		Curtain: You may look at your opponent's hand for up to 7 seconds.
Red Poetry Ribbons		Butterfly: Add the top card of your opponent's discard pile to your own discard pile.
Blue Ribbons		
	Plain Red Ribbons	

Hierarchy of Hands

1. Sun and Moon 	6. Mixed Birds One of Plus One of
2. Two Moons 	7. Two Little Birds Any two of
3. Two Big Birds 	8. Suit Pair or etc.
4. Calligraphy One of Plus	9. One Big Bird one of Plus anything else
5. Two Mammals Two of	10. One Little Bird one of Plus anything else