

Hanamikoji

Roger's Rules: Firedrake/BGG
Last edited 2024-03-19

Setup

- Lay out geisha cards by value: 2, 2, 2, 3, 3, 4, 5.
- Place one Favour marker on the centre of each card.
- Each player takes a set of four action markers.
- Determine first player at random.

Round

Each player turns all their action tokens face-up.

- First player shuffles all the item cards, and returns one unseen to the box, then deals 6 cards to each player.
- Take alternating turns (below) until all tokens have been used.
- Score:
 - Reveal the cards under the Secret tokens and add them to the appropriate sides of the geisha row.
 - For each geisha, if one side has more cards than the other, move the Favour marker to that side.
- If the value of geisha with Favour on one player's side equals or exceeds 11, they have won. Failing that, if the number of geisha with Favour on their side equals or exceeds 4, they have won. Failing that, play another round; the second player becomes the new first player.

Turn

- Active player draws a card from the deck, then chooses one of their action tokens to play (and turn face down).
- Secret (1 card, tick mark): take one card from your hand and place it face-down on the table with the token on top of it. This will be scored.
- Discard (2 cards, cross mark): take two cards from your hand and place them face-down on the table with the token on top of them. These will not be scored.
- Gift (3 cards): place three cards from your hand face up in front of you. Opponent chooses one of the cards and places it on their side of the geisha row (next to the matching geisha); you place the other two on your side.

- Competition (4 cards): take four cards from your hand, assemble them into two pairs, and place them face up in front of you. Opponent chooses one pair and places the cards on their side of the geisha row (next to the matching geisha); you place the other two on your side.