Goal: Cooperate to put on a fireworks show. Give clues and play cards to arrange each color in order from 1-5. Setup: Shuffle and deal each player 4 cards (5 with 2-3 play-

Hanabi Rules Summary

ers). Hold them face-out so you cannot see them.

Turn: Perform one of the following actions on your turn:

1. Give a Hint - place a blue token in the tin and tell

a teammate which of their cards are a certain color OR value. "You have a two here and here."

 Discard a card - retrieve a blue token and draw.
 Play a card - place a card on the table that extends the ascending order of a color or starts a new

color. If the card cannot be played correctly then discard it and put a red token in the tin. Draw.

If you played a 5 correctly, retrieve a blue token.

End: Game ends when all 5 colors are arranged 1-5; when

and: Game ends when all 5 colors are arranged 1-5; when 3rd red token is removed; or last card is drawn, at which all players get 1 more turn

which all players get 1 more turn.

Score: Sum highest played card of each color, 25 is perfect.

Note: Each color has (3) 1s, (2) 2s, (2) 3s, (2) 4s, and (1) 5 so there are extras to allow for discarding.

Points	Rating
0-5	Horrible!
6-10	Poor!
11-15	Ok!
16-20	Good!
21-24	Great!
25	Legendary!
Date	Score

Hanabi Score Tracker