

# HANAFUDA HAWAII STYLE (NOVICE LEVEL)

## Reasons to teach Hanafuda to children and seniors

- Bring generations a little closer.
- Keep Island tradition alive.
- Keep seniors mentally stimulated in a fun way.
- Help provide opportunities for seniors to socialize with children and other seniors.
- Teach Japanese values, art, language, mythology and customs, fauna and flora.
- Teach children to match, group, sort, categorize, count by 5's, 10's and 20's, add and subtract, and good sportsmanship.

These exercises can be used to teach first time players, very young children and even seniors who have some dementia. It is important to build on their successes and not frustrate or confuse them with too many rules. Have them enjoy the cards and they will progress eagerly. As long as all the players agree, modifications can be made to the rules. Hanafuda has lasted for centuries and peoples all over the world play with the cards using different rules. Just have them enjoy the companionship the games allow.

### I. GROUP AND SORT ACCORDING TO SAME ELEMENT -

Spread the 48 cards out on the table, face up. Explain that there are 12 suits of 4 cards, representing the months of the year. Each suit has the same plant, or flower. Have the students sort the cards into the 12 suits.



Optional: Learn which flowers represent which month.

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## II. HANAFUDA SOLITAIRE - COLUMNS (vertical) AND ROWS (horizontal) AND SORTING ACCORDING TO SAME ELEMENT.

The game can be played by one player, when no one else is available to play, but also with up to 4 players. The objective of the game is to flip over all 48 cards, face up, in rows, according to the same flower or month.

1. First, line up all 48 cards face down on the table, or tableau, in 4 rows by 12 columns.
2. Take the last column of 4 cards from one end. Keep these 4 cards in a separate pile, turned face down. This becomes the stock, or drawing stack.
3. A player upturns the top card from the stock, and exchanges it with any of the 44 cards in the field. The card from the stock is placed upturned in the field, and the card from the field goes under the bottom of the stock. The goal is to line up each column by suit, or hiki. Any four cards of a suit can be in any order as long as they are all from the same suit.
4. If a player picks up a card from the November (Willow) suit, the November card is taken out of play, and placed face up in a separate stack. Every time a November suit card is revealed the drawing stack is reduced by one card. If there are multiple players, the person who revealed the November card loses his turn and the next player takes the stock and begins to exchange any of the cards in the field. If playing solitaire, the player can continue exchanging cards until all four November suit cards are revealed, and the stock is reduced to zero.
5. The game ends when the 4 cards of the November suit have been revealed, and there are no more cards in the stock. The player wins if he successfully flips over all of the cards in the field and lines them up by suit.

\* A more difficult version (after players master the easier version) is flipping over the entire 48 cards by highest value, top to bottom, and months, January to December.

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## III. GROUP AND SORT ACCORDING TO VALUE POINTS -

Spread the cards out, face up. Have the students line up the cards according to their value. One row for each value--all 20's, all 10's, all 5's. Practice counting. Count total points. Explain scoring.

- Four 20-point cards
- Eleven 10-point cards
- Ten 5-point cards
- No point cards
- Gaji (Lightning card) Explain how it is used. (See booklet)

## SIMPLE PRE-GAME TO PRACTICE MATCHING, ADDING, SCORING

See instruction booklet for dealing instructions. To set up the game, put all value cards, face up on the table, in the field. Leave out the November suit for the first time. Each player is dealt an equal number of zero-point cards. The game is basically Hanafuda Hawaii Style without the drawing step. The goal of this exercise is to familiarize players with the suits.

Dealing and playing are done counterclockwise. The dealer begins play. Each player matches and captures one value card with one of their no-point cards until all the cards are played. All players display their winnings in front of themselves face up. They can also play with open hands, face up on the table too so others can help them learn. All of the zero-point cards are placed in the "rubbish" pile after they have been played. The player with the highest number of points wins.

After a few rounds introduce the November suit by putting the red banner card, and the poet card in the field. Deal the swallow, and *gaji* card to the players. At this time you can explain how the *gaji* card works. Play the same game with the *gaji* card. Keep the *gaji* card with the card it has captured. After the game is over, the player with the *gaji* card gets any other card left in the same family as the card it captured.

## IV. GAME OF HANAFUDA HAWAII STYLE:

Now the players are ready to progress to the game of Hanafuda Hawaii Style. See the instruction booklet for complete instructions. Although it is most competitive and challenging with only two players, Hanafuda Hawaii Style can teach cooperation as well competition when four players play the game as partners. Both are important concepts for children to learn.

At the Novice level, Sakura is played by capturing the highest value cards and winners are based on the total number of points. However, it is a two-step process so it is best to have players practice the pre-game exercises before graduating to the Advanced level to play the game using the *yaku* combinations.