Hiifuu

CONTENTS

72 cards *(values 1–18 in each of the 4 colors)*

20 scoring tokens *(4 per round)*

Round 1 Round 2

Round 3 Round 4 Round 5

SETUP

Sort the scoring tokens by color and place them in separate piles.

Take the cards, and if required, remove any that will not be needed for your game, based on the number of players. Return any remaining cards to the box.

👥	4	5	6
Card values	1–13	1–15	1–18

HOW TO PLAY

The game has a maximum of 5 rounds. But it may end sooner if a player scores 10 victory points.

Mark down your points after each round—but only if you won **exactly** 2 tricks!

STARTING A ROUND

Take the corresponding scoring tokens for the current round (🌱🌱🌱🌱 or 🌿, in order) and arrange them in ascending order, number side up. *This diagram shows how to arrange the tokens for Round 1.*
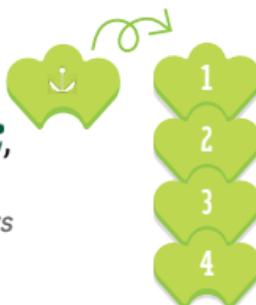
Shuffle the cards and deal an equal number to each player. Look at your cards without showing them to the other players.

Check in the table below how many cards you must discard, based on the number of players. You may choose which cards to discard. Leave these discarded cards to the side, in a facedown pile.

👤👥	4	5	6
Discarded cards	4	3	2
Cards left in your hand	9	9	10

For Round 1, choose at random who will play first. For subsequent rounds, the player who won the final trick starts the next round.

Definitions

The cards given to a player at the start of a round is their **hand**. The cards that are played during a round (and then won by the player who played the best card) is called a **trick**.

PLAYING A TRICK

Starting with the first player and continuing clockwise, each player plays a card from their hand, following these rules:

❋ The first card of a trick may be any color. The color of that card is designated **the trick color** (for the current trick only).

❋ The cards that follow it must be the same color as the trick color (whatever their value).

❋ If you have no cards of the trick color, you can play a card of any color or value.

When all players have played a card, the player who played the **highest-value card of the trick color** wins the trick. That player takes the trick and puts it in a stack face down in front of them. Stack your tricks in a single pile but at right angles, so each trick is kept separate and you can see how many tricks you have won.

The player who won the trick begins the next trick by playing any card from their hand.

✿ ✿ Winning your 2nd trick

After you win your second trick, immediately take the next available scoring token and place it on your trick pile.

For example, in Round 1, the first available scoring token is 1 .

✿✿✿ Winning a 3rd trick

If you win a 3rd trick, pile the cards from that trick on top of your scoring token to cover it. *Winning a 3rd trick means you do not score any points for this round. The only reason for winning extra tricks would be to prevent an opponent from winning them.*

END OF THE ROUND

The round ends when everyone has played all their cards. If your scoring token has not been covered by a trick, keep it nearby (with any other tokens you have scored). The number on the scoring token indicates how many victory points you have scored. If you won too many tricks this round and so had to cover your token, discard that token into the box: You do not score any points this round.

Return any unused scoring tokens from this round to the box.

Check whether the game now ends (see below). If the game has not yet ended, play another round (see page 2: **STARTING A ROUND**).

GAME END

There are 2 ways the game can end:

- ✳ When one player reaches or exceeds 10 victory points from the tokens they have gained and which are still visible.
- ✳ You have played 5 rounds.

In both cases, the player with the most victory points on their visible tokens wins the game. In case of a tie, those players share the victory, and you can start planning your comeback!

The game has just begun. The 4 scoring tokens have been arranged in ascending order.

Poppy is the first player and starts the trick with her Orange 4.


Rosie

Poppy

Daisy

Lily
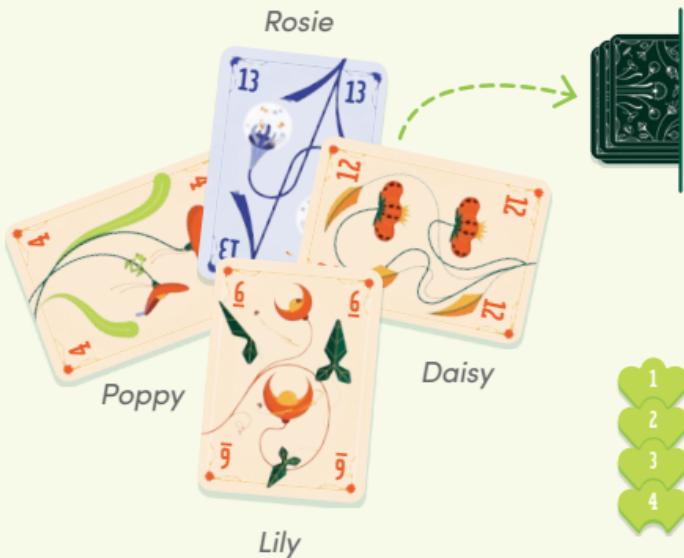
Daisy wins the trick because her orange card is the highest.

Then Daisy starts the next trick.
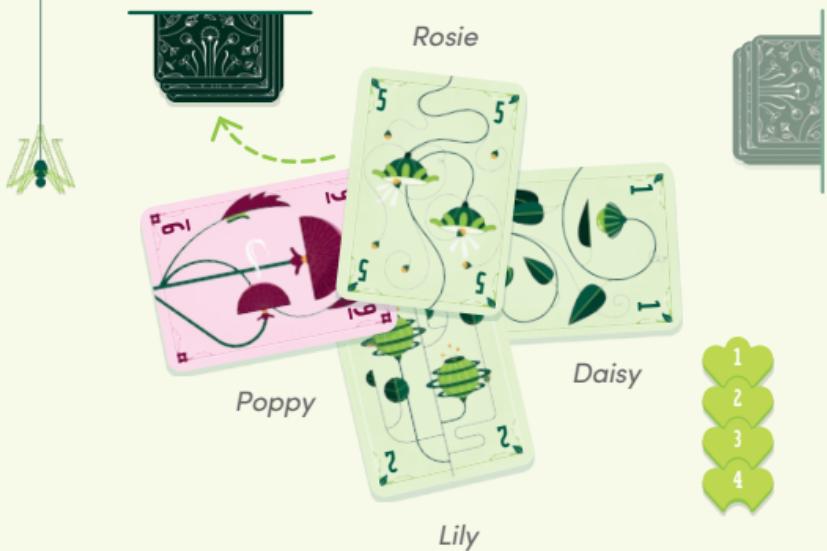
Rosie wins the trick and so starts the next trick.
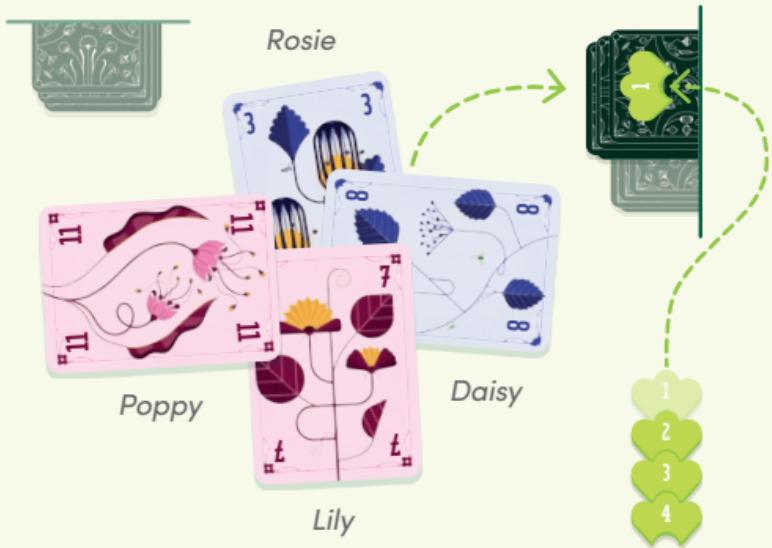
Daisy wins a second trick and so takes the first available scoring token: 1.

VARIANT

To add to the fun, when setting up each round, arrange the scoring tokens in random order instead of ascending order (number side up, as usual). This makes it more interesting when someone is first to win their 2nd trick (and at other times in the game).

Can you win a 2nd trick early enough in the game, without ever reaching 3 tricks?

CREDITS

Discover the game in 1-minute

iello