OHANAMI

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Joueurs : 2-4 people

Age : from 8 years

Duration : approx. 20 minutes

A game by Steffen Benndorf

CONTENTS

120 cards

1 score pad



GAME CONCEPT

Each player creates **up to 3 different gardens** by allocating the different motifs on the cards to different gardens. Each garden consists of a row of cards that can only be extended at each ends. Each motif has a value. The motifs in each garden must always be arranged **numerical order.** You can leave out as many numbers as you like and spread the motifs over the rows of cards anyway you like.

The game has 3 rounds and the gardens are valued after every round. At the end of the game, the players' gardens bloom magnificently with Japanese cherry blossom, which is rewarded with even more points.

SETTING UP THE GAME

The cards are shuffled thoroughly. Each player is dealt 1**0 cards.** The remaining cards are placed at the side initially. They are required for the following rounds.

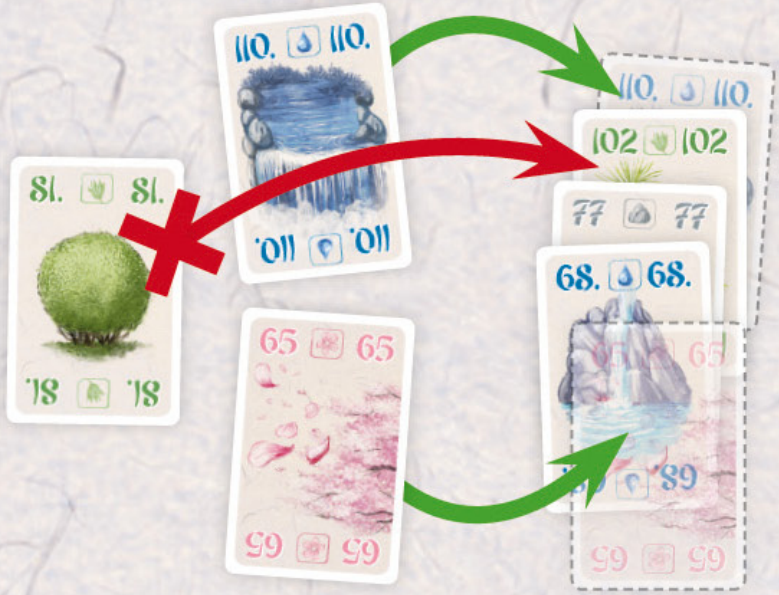
In order to record the points have a score sheet and a pen ready.

PLAYING THE GAME

Each player takes exactly **2 cards** from their hand, and places them face down on the table in front of them. They then pass their **other cards onto the player next to them.** In the 1st and 3rd round, the cards are passed on in a clockwise direction and in the 2nd round in an anticlockwise direction.

Once **all** players have selected 2 cards and passed on their other cards, the players can add the two cards to their rows of cards or **start** new rows of cards. The last player to pass on their cards adds their selected cards first. All other players then follow in a clockwise direction. Players can **decide** whether they want to use **both** cards, just **one** card or **neither** of the two cards. Cards that they cannot or don't want to use are placed face down on a discard pile.

Each player can start 3 rows of cards at the most. Any card can be used for this. Every card that is added to a row must **extend** the row of cards correctly. This means it must be **higher than the highest card in the row so far or lower than the lowest card in the row so far.**



Example: *This row of 68, 77, 102 can only be extended downwards with the 65 and upwards with the 110. The 81 cannot be added at all as it would have to be placed in order between the 77 and 102 but that is not allowed.*

It is recommended that the cards are laid in vertical rows to make them easier to see. A higher card is always pushed under the highest card in the row so far, a lower card is laid on the lowest card so far, so the cards' numbers are still clearly visible.

Now each player selects **2 new cards** from the cards they received from the player next to them, which they can then add to the rows again. The game continues until each player has put down 10 cards (5 times 2 cards) and their hand is therefore **empty.**

Example: *Pascal selected the 49 and 62 from his hand in the first round and laid them in a row together. He chooses the 56 and 65 in the next round. He cannot lay the 56 on the first row as the 56 is between 49 and 62. He starts his second row of cards with the 56. He lays the 65 on his first row of cards.*



After rounds 1 and 2, the motifs are scored as follows.

- After **round 1** only the **cards with blue motifs** are scored. The player scores **3 points** for each of these cards.
- After **round 2** only the cards with **blue and green motifs** are scored. There are **3 points** for every blue card again and a player scores **4 points** for every green card.

Another 10 cards are dealt to each player from the pile of cards after the scoring, and the next round of the game begins. **The gardens are maintained from the first and second round and supplemented with cards from subsequent rounds.**

END OF THE GAME AND SCORING

After **round three** the **scores are worked out for all the motifs.** There are **3 points** again for blue **4 points** for green and **7 points** for grey. The points for the **pink cards** are based on the **number** of pink cards the player has laid.

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15+
★	1	3	6	10	15	21	28	36	45	55	66	78	91	105	120

Example : *There are 15 points for 5 pink cards, 78 points for 12 pink cards. A player* ***cannot*** *score* ***more than 120 points*** *(15 or more pink cards) for the* ***pink*** *cards!*

All the points for each player are then added up. **The player with the most points is the winner.** In the case of a tie, the player who laid the most pink cards wins.

Scoring example:

At the end of the first round Pascal has laid 4 blue cards in total. He scores 4x3=12 points for these. All the other cards don't score any points yet.

At the end of the second round Pascal has laid 6 blue and 7 green cards. He scores 6x3=18 for the blue cards and 7x4=28 points for the green cards. All the other cards don't score any points yet.

At the end of the third round Pascal has laid 6 blue, 8 green cards, 4 grey and 6 pink cards. He scores 6x3=18 points for the blue cards, 8x4=32 points for the green cards, 4x7=28 points for the grey cards and according to the table he scores 21 points for the 6 pink cards.

The sum of points from all 3 rounds is 157 points.

	P.
x3	12
x3	18
x4	28
x3	18
x4	32
x7	28
?	21
Σ	157

Nürnberger-Spielkarten-Verlag GmbH, Forsthaussrtraße 3-5, D-90768 Fürth-Dambach, www.nsv.de