

Hachi-Hachi adding for basic HANAFUDA rule

Cards

Each cards have points as shown at card itself.

光 **Light**: 20 card points
 種 **Animal**: 10 card points
 短冊 **Slip**: 5 card points
 カス **Dreg**: 1 card point

At Hachi-Hachi game, all **November** or **Willow** (sometimes called also Rain) cards must be considered as **Dreg** except cards points.



Total points of all cards are 264. 264 card points divided 3 active players are 88 card points (Hachi-Hachi means 88).

Coinage

A dozen (12) points are also called a Kan.

Please prepare 2 kinds of Coins like Black and White. In this case, Black coin represents 1 points. White coin represents 1 Kan = 12 points.

Each player gets 4 white coins and 12 Black coins. Thus, initial points of each player hold are 5 Kan.

Loan

If you did not have enough points to pay, you have to loan from the imaginary Bank. The Bank always lends you 10 Kan each. You have to write down it at the paper. You can return your debt just after 6th round, 11th round and/or 12th round only (We explain later).

Blind Stay

Before each round begins, temporary Oya can declare "Blind Stay" (見ずてん Mizu-ten). Blind Stayed Oya becomes proper Oya and gets risk of losing and chance of increase Points.

Players

3 to 7 players can play this game. 4 to 6 is recommended.

Each player's hand size is 7 and field cards are 6.

Seven Players: At 7 players' game only, temporary Oya must include a White card into deck before shuffling and did not deal to the Field. After dealt, if you have a White card in your hand, you must drop this game with no penalty and your hand becomes Field cards (except white cards. It must be removed from this round).



Types of the Fields

The scoring of each round is affected by the initial cards in the Field.

When there are no Light card, scoring do not changes.

When there are any Light cards, **ALL POINTS** or **KAN** are quadrupled (November or December) or doubled (other light) other than Award Kan (see later).

Small Field: No light, Normal scoring

Large Field: Light of Jan., Apr. or Aug., Double point

Grand Field: Light of Nov. or Dec., Quadruple points

If two or more Lights exist in the initial field, next or more rounds are reserved as Large or Grand Fields. Apply Grand Field first.

For example, there are Lights of January, November and December in the initial field at the first round. This first and Second rounds are Grand Field. 3rd round is reserved as Large Field. In this situation, if there are November Light in the initial field at the 2nd round. This second and third rounds are Grand Field. 4th round is reserved as Large Field and so on...

Write down the numbers from 1 to 12 on the paper as Monthly Track. If you have 12 six sided dice, place a die at each number. In the case of Small Field, top side of the die must be the eye of One. For Large field, eyes of Two. For Grand field, eyes of Four (If not, just write down).

Check the "4 of a Kind & 3 of a Kind"

If you have hand combo of "Four of a Kind & Three of a Kind" (See the charts for details), the game is over instantly. In this case, if you have another Kasu (Dreg) hand combo, add the Kan. Then, Collect Kan from each all players. Then go to "After 12th round".

Koi-Koi adding for basic HANAFUDA rule



Hand Combo

If you have special cards combination dealt in your hand (Hand Combo), you instantly win the round and begin new round (This is not Captured Combo and don't confuse)

手四 Te-shi (Four of a Kind), 6 points

Koi-Koi

Every time you made any Captured Combo (See the chart) or already had Captured Combo and got additional VP, you must select "Koi-Koi" or "Stop" (Koi-Koi means "come on!" or "Let's go!").

If you declared Stop, the round is over and you win the round.

If you declared Koi-Koi, the round must be continued until someone say "Stop" or meet other ending conditions (like when the draw deck becomes empty).

Even if the loser of the round had Captured Combos, its points cannot be counted. Thus declaring Koi-Koi is high risk and high return.

3 players rule

After another player declared Koi-Koi, if you made Captured Combo and declared Stop, last player declared Koi-Koi must pay double to you. 3rd Player pays nothing.

If other both players declared Koi-Koi, you cannot declare Koi-Koi. In this situation, if you made some Captured Combo, you must declare Stop and win.

2 players rule

Oya shuffles the deck and another player (子 Ko) cuts it.

Deal 4 cards to Ko, deal 4 cards to Oya-self, then deal 4 cards to Field. Again do same. Thus, each player's hand size is 8 and field cards are 8.

Other than Te-shi, you can get 6 points and win the round with Kuttsuki Hand Combo, too.

くつき Kuttsuki (Four Pairs), 6 points

After opponent declared Koi-Koi, if you made Captured Combo and declared Stop, opponent must pay double to you.

At this "Modern Rule", the round is also over after both players' hands became empty and Ko flip once. Nobody get remaining 8 cards at draw deck.

If you want, you can select option rule called classic "Toppa" (means "10&8"). At Toppa, Deal 5 cards to Ko, deal 5 cards to Oya-self, then deal 4 cards to Field. Again do same. Thus, each player's hand size is 10 and field cards are 8. At this Toppa rule, the round is end normally (when draw deck becomes empty).

4 players rule

Deal 2 cards to second player (胴二 Dou-Ni), deal 2 cards to third player (胴三 Dou-San), deal 2 cards to Biki, deal 2 cards to Oya-self, then deal 4 cards to Field.

Next, deal 3 cards to Dou-Ni, deal 3 cards to Dou-San, deal 3 cards to Biki, deal 3 cards to Oya-self, then deal 4 cards to Field. Thus, each player's hand size is 5 and field cards are 8.

Oya and Dou-San are team. Dou-Ni and Biki are another team. Each teammate cannot ask or teach way of play (even about Koi-Koi or not).

Captured cards of teammates must be gathered. Thus, you can make Captured Combo cooperating with your teammate.

After opponent team declared Koi-Koi, if you made captured Combo and declared Stop, opponent team must pay double to your team.

Doubled or Quadrupled score

If points for the round are 7 or more, winner receives double for the round. Thus, you cannot get 7 to 13 points. From one player, you will get 1, 2, 3, 4, 5, 6, 14, 16 and so on.

If already doubled by another condition, loser must pay quadruple.

Drop from the round

This game was actually played only 3 active players. Thus, other players must drop from each round like Poker game.

Starting from temporary Oya, each player checks own hand and declares 'Stay' or 'Drop'.

Penalty Fee for Dropping: At this moment, dropped players have to pay penalty (established seating order) to the Pot. Winner of the round gets Pot.

Oya: 1 Kan
2nd: 1 Kan and a half
3rd: 2 Kan
4th: 2 Kan and a half
5th: 3 Kan
6th: 3 Kan and a half

No match: If only one or two player(s) stayed and all the other players dropped, the round is over. Stayed player(s) share the Pot evenly.

Driven Out: If already three player declared Stay, the remaining players have no choice but to drop. This is called "Driven Out". Each player of "Driven Out" gets Compensation depending on the cards of the hand:

Each Light: 3 points
Each Blue Strip: 3 points
Each Red Strip with poem: 3 points
Each Combo (Hand or Captured): half of normal Kan

First stayed active player becomes proper Oya of this round. 2nd active player is Dou-Ni and last active player is Biki.

Gather undealt cards (if any), hands of players dropped and driven out. Shuffle them and make the draw pile for that round.

Hand Combo

From Oya, active players can declare and show appropriate cards of their Hand combos, if any (See the charts for details).

There are two types of Hand Combo: Dreg and Suit. You can combine 1 Dreg Combo and 1 Suit Combo only.

For Suit Combo, you have to show openly only concerning cards of the combo during the round.

For Dreg Combo, all Dreg cards only must be shown openly during the round. You can include any Willows as dregs.

You should place shown cards in front of you. But do not confuse them with captured cards. Shown cards are also considered as the part of your Hand.

In the case of "Single Light", your Light card must be placed secretly at the center of your placed hand.

For "Single Animal", your Animal card must be placed secretly the leftmost of your placed hand.

For "Single Slip", your Slip card must be placed secretly the leftmost of your hand and be rotated 90 degree.

In the case of "Red", your Slip cards must be placed secretly the leftmost of your placed hand.

The active players balance Kan of Hand combo each other. For example, Oya has Hand combo of 2 Kan, Dou-Ni has hand combo of 3 Kan, and Biki has no Hand combo. Oya pays 1 Kan to Dou-ni and gets 2 Kan from Biki (totally gets 1 Kan). Dou-Ni get 1 Kan from Oya and gets 3 Kan from Biki (totally gets 4 Kan). Biki pays 2 Kan to Oya, and pays 3 Kan to Dou-ni (totally lose 5 Kan).

Then, the play of the round begins.

Getting points during the round

見ずてん Blind Stay: If you are Blind Stayed Oya and captured 89 or more card points, you get 1 Kan from all players (except 7th free dropped player).

抜け役 Escape: If you have a Kasu Hand combo other than "1 Light" and captured 89 or more card points, you get 1 Kan from other active player each (totally 2 Kan). This is called "Escape".

飛び込み Diving: If you have a Suit Hand combo including Three of a Kind (Three of a Kind, Double Three of a Kind and Full House) and captured all three cards of the Three of a Kind, you get 1 Kan from other active player each (totally 2 Kan). This is called "Diving".

Declare Yoshi or Sa-gé

If you made Captured Combo (See the charts for details), you can declare "Yoshi" or "Sa-gé".

Yoshi: When you declare "Yoshi" (means Good), the round is over and you win the round. At this point, you get Kan from your Captured Combo only (ignore any card points) from other active player each.

Sa-gé: When you declare "Sa-gé", the round must be continued until someone say "Yoshi", or you say "cancel Sa-gé" just before your turn, or the draw deck becomes empty, whichever fast. If this Yoshi is after "Sa-gé", add the points of your Captured Combos.

If you made another Captured Combo, you can select "Sa-gé" or Yoshi again.

If another active player made Captured Combo and said "Yoshi", points of your Captured Combo must be ignored. And you must pay double (because 3rd active player pay no points).

If you say "cancel Sa-gé" or the draw deck became empty, points of your Captured Combo must be halved. ("Sa-gé" means decrease).

Draw deck becomes empty

All active players count unmodified card points of captured.

Failed Blind Stayed: If you are Blind Stayed Oya and captured only 88 or less card points, you must pay 1 Kan to other active player each.

Double 8's: If someone get 168 card point, it is called Counting Combo "Double 8's" worth 10 Kan, and the player is the winner. And add 1 Kan for each point over 168 points. For example, if your Card points are 170, your final points is 12 Kan.

All 8's: If card points of all 3 players are equally 88, Oya is winner and gets Counting Combo "All 8's" and it worth 10 Kan.

When someone made Counting Combo ("Double 8's" or "All 8's"), all Hand Combo, Diving and Escape of the round are cancelled. All players must return points of them.

At all other situations, active players must balance card points one another.

88 card points are zero points for each active player. If you get 100 card points, you gets 12 points. If you get only 72 card points, you loses 16 points. The player got most points from cards is the winner of the round.

End of the round

Take from the Pot and place a black coin (1 points) to the number of this month (or round) of Monthly Track.

At the "4 of a Kind & 3 of a Kind" situation, the player pay a black coin to each empty month of the Monthly Track.

After that, the winner of the round gets the remaining Pot. If two or more players qualified the winner, Oya has 1st priority and Dou-Ni has 2nd priority for the Pot.

Next round

Check the die of the next number of Monthly Track to know the kind of Field (small, large or grand).

Han-Don (After 6th round)

Each player must return 10 Kan to the Bank at this time. If you don't have enough Kan, you have to loan.

After that, if you have more Kan and want, you can return your debt but only every 5 Kan. Thus you can return 5 Kan, 10 Kan or 15 Kan to the Bank (But you cannot return 4 Kan or 11 points etc.)

Ishi-Arai (After 11th round)

If you have enough Kan and want, you can return your debt but only every 5 Kan. At this time, every player knows points each other.

After 12th round

You must return all loan as much as possible.

The poorest players get 12 black stones (1 Kan) evenly from the Monthly Track.

After that, the player has most points is the winner if this game and gets Award worth 5 Kan times players. For Example, at 6 players' game, Award is worth as 30 Kan. This Award Kan is not affected by Type of field.

If two or more players are top scored, share evenly the Award Kan.

After that, the game is over.

Campaign Game

If you want to play heavy classic game, repeat this game number of player times. For Example, if you are 6 players, play 6 games.

Good Luck!

Basic rules of almost **HANAFUDA** games



Almost games using Hanafuda Deck are belong to Fishing and Zero-sum game group. Thus, similar rules are applied to them all.

3 players are highly recommended (but there are some 2 or 4 players' games).

Your object is to get highest points from capturing cards. Each card or their combo captured generate victory points depending on individual game system.

Deck and cards

Hanafuda Deck is consist from 48 cards, 12 suits (月 months or 花 flowers) by 4 ranks.

Highest rank cards are only 5 and called Lights (光 Hikari).

Second rank is Animal (種 Tané) consist from 9 cards (Some cards are not real animal. But traditionally called so).

Third rank is Slip (短冊 Tan-zaku) or Red (丹 Tan) consist from 10 cards.

All remainings are Dregs (カス Kasu / カラ Kara).

Please see card chart for details.

Selecting Oya

Each player cuts the deck. The player of showing earliest month card becomes the Start Player (親 Oya). If two or more players' cards were same earliest month, they should re-cuts until Oya was decided.

Then, each player sits counterclockwise from earliest to latest of card's month shown.

Play goes always in counterclockwise direction form Oya.

Dealing cards

The left player of Oya (ビキ Biki) shuffles the deck and the right player of Oya (中 Naka) cuts it. Oya deals cards to each player and the game field. At 3 players' game, each player's hand size is 7 and first field cards are 6. At first, deal 3 cards to Naka, deal 3 cards to Biki, deal 3 cards to Oya-self, then deal 3 cards to Field. Next, deal 4 cards to Naka, deal 4 cards to Biki, deal 4 cards to Oya-self, then deal 3 cards to Field (for players secretly, for Field openly). Place remaining cards at the center of the game field as the draw deck.

If there are all of the same four flower/month (suit) cards in the hand of any player or field, show them, collect all cards, and re-shuffle and re-deal.

Player's turn

From Oya, The turn player plays one card openly from the hand into Field.

Next, flip a top card of draw pile and place it into the field.

Then, turn goes to the next player counterclockwise.

Thus, the order of play is Oya, Naka, Biki, Oya, Naka, Biki...

Capturing cards

If the same flower played or flipped as already exists in Field, you have to capture both of them (played or flipped card and the field card).

If two cards in the field have same flowers as played or flipped, you must choose one from corresponding two field cards (and a played or flipped card).

If three cards in the field have same flowers as played or flipped, you capture all three corresponding cards of the field (and a played or flipped card).

Thus you always capture 0, 2 or 4 cards per play or flip (never odd numbers).

End of the game round

Normally, when the draw deck becomes empty, the game round becomes end.

Some games have other conditions to finish the round. For example, if you made extra combo (役 Yaku) from captured cards.

After each round, players have to pay or give victory points each other. For example, if you won 20 points at 3 player games, you can get 20 VP from each lose players. Thus you gets 40 VP totally.

If nobody won (called 流局 Ryu-kyoku), VP is not award for anybody.

After first round, new Oya is the winner of the last round. In the case of Ryu-kyoku, former Naka (the right player of last round Oya) becomes new Oya.

End of the game

A round is also called month. Normally 12 rounds (months) become 1 game (year). But if you want to play shorter game, you can agree 10 months or half year game (6 months/rounds).

Some games have other ending conditions (like bankrupt).

1 月
January / Januar / janvier

松 (Matsu)
Pine / Pinie / Pin



Hikari



Tan-zaku



Kasu/Dreg



Kasu/Dreg

2 月
February / Februar / février

梅 (Ume)
Plum / Pflaume / Prunier



Tané



Tan-zaku



Kasu/Dreg



Kasu/Dreg

3 月
March / März / mars

桜 (Sakura)
Cherry / Kirschblüte / Cerisier



Hikari



Tan-zaku



Kasu/Dreg



Kasu/Dreg

4 月
April / avril

藤 (Fuji)
Wisteria / Glycine



Tané



Tan-zaku



Kasu/Dreg



Kasu/Dreg

5 月
May / Mai

杜若 (Kakitsubata)
Iris



Tané



Tan-zaku



Kasu/Dreg



Kasu/Dreg

6 月
June / Juni / juin

牡丹 (Botan)
Peony / Pfingstrose / Pivoine



Tané



Tan-zaku



Kasu/Dreg



Kasu/Dreg

7 月
July / Juli / juillet

萩 (Hagi)
Clover / Klee / Trèfle



Tané



Tan-zaku



Kasu/Dreg



Kasu/Dreg

8 月
August / août

薄 (Susuki)
Pampas



Hikari



Tané



Kasu/Dreg



Kasu/Dreg

9 月
September / septembre

菊 (Kiku)
Chrysanthemum /
Chrysanthème



Tané



Tan-zaku



Kasu/Dreg



Kasu/Dreg

10 月
October / Oktober / octobre

紅葉 (Momiji)
Maple / Ahorn / Érable



Tané



Tan-zaku



Kasu/Dreg



Kasu/Dreg

11 月
November / novembre

柳 (Yanagi)
Willow / Weide / Saule



Hikari



Tané



Tan-zaku



Kasu/Dreg

12 月
December / Dezember /
décembre

桐 (Kiri)
Paulownia



Hikari



Kasu/Dreg



Kasu/Dreg



Kasu/Dreg

Koi-Koi: Captured Combo/Endkombinationen/Combo Capturé

Five Lights Alle 5 Lichter Cinq Lumières	五光		10 points/ Punkte
Four Lights (without Willow) 4 Lichter (excl Weide) Quatre lumières (sans saule)	四光		8 points/ Punkte
Four Lights with Willow 4 Lichter incl Weide Quatre Lumières avec saule	雨四光		7 points/ Punkte
Three Lights (without Willow) 3 Lichter (excl Weide) Trois Lumières (sans saule)	三光		6 points/ Punkte

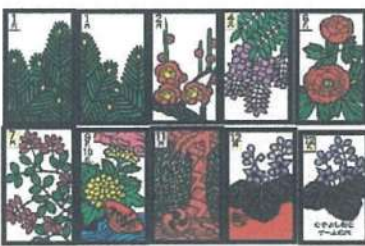
Note: All of the above combos are mutually exclusive/Alle der oben genannten Kombinationen sind gegenseitig exklusiv
Tous les Combos ci-dessus sont mutuellement exclusives.

Blue Slips (All) Blau Streifens (All) Rubans Bleu (tous)	青タン		6 points/ Punkte
Red Slips (with Poem: all) Rot Streifens (mit Gedicht: alle) Rubans Rouge (avec le poème: tous)	赤タン		6 points/ Punkte
Slips (five any) Streifens (5 jeder) Rubans (Cinq n'importe lesquels)	タン		1 point/ Punkt

Note: Each additional Slip / Für jede weitere Streifen / Ruban supplémentaire vaut chacun : 1 point/Punkt

Boar-Deer-Butterfly Eber-Reh-Schmetterlinge Sanglier, cerf, papillon	猪鹿蝶		5 points/ Punkte
Animals (five any) Tiere (5 jeder) Animaux (Cinq n'importe lesquels)	タネ		1 point/ Punkt

Note: Each additional Animal / Für jede weitere Tier / Animal supplémentaire vaut chacun : 1 point/Punkt

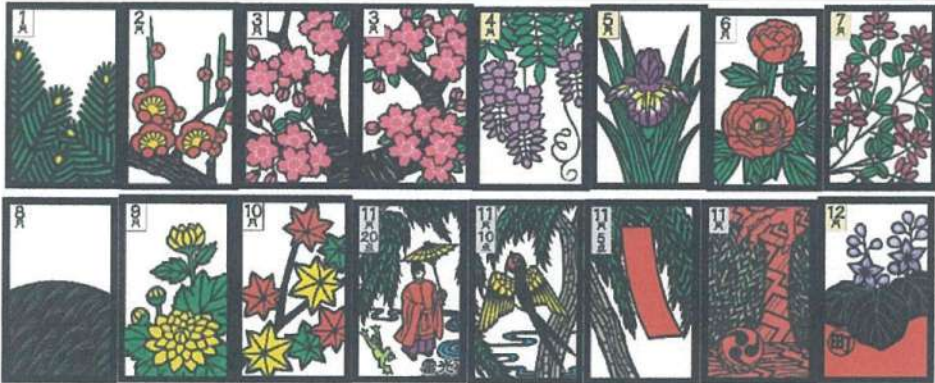
Dregs (ten any) Dreg (10 jeder) Kasu/Dreg (dix n'importe lesquels)	カス		1 pt/ Punkt
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Note: Each additional Dreg / Für jede weitere Dreg / Dreg(Kasu) supplémentaires vaut chacun : 1 point/Punkt

Note: You have to select "chrysanthemum & grail" as Animal or Dreg /
Sie müssen "Chrysanthème & Gral" als Tier oder Dreg auszuwählen /
Vous devez sélectionner "chrysanthème & Graal" comme Animal ou Dreg/Kasu.



Hachi-Hachi: Captured Combo/Endkombinationen/Combo Capturé

Five Lights 5 Lichter Cinq Lumières	五光		12 Kan
Four Lights (without Willow) 4 Lichter (excl Weide) Quatre lumières (sans saule)	四光		10 Kan
Note: All of the above combos are mutually exclusive/ Alle der oben genannten Kombinationen sind gegenseitig exklusiv/s Tous les Combos ci-dessus sont mutuellement exclusives.			
Blue Slips (All) Blau Streifens (All) Rubans bleus (tous)	青タン		7 Kan
Red Slips (with Poem: all) Rot Streifens (mit Gedicht: alle) Rubans rouges (avec le poème: tous)	赤タン		7 Kan
Seven Slips (without Willow) 7 Streifens (excl Weide) Sept Rubans (sans saule)	七タン		10 Kan
Sixteen Dregs 16 Dreg Seize Kasu/Dreg	素十六		12 Kan + X
You can include any Willows. Each additional dreg is worth 2 Kan/ Sie können alle Weide schließen. Jede weitere dreg lohnt 2 Kan/ Vous pouvez inclure des Saules. Chaque Kasu/dreg supplémentaire vaut 2 Kan.			

Suit Combos / Suitkombinationen / Combo de série

- For Suit Combo, you show only concerning cards. Thus «ANY» cards of next chart may not show to other players.
- Für Suitkombinationen, zeigen Ihnen nur über Karten. So «ANY» Karten der folgenden Tabelle kann nicht mit anderen Spielern zu zeigen.
- Pour Combo de série, vous montrez que les cartes concernant. Ainsi vous cachez les cartes «ANY» aux autres joueurs.

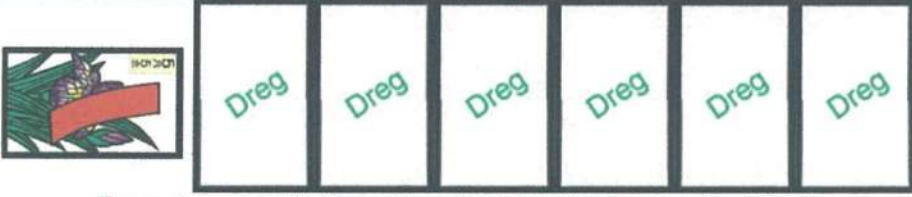
Three of a Kind Drilling Brelan	三本						2 Kan + X
Double three of a Kind Doppel Drilling Double Brelan	ふた三本						6 Kan + X
Full House Full House Full	はねけん						7 Kan + X
If your «Three of a Kind» at combos above includes April, May, July, or the 3 dregs from December, you get additional 1 Kan for each these month / Wenn Ihr «Drilling» in Kombinationen oben umfasst April, Mai, Juli, oder die 3 Bodensatz von Dezember, zusätzlich 1 Kan erhalten Sie für jeden dieser Monate / Si votre "Brelan" au combo ci-dessus y compris avril, mai, juillet ou 3 Kasu de décembre, vous gagnez 1 Kan de plus par mois présent.							
Diving Tauchen Plongée	飛び込み	When you had combos above and captured all 3 cards of your «Three of a Kind» during the round / Wenn Sie hatte Kombinationen über und erfasst alle 3 Karten deines «Drilling» bei der Runde / Lorsque vous avez des "combo de main" ci-dessus et capturez tous les carte de votre "Brelan".					1 Kan
Triple Pair Dreifach Paare Triple Paire	くつつき						4 Kan
Four of a Kind Vierling Carré	手四						6 Kan
One Pair & Four of a Kind Ein Paar & Vierling Paire & Carré	一二四						8 Kan
Four of a Kind & Three of a Kind Vierling & Drilling Carré & Brelan	四三		The game is over instantly. If you have also Dreg combo, add the Kan. Then, Collect total Kan from all other players each / Das Spiel zu Ende ist, sofort. Wenn Sie auch Dregkombinationen, fügen Sie die Kan. Dann sammeln Gesamt Kan von allen anderen Spielern jedes / La manche se termine instantanément. Si vous avez également combo de main, ajoutez le Kan. Puis, collectez les Kan par tous les joueurs.				20 Kan

Hachi-Hachi: Hand Combo/Handkombinationen/Combo de main

- There are two types of Hand Combo: Dreg and Suit. You can combine 1 Dreg Combo and 1 Suit Combo only.
- Es gibt zwei Arten von Handkombinationen: Dreg und Anzug. Sie können 1 Dreg-kombo und nur 1 Anzug-Kombo kombinieren.
- Il existe deux types de combo: Kasu/Dreg et Série. Vous pouvez combiner seulement 1 combo de Kasu/Dreg et 1 combo de série.

Dreg Combo / Dregkombinationen / Combo de Kasu/Dreg

- You can include any **Willows** as dregs. All Dreg cards only must be shown openly during the round.
- Sie können schließen jede **Weide** als Dreg. Alle Dreg Karten muss gezeigt werden, nur Offen während der Runde.
- Vous pouvez inclure des saule comme Kasu/Dreg. Toutes les Kasu doivent être présentés seulement faces visibles pendant la manche.

All Dregs Alle Dreg Tous Kasu/Dreg	からす		4 Kan
Single Light Einzellicht Lumière unique (& 6 Dregs)	光	 Face down and put canter the Light / Gesicht nach unten und legte Galopp das Licht / Poser 1 carte Lumière face cachée au milieu.	4 Kan
Single Animal Einzeltier Animal unique (& 6 Dregs)	十一	 Face down and put leftmost the Animal / Gesicht nach unten und legte ganz links das Tier / Poser Animal à gauche face cachée.	3 Kan
Single Slip Einzelstreifen Ruban unique (& 6 Dregs)	短	 Face down, put leftmost and rotate 90 degree the Slip / Gesicht nach unten, ganz links setzen und um 90 Grad den Streifen / Poser Ruban à gauche face cachée et tournée 90°.	3 Kan
Red / Rot / Rouge (All Slips & Dregs Alle Streifens & Dreg Tous les ruban & Kasu/Dreg)	赤	 Face down and put leftmost the Slips / Gesicht nach unten und legte ganz links des Streifens / Poser tous les Ruban à gauche face cachée..	2 Kan
Escape Flucht Échappé	抜け役	When you had Dreg combo other than "Single Light" and captured cards with 89 or more points totally during the round / Wenn Sie hatte Dreg combo andere als "Einzellicht" und eroberte Karten mit 89 oder mehr Punkten völlig bei der Runde / Lorsque vous avez un combo de Kasu/Dreg en plus "Lumière unique" et vos cartes vaut 89 points ou plus au total au cours de la manche.	1 Kan