

How to play the card game "Season's Flowers in Japan(SFJ)"

○Basic rules

I About the Cards of "Season's Flowers in Japan(SFJ)"

① A deck of "Season's Flowers in Japan(SFJ)" is made up of 48 cards with 12 suits. Every suit is a flower that represents one month of the year. In a suit, there are 4 cards with different designs of the same flower. The players' objective is to match 2 cards by suit and get points.



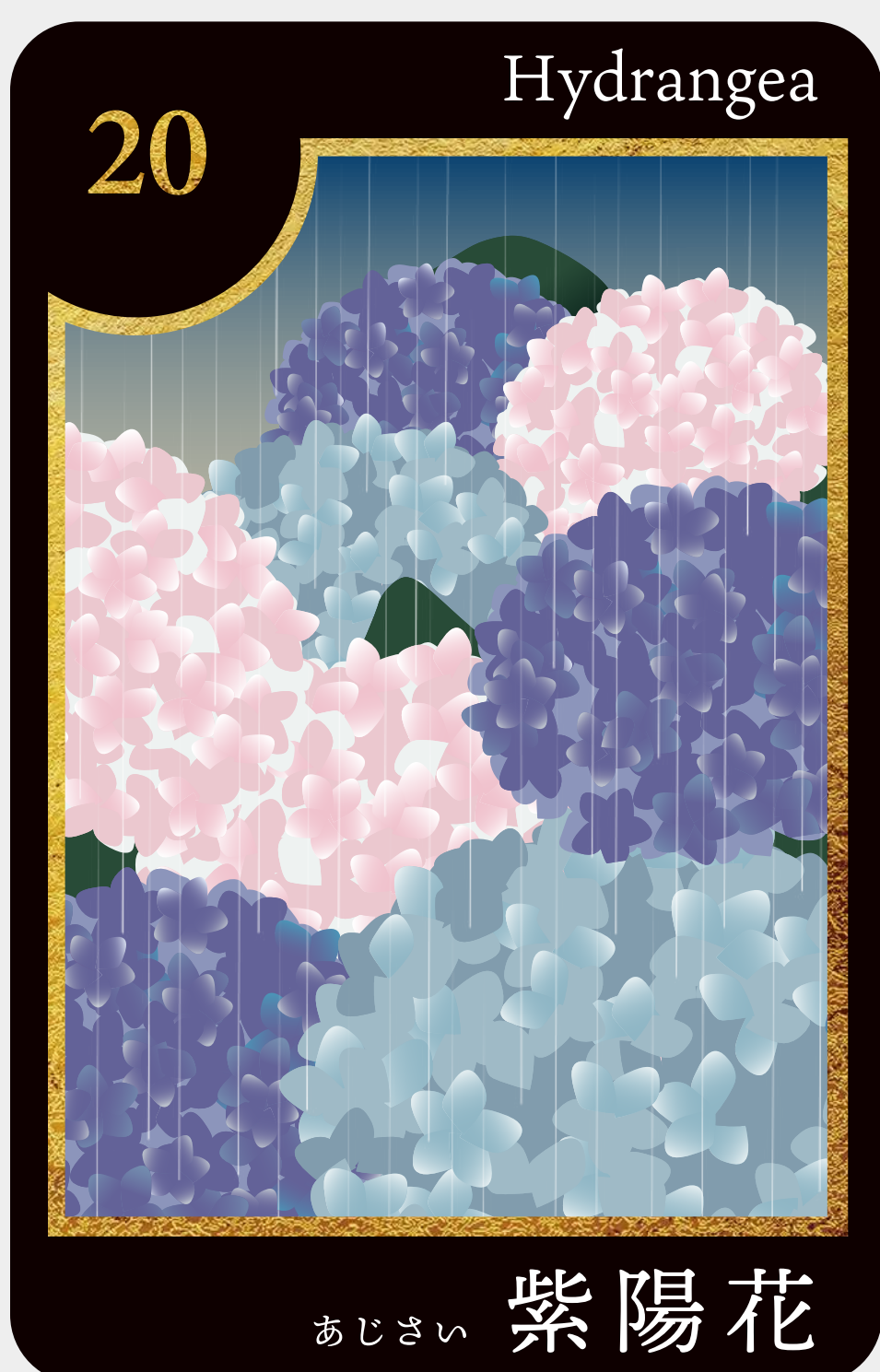
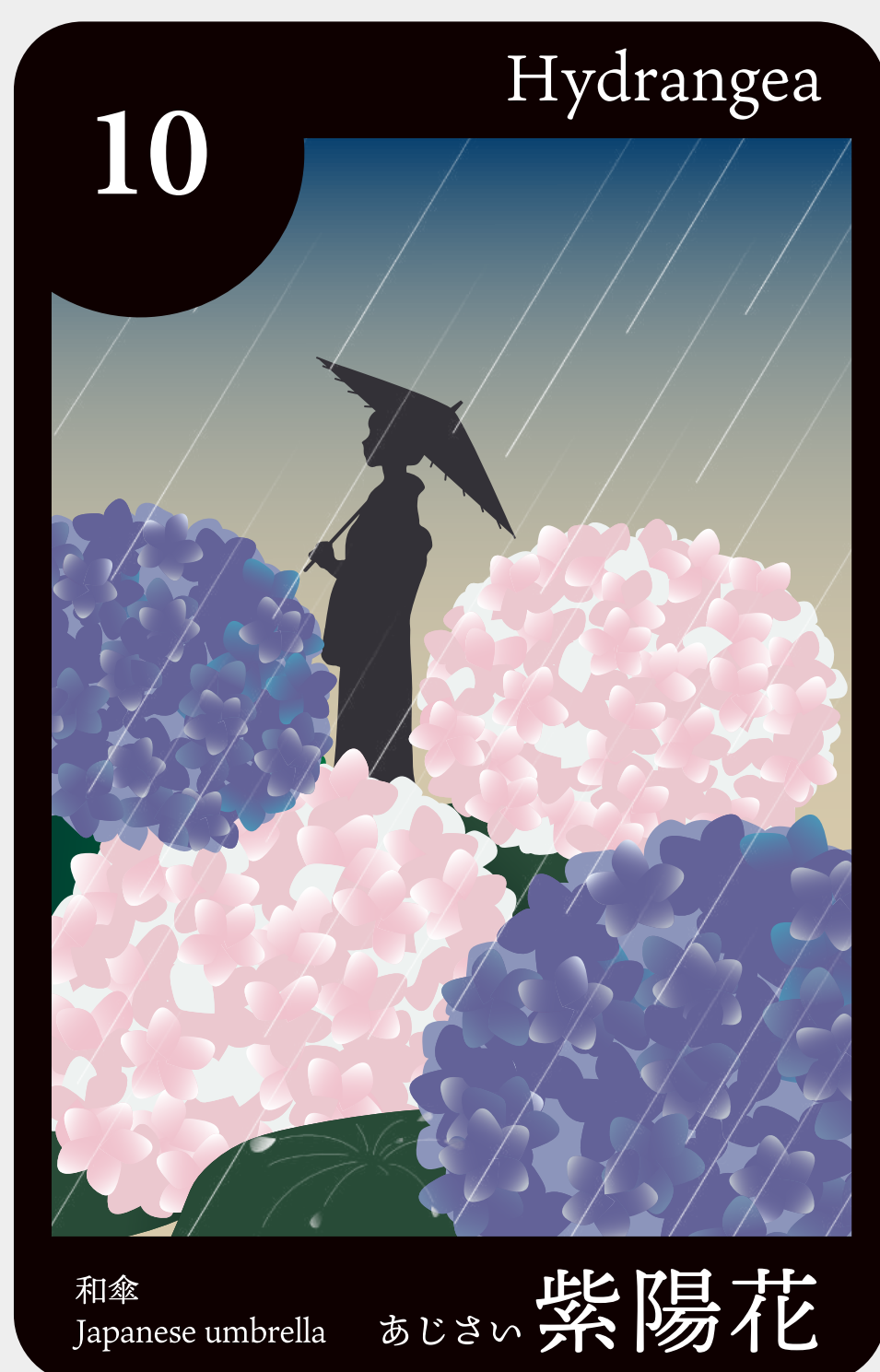
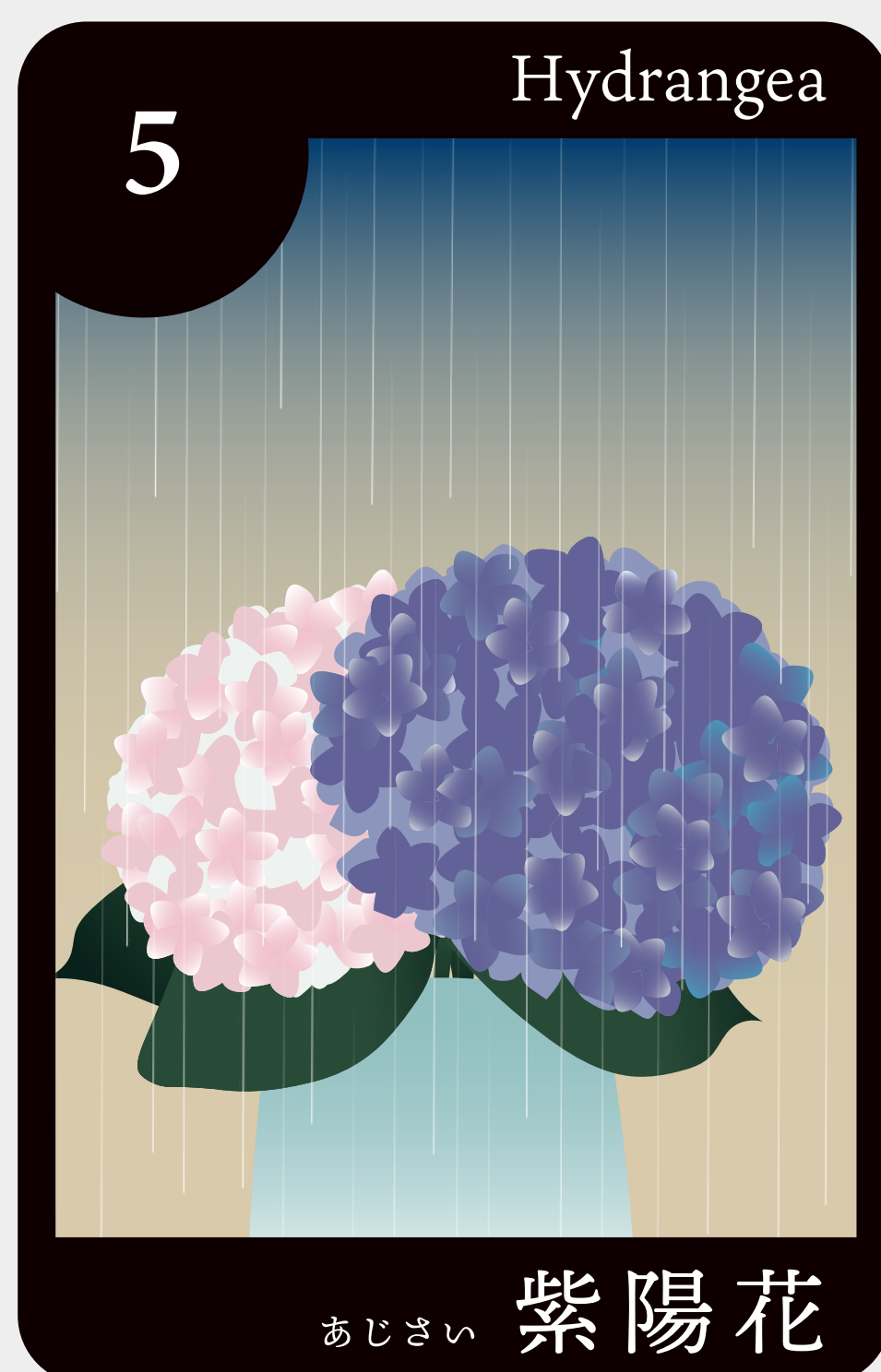
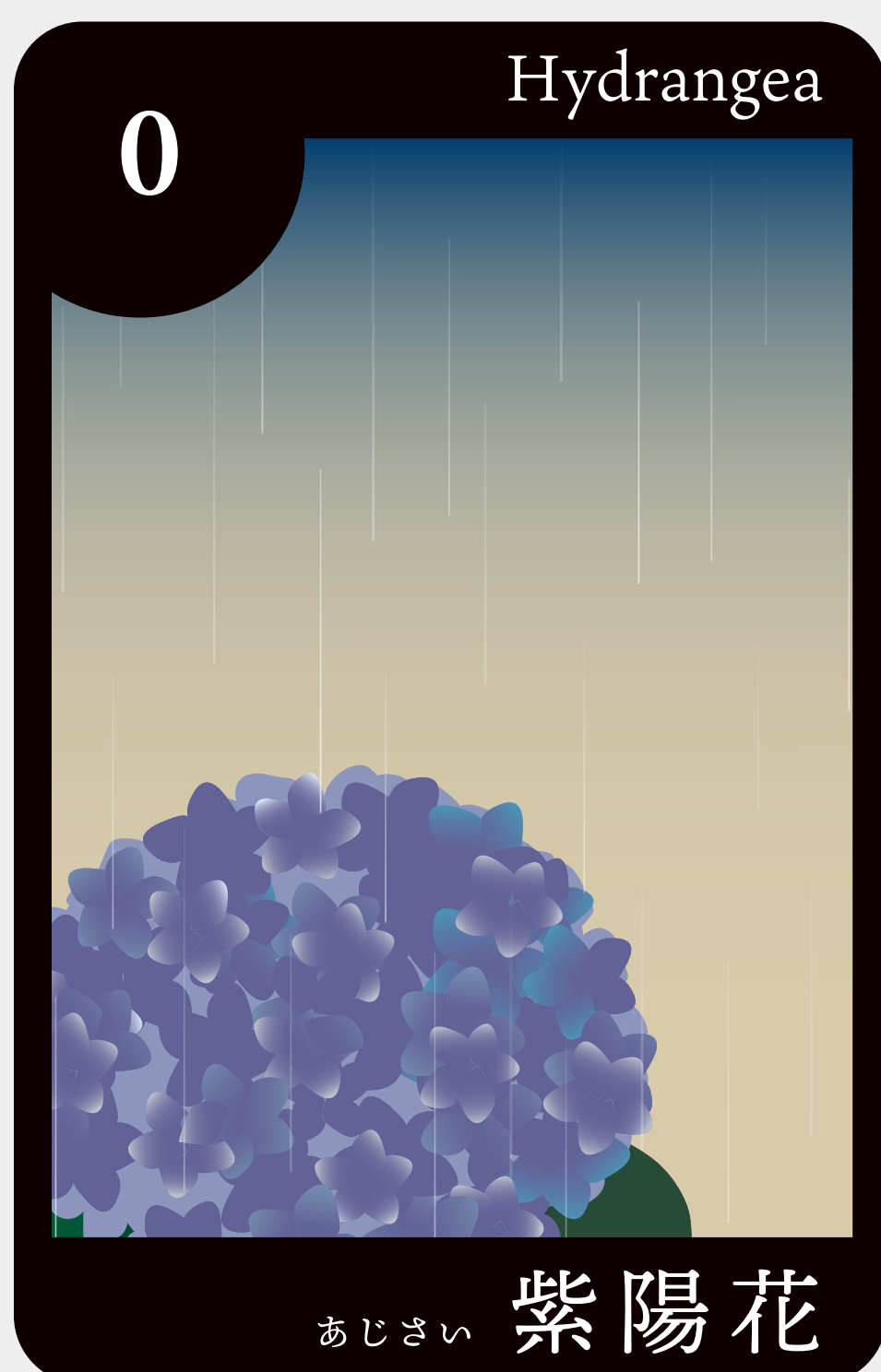
On the table



You gain two cards.

In your hand

- ② Each flower card has a number marked on the upper left (20 points, 10 points, 5 points, and 0 point.)



- ③ The winner of the game is the one who has collected the highest total score of the cards

II How to determine the dealer of the game

You can play the game of "Season's Flowers in Japan(SFJ)" with 2, 3, or 4 players. First, one person volunteers to shuffle the cards and place the deck of cards face down. Then, each player draws a card from the deck. The person who has the highest-scored card will be the dealer of the first round. If several people have the same highest cards, repeat the process.

III Dealing with cards

① The dealer shuffles the cards and places the deck face down on the table. The person on the left of the dealer cuts the deck by separating it into 2 stacks and placing the bottom stack on top.

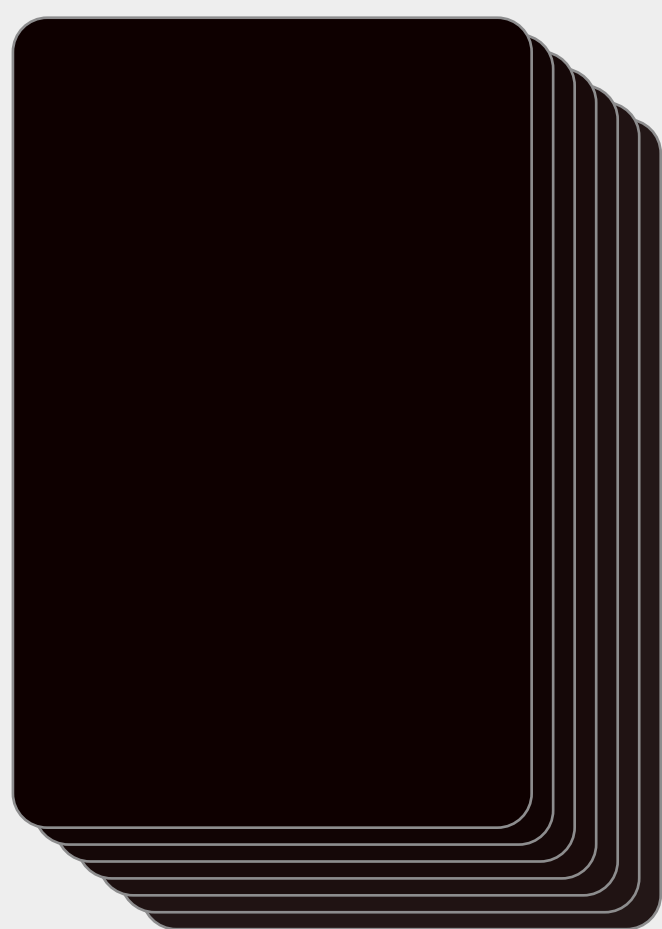
② The dealer distributes two cards at a time to each player, face down, clockwise. The dealer gets his cards last. Then he places 2 cards on the table, faces up. The dealer repeats the procedure till the necessary cards are delivered in hand and on the table.



With 2 players:



**The deck
(face down)**

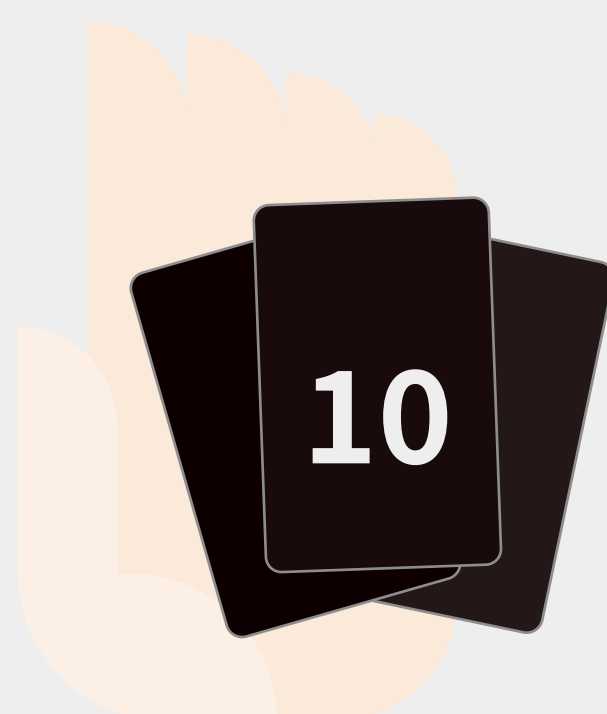


20 cards

**On the table
(face up)**



8 cards



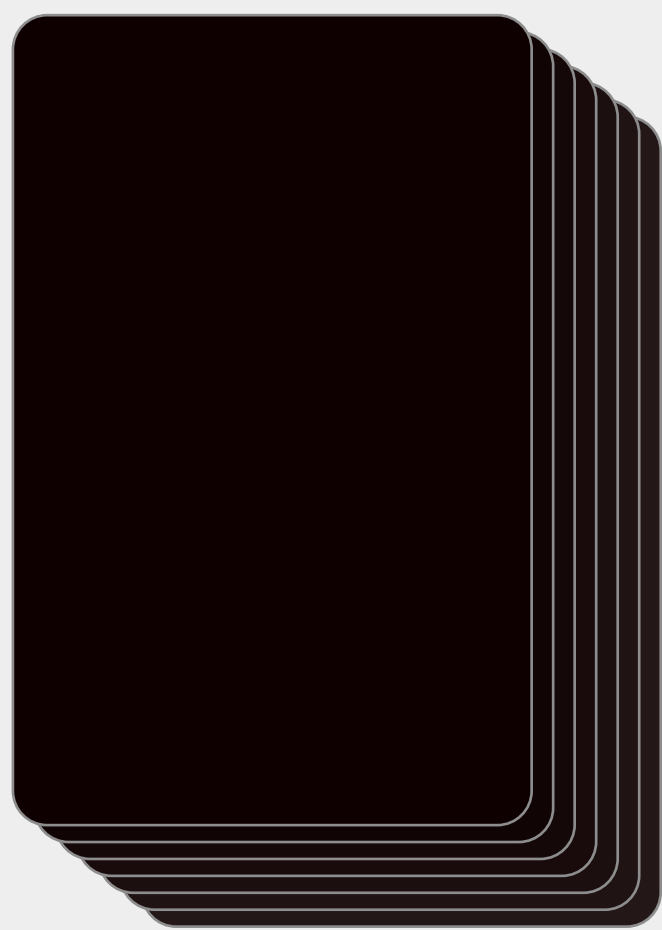
**In hand (face down)
Each player gets 10 cards**



With 3 players:



**The deck
(face down)**

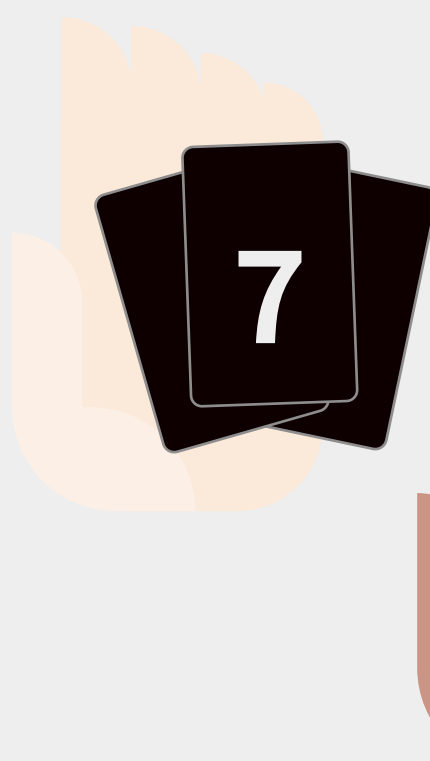
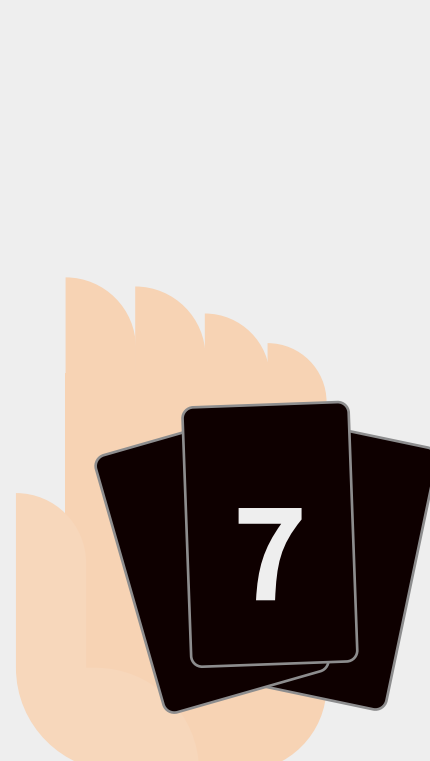


21 cards

**On the table
(face up)**



6 cards



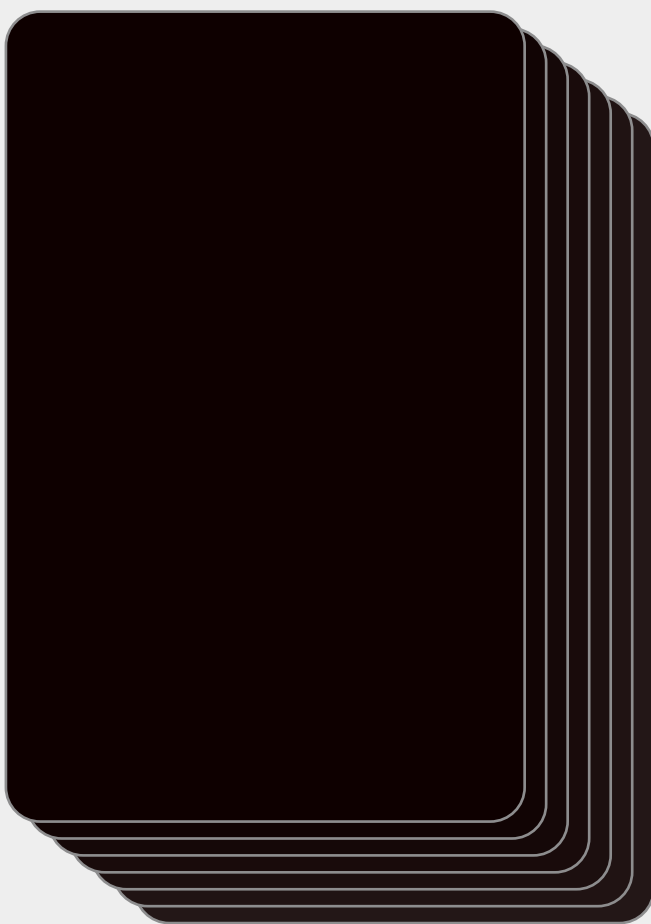
**In hand (face down)
Each player gets 7 cards**



With 4 players:



The deck
(face down)



20 cards

On the table
(face up)



8 cards



In hand (face down)
Each player gets 5 cards

Table of distribution

| | Hand | Table | Deck |
|-----------|----------|---------|----------|
| 2 players | 10 cards | 8 cards | 20 cards |
| 3 players | 7 cards | 6 cards | 21 cards |
| 4 players | 5 cards | 8 cards | 20 cards |

IV Starting the game

① The dealer is the first player. The next player is the one on the left of the dealer. When it is your turn, choose a card in your hand and put it on the table to match a card of the same suit. Then the two cards are yours. Move them to your side.

If you have no card to match the suits on the table, you must place one from your hand.

Put your card on the same suit



On the table



Put your card on the same suit on the table

In hand

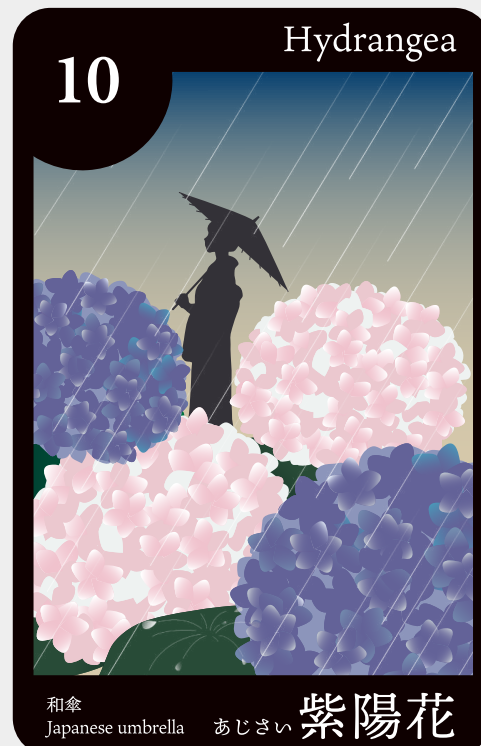
② Next, take one card from the top of the deck and place on the table face up. If the card matches one on the table, the two cards are yours. Move both cards to your side. Display them so everyone can see your captured cards and points.

Even if one card you get from the deck doesn't match any suit on the table, leave the card on the table.

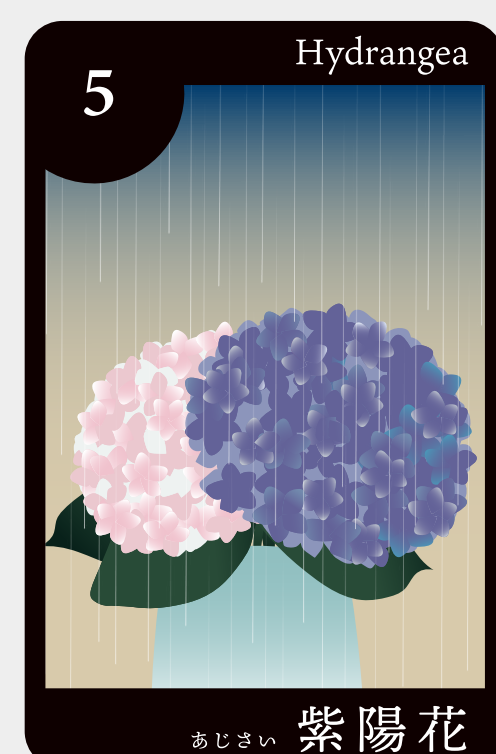
The top card of the deck goes to the table.

The same flowers can make a pair.

Open the top card
of the deck



Match the
same suit



On the table



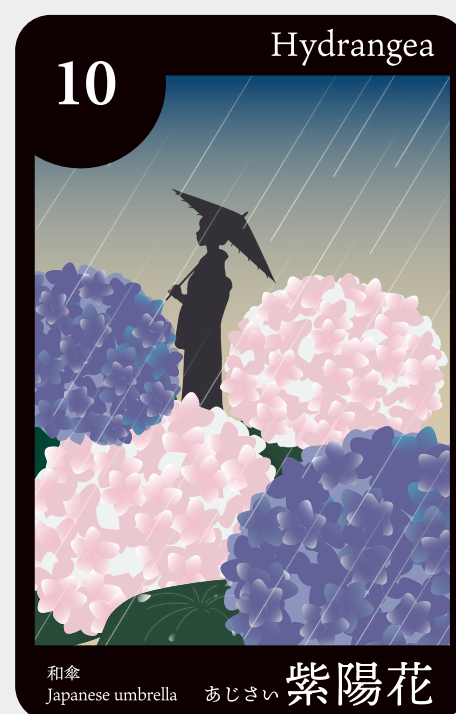
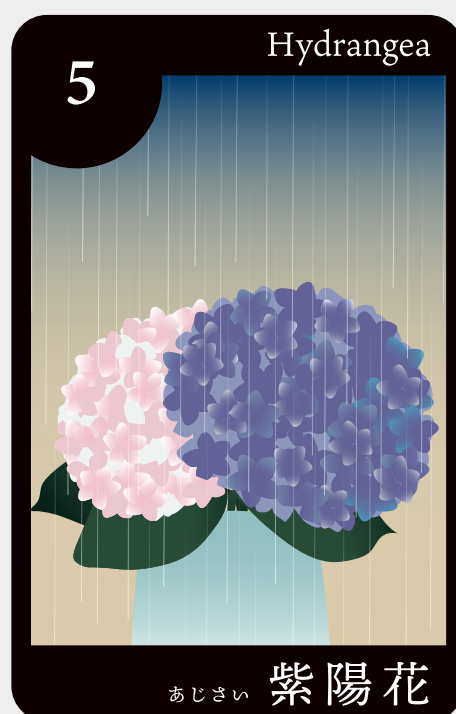
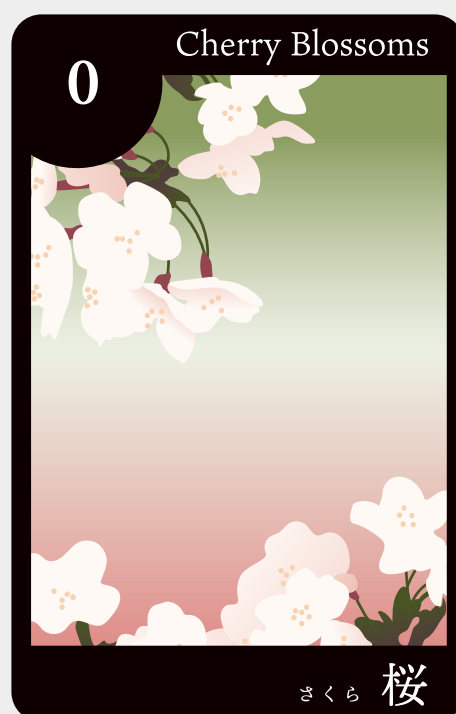
Capture cards and display them.



On the table



Gained cards and points



③ If you have, in your hand, two or more cards of the same suit, you cannot make a pair out of them. No one can put two cards into play at a time. But using one card at a time is OK. You may have a chance to capture two cards this way.

④ When it is your turn to play, you have to place one card on the table even if you don't have any matching cards. It is the same as you open a card from the deck. You just leave a card on the table.

When there is no match
between the cards in hand and on the table



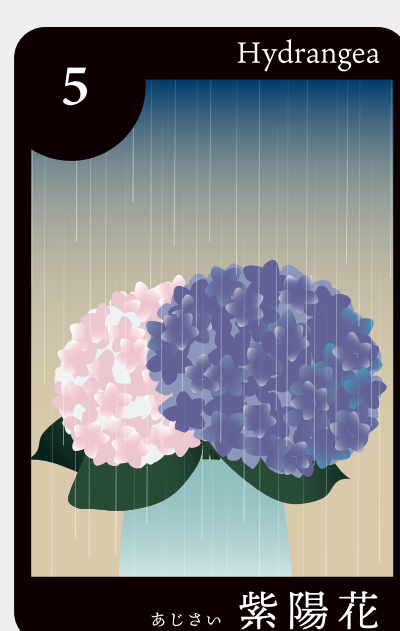
On the table

Just leave a card on the table
if you cannot make a pair.

In hand

When there is no match
between the deck and the table

No matching



Leave the card
on the table



On the table

⑤ The game proceeds clockwise.
Repeat the process until no more cards
are in hand or on the table. The round
ends when everyone's hand is empty
and the cards on the table are gone.

⑤ Exceptional cases

① When the three cards of the same suit are on the table:

If there are three cards of the same kind of flower on the table, a person who happens to have the fourth card can capture all 4 cards on his turn to play. It is the same when he opens the fourth card from the deck.

② When all 4 cards of the same suit are on the table:

The dealer puts 4 cards back into the deck and shuffles it well. Then he opens the top 4 cards and places them on the table face up.

③ When there are 4 cards of the same suit in a player's hand:

There are 2 ways to deal with it. The person, if so wishes, keeps on playing with his hand. The other way is that he asks for replacing the four cards with new ones. The decision is made by the player who has the four cards. However, in the case of three cards of the same suit, they cannot be replaced. The game continues as it is.

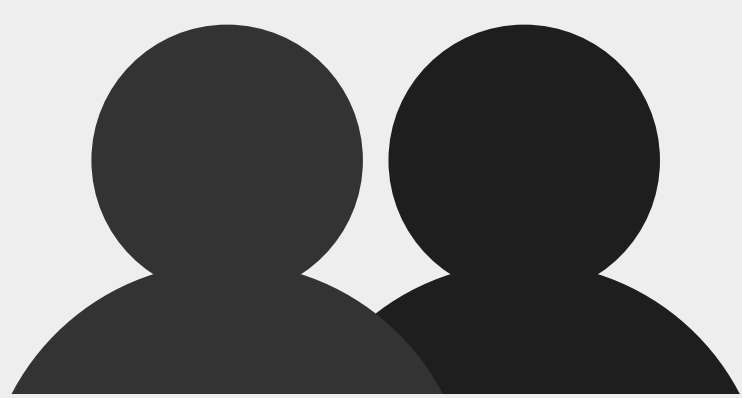


Ending the round and counting your gain

The play ends when every player runs out of cards. The total of the points of all cards is 240, which is supposed to be shared evenly among players as an average (breakeven). With 3 players, it's 80 points. Each player counts his points and compares them with the average. If one gets more than the average, he is winning the game. If one has less, he is losing. It will be zero, to sum up all the pluses and minuses of the players.

♥ Average (breakeven) ♥

With 2 players



120 points

With 3 players

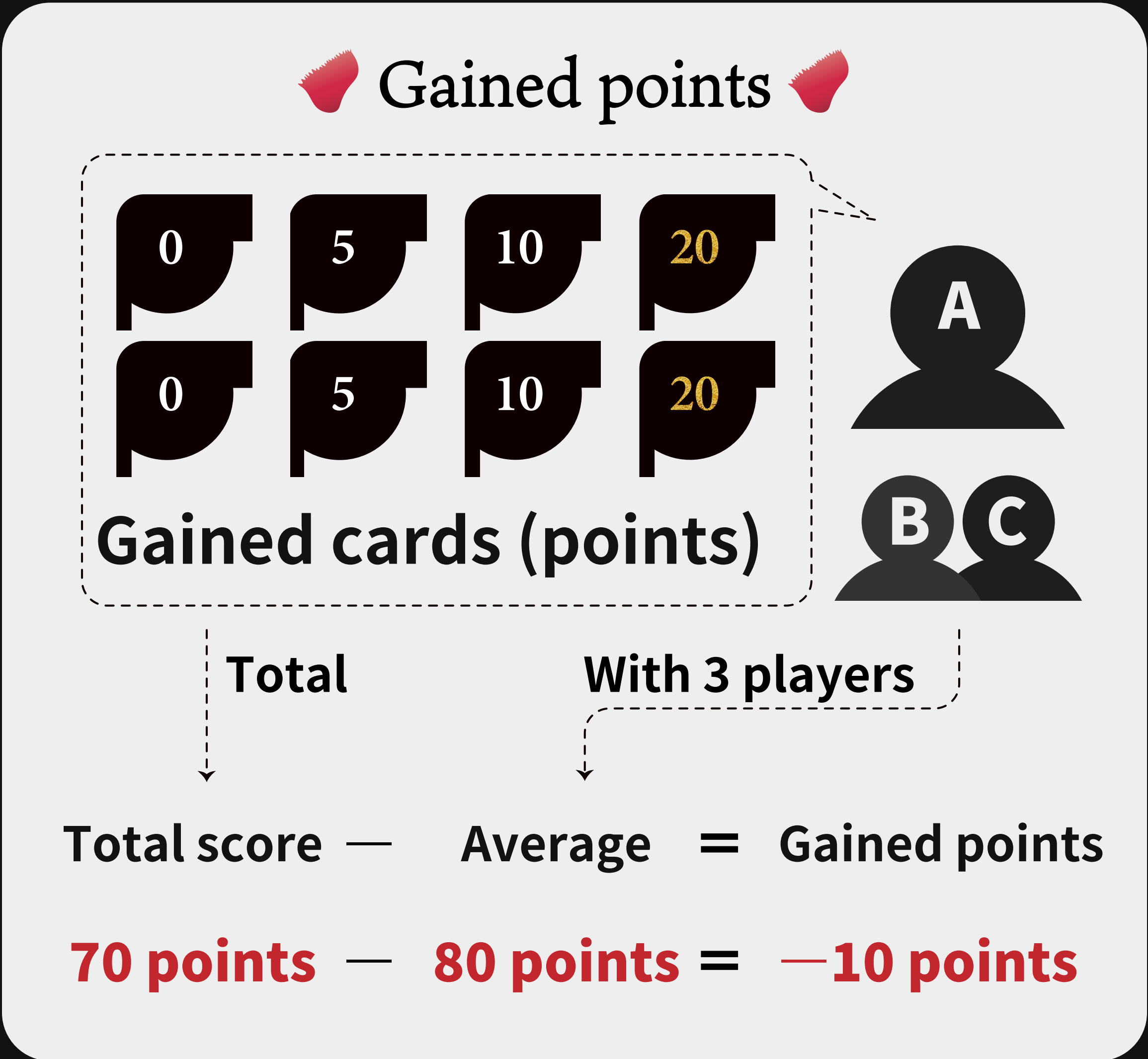


80 points

With 4 players



60 points



For example, in a play with 3 people, suppose player A has 70 points, player B has 110 points, and player C has 60 points. Their average is 80. Player A's gain is -10 ($70 - 80 = -10$), player B's gain is +30 ($110 - 80 = 30$), and player C's gain is -20 ($60 - 80 = -20$). The sum of the gains of all the players is always zero.



VI Bonus Points

There are sets of special cards that bring bonus points. They are called “roles.” Each role has a name.

① Five Brights (Gokho)

A set of five cards of 20 points is called Five Brights.

Each player pays 25 points.



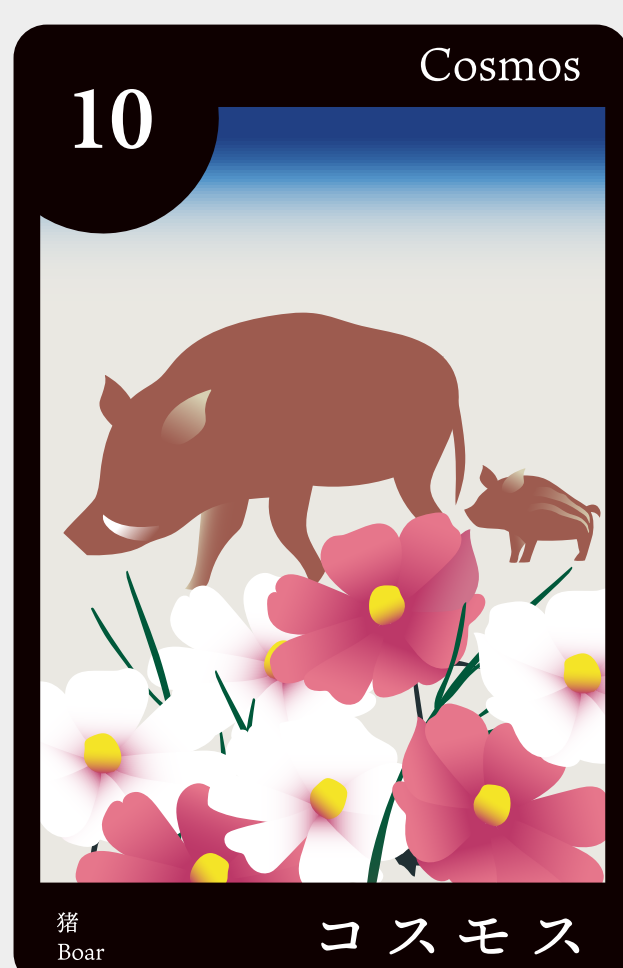
② Four Brights (Shikho)

Collecting 4 cards of 20 points is called Four Brights. Each player pays 20 points to the player who has this set. However, the flower card of Hydrangea in the rain washes away the effect, so 20 valued card of Hydrangea is not counted as Four Brights.



③ Boar, Deer & Butterfly (Inoshikacho)

A set of three cards of 10 points is called “Boar, Deer & Butterfly.” Each player pays 15 points to the player who wins the set.



④ Red Vase (Akabachi) & Blue Vase (Aobachi)

These are 5-point cards. There are a set of 3 red vases and a set of 3 blue vases. Each player pays 10 points to the player who has a set.



⑤ Tea Party (Ochakai)

There are two sets of Tea Parties: Black tea & cake and Japanese tea & sweets, Each player pays 5 points to the player who has a set.



VII Number of Games

The game proceeds clockwise as the dealers take turns each round. Usually, having twelve rounds at a time is a way to enjoy the year. But six times, half a year, is also fine. Enjoy.

