



How To Play Sakura

Hawaii Grinds Playing Cards

★
**Shuffle
& Deal**

★
**Match
Cards**

★
**Score
& Win**

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Prepare the Hanafuda Deck

- **Remove All King and Joker Cards.** The King and Joker cards are not used in Sakura (Hawaiian Hanafuda). These cards complete a standard poker deck and can be used for other card games.

Set Up

- Determine the number of players and whether to play individually or in teams. Team members sit opposite of each other.
- Decide if you are playing for Points or Yaku
- Determine number of rounds played or set time limit.
- Decide the first dealer by drawing cards (lowest card wins).

Dealing Cards

- Player to the dealer's left shuffles
- Player to the dealer's right cuts the cards.
- Dealer then deals the cards face down to the players and face up on the table (field).
- Remaining cards create the draw pile.

Dealer's Chart

# of Players	Cards in Hand	Cards in Field
2	8	8
3	7	6
4	5	8
5	4	8
6	3	12
7	3	6
Remaining Cards Create a Draw Pile		

*** If during the initial deal, four cards of the same suit appears in any hand/field combo this is called a Hiki. See details in Hiki Rules Section.

Starting the Game

Dealer goes first

Player's Turn Part One:

- Chooses one card from their hand.
- Tries to match it to a field card of the same Hanafuda suit.
- If the two cards match, player keeps the match. Keeping any point cards, discarding non-point cards.
- If no match is made, the player's card remains face up on the Field.

Player's Turn Part Two:

- The same player then draws a card.
- Tries to match it to a field card of the same Hanafuda suit.
- If the two cards match, player keeps the match. Keeping any point cards, discarding non-point cards.
- If no match is made, the player's card remains face up on the Field.

- Point cards are organized face up in front of each player.
- The next player on the right starts their turn. Play proceeds counterclockwise.
- The round ends once all the players run out of cards and the draw pile has been exhausted.
- Due to the usage of a wild card, The Gaji Card, most rounds will end with two or more remaining cards on the field, See Gaji Card Section for specifics.

Game Play Teams Same rules as above, however, teams share points, they cannot reveal their hands to teammates & they don't sit next to each other.

End of Game & How to Win

- The game ends after the agreed number of rounds or until the agreed time limit expires.
- The highest total score of all the rounds combined wins.

Points Strategy

If you choose to play only for points and skip the yaku combinations. Gaji and Hiki Rules still apply. Players count their total point cards at the end of each round. Player with the most points wins.

This simplified gameplay focuses on card point values, making it an ideal starting point for beginners or those familiarizing themselves with the Hanafuda Hawaii Grinds deck.

Yaku Scoring

If you're playing for both points and yaku, the strategy shifts to creating yakus while collecting points throughout the round. Key elements include knowing which cards can form multiple yakus, blocking your opponent's opportunities, and balancing the collection of both point and yaku value cards.

- There are 8 yaku in Sakura (Hawaiian Hanafuda)
- Each yaku consisting of 3 cards. See Yaku Chart.
- **For each yaku a player has at the end of a round, 50 points are subtracted from each opponent's score rather than being added to one's own score.**

Scoring Variations

Breaking A Tie Score

If there is a tie with the dealer, the dealer wins. In all other ties, the player closest to the dealer's right wins. This applies to all game play variations.

Scoring Variation called "Victory Scoring"

Whenever a player wins a round, it is counted as a single (1) victory point, and once the agreed-upon number of rounds has been played, the player with the most victories wins the game.

Chu Victory - If a player wins and their score is 50 (or more) points higher than their opponent(s), then it is counted as a double victory. Therefore instead of gaining 1 victory point, the winner gets 2 victory points.

Basa Victory - If a player wins and their score is 100 (or more) points higher than their opponent(s), then it is counted as a triple victory. Therefore instead of gaining 1 victory point, the winner gets 3 victory points.

Oooh...
BASAAA!

If you secure a dominant victory, celebrate it by saying that your opponent was "Oooh BASA!"

It means your opponent(s) was thoroughly crushed in the final score.

Special Card: Gaji (Spam Card)



The Gaji (pronounced God-Gee), also known as the Lightning card in other Hanafuda games. In this deck, it's the Spam Musubi Card.

Player was dealt the Gaji Spam Card

- It's a wild card.
- It can match with and take any field card (but cannot take a Hiki).
- The player can use the Gaji card at any point in the game, as long as it's their turn.

Player Draws the Gaji Spam Card

- It's a wild card and they must play it right away on the field.
- If no match is made, the Gaji card remains face up on the field and this means it is not a wild card anymore and must be treated like any other card.
- Now, only other cards within its own suit can match with it.

At the End of a Round

Usually there will be two or more unclaimed cards on the field. This is normal. The Player that used the Gaji Card during the round gets to collect these remaining cards on the field.

Pro Tip: If you use the Gaji Card, leave the Gaji on top of the captured card in your point section face up. This reminds everyone that at the end of the game which suit you have claimed.

The King and Joker cards are not used in Sakura (Hawaiian Hanafuda). These cards included in this deck to complete a standard 52 Card poker deck. That way Hanafooda Hawaii Grinds and can be used for other card games.



Strategy Pro Tips:

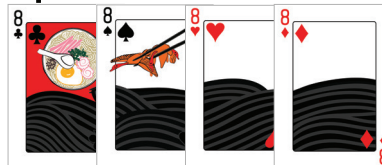
- Watch what your opponent is collecting. Don't forget to also block opponent yaku collections
- Some cards can complete multiple yaku — learn these cards and prioritize those
- Pay attention to what's missing. If key cards for a yaku haven't shown up, they're likely in your opponent's hand—adjust your plan.
- Don't reveal your strategy too early. If you clearly collect one type, your opponent can easily block you. Mix your picks when possible.



Did You Know? The name "Sakura" comes from one of its most powerful cards, the "Curtain Card". In traditional Hanafuda decks it's the card featuring red and pink cherry blossoms with a curtain.

In the HanaFooda Hawaii Deck it's the card with Poke and Rice bowl blended with traditional elements. It's worth 20 points & included in two Yaku sets.

Special Card: Hiki (Hee-Key)



Hiki is not a card, it's a scenario.

What is a Hiki? If a player is initially dealt all four cards of a suit (any combo of hand + field), they are guaranteed to that player.

- The player must declare before play starts that they have a Hiki, BUT they do not specify which cards on the field are a part of the Hiki. They simply state they have one... "I've got a Hiki."
- The player can not show their teammates which Hiki they have.
- During the player's turn, they can play their Hiki card from their hand to collect all the cards of that suit. Then they draw a card from the draw pile as normal.
- The player can choose any time during the game to play their Hiki cards, as long as it's their turn.
- The Gaji card from another opponent cannot claim any cards that belong to the Hiki.
- If four cards of the same suit appear face up on the field when the dealer initially deals out the cards, the dealer gets to keep them. (collect immediately)

*** Having a Hiki will often cause the Player to run out of cards in hand faster than the other players. Therefore if that player runs out of cards, their remaining turns consist only of drawing a card from the draw pile and playing it.

Sakura (Hawaiian Hanafuda) Card Suits



January Sushi	February ChiChi Dango	March Poke	April Mango	May Sugarcane	June Shaved Ice	July Lauu Boar	August Saimin	September Mixed Plate	October Pineapple	November Fishes & Spam	December Poi

20 Points											
10 Points											
5 Points											

YAKU 1
Poke,
Sushi,
Chi Chi
Dango

YAKU 2
Poke,
Saimin,
Mixed Plate

YAKU 3
Red
Banner
with
words

YAKU 4
Pineapple,
Lauu Boar,
Saimin

YAKU 5
Red
Banners

YAKU 6
Sugarcane,
Lauu Boar,
Mango

YAKU 7
Purple
Banners

YAKU 8
Pineapple,
Shaved Ice,
Mixed Plate

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