

# Hanamikoji™

English

Welcome to the most famed Geisha street in the old capital, Hanamikoji. Geishas are elegant and graceful women who are skilled in art, music, dance, and a variety of performances and ceremonies. Greatly respected and adored, Geishas are masters of entertainment.

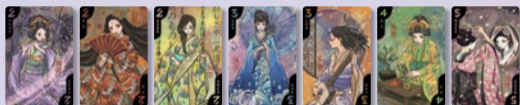
In Hanamikoji, two players compete to earn the favor of seven illustrious Geishas by collecting each Geisha's preferred performance item. With careful speculation and a few bold moves, can you outsmart your opponent to win the favor of the most Geishas?

## Objective

- ◆ In the game of Hanamikoji, the goal is to win the favor of 4 Geishas or at least 11 Charm Points.
- ◆ You and your opponent take turns performing actions to strategically play Item Cards. For each Geisha, if you have more Item Cards of the corresponding type than your opponent then you win the Geisha's favor, which earns you Favor Markers and Charm Points.
- ◆ The game will continue until either player has reached a winning goal in the Scoring Phase.

## Game Components

◆ 7 Geisha Cards



◆ 21 Item Cards



◆ 8 Action Markers



◆ 7 Favor Markers



## Details on Cards

◆ Geisha Cards

- 1 Charm Points (equal to the number of Item Cards of the corresponding type)
- 2 Corresponding Item



◆ Item Cards

- 1 Charm Points (Shows the number of Charm Points the corresponding Geisha is worth)
- 2 Corresponding Item



## Game Setup

1. Place the 7 Geisha Cards in a row, in the shown order from left to right, between the players.
2. Place 1 Favor Marker on the center of each Geisha Card.
3. Stack the Item Cards face down into a pile and place them aside.
4. Each player takes a set of 4 Action Markers, placing each one colored-side up in front of themselves.
5. The youngest player is the starting player.



## Sequence of Play

- ◆ The game is played over a varying number of rounds. Each round consists of 4 phases in the given order:
  - ◆ Phase 1: Deal
  - ◆ Phase 2: Actions
  - ◆ Phase 3: Scoring
  - ◆ Phase 4: Refresh
- ◆ If any player reaches a winning goal in the Scoring Phase, the game ends immediately. If neither player reaches a winning goal, the game proceeds onto Phase 4 and then the next round. The game will continue until either player wins.

### Phase 1: Deal

- ◆ The starting player takes the Item Card deck and randomly removes 1 card from the game, placing it back into the game box **unseen**. This card will not be used this round. No player is allowed to check it!
- ◆ Shuffle the remaining cards in the Item Card deck and then deal each player 6 Item Cards as their hand. Hands of Item Cards are hidden information.
- ◆ Place the Item Card deck facedown next to the row of Geisha Cards.

### Phase 2: Actions

- ◆ Beginning with the starting player, players alternate to **take one action** (**Player A** then **Player B** then **Player A** then **Player B** and so forth) until both players have taken each of their **4 actions**.
- ◆ On your turn, you **must draw a card** from the Item Card deck, place it in your hand, and then **perform one action**.

◆ When you perform an action, you choose 1 of your **face-up** Action Markers and perform the corresponding action. After resolving the action, flip the marker facedown. You may only use each action once per round.

◆ The 4 actions in Hanamikoji are:

### 1 Secret



◆ Choose 1 card from your hand, and place it **face-down** under the Secret marker. This card will be revealed in the Scoring phase and **be scored**.

◆ You can check this card at any time.

### 2 Discard



◆ Choose 2 cards from your hand, and place them **face-down** under the Discard marker. These cards will **not be scored** in this round.

◆ You can check these cards at any time.

### 3 Gift



1 Choose 3 cards from your hand, and place them **face-up** in front of yourself.  
 2 Your opponent then chooses 1 of the 3 cards and places this card on their side of the Geisha Row, next to the corresponding Geisha.  
 3 Then, place the 2 remaining cards on your side next to the corresponding Geisha(s). These cards will **be scored** in the Scoring Phase.



### 4 Competition



1 Choose 4 cards from your hand, and place them face-up in front of yourself. Divide them into two sets, each containing 2 cards.  
 2 Your opponent chooses 1 set, and places these 2 cards on their side of the Geisha Row, next to the corresponding Geisha(s).  
 3 Then, place the 2 remaining cards on your side next to the corresponding Geisha(s). These cards will be scored in the Scoring Phase.



## Phase 3: Scoring

◆ After both players have performed each of their 4 actions, it is time to Score.  
 ◆ Both players reveal the card under their Secret markers, and place this card on their side of the Geisha Row, next to the corresponding Geisha. Then, **compare** the number of Item Cards on both sides of each Geisha:

- **If one side has more Item Cards than the other**, then the side with more wins the favor of the Geisha. Move the corresponding Favor Marker to the winning side.
- **If the two sides are a draw** or no Item Cards were played on a Geisha, don't move the Favor Marker.

◆ After moving Favor Markers, each player then calculates the total number of Charm Points from the Geisha they have won the favor of.  
 ◆ If any player reaches a winning goal, the game ends immediately and proceed to the End of Game. If neither player reaches the winning goal, proceed to Phase 4.

## Phase 4: Refresh

- ◆ Pick up **all** the Item Cards on the table **and** in the box, then stack them facedown into a pile and place them aside.
- ◆ Favor Markers remain in place. **Do not** move them back to the center of each Geisha Card.
- ◆ Both players flip their Action Markers face-up.
- ◆ The second player becomes the new starting player.
- ◆ The next round is ready to begin! Return to Phase 1.
- ◆ **Optional Rule:** The game is played for **no more than three rounds**. At the end of the third round, if neither player reaches the winning goal, the player who won the favor of the **most Geishas** becomes the winner. If there is a tie, then the player who wins more Charm Points breaks the tie. If there is still a tie, both players share the win.

## End of the Game

- ◆ If any player wins the favor of **4 Geishas** or at least **11 Charm Points**, the game ends immediately.
- ◆ If only one player reaches a winning goal, they are the winner.



### Example:

Top player wins the favor of 3 Geishas, with a total of 8 Charm Points. Bottom player wins the favor of 3 Geishas, with a total of 11 Charm Points. Since the bottom player reaches the winning goal, the game ends immediately. Bottom player is the winner.

- ◆ If one player wins 4 Geishas and the other wins 11 (or more) Charm Points in the same round, the latter is the winner.

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