

# Hanaminoes

A tile-laying game by PJ Becker

Playtime: 20-30 minutes; Ages: 8+

## Components

- 36 Hanamino “Flower Domino” tiles
- 16 player markers in 4 animal shapes

## Overview

You and your friends are gardeners in a competition to leave your mark on the garden.

Every turn, you will place “hanamino” flower tiles in a shared Garden area. Balance placement between matching flower type to grow a bed of flowers, and matching numbers to place animal tokens. Only the largest bed of flowers scores at the end of the round, and every player with markers in that bed will claim the tiles under them as points.

Placing double tiles from your hand allows you to take a special action. Overlay tiles, move tiles, or even move markers to swing the game in your favor.

## Round Setup

1. Each player takes 4/3/3 markers of one animal shape in a 2/3/4-player game.
2. Whoever last planted something will be the first player, or choose a first player random.
3. Shuffle the hanamino tiles and deal 6/5/4 tiles to each player in a 2/3/4-player game.
4. Starting with the first player and going to the left, each player may choose to discard their hand and draw a new hand with 1 fewer tiles. If they do, the discarded tiles are shuffled back into the deck.
5. Place the top tile from the deck face-up in the center of play to start the **Garden**. Keep the remaining deck within reach.
6. In the first round, whoever last planted something goes first, or choose randomly.

## On Your Turn

A turn consists of 3 steps, carried out **in order**:

1. Place the top tile **from the deck** in the Garden.
2. Place any tile **from your hand** in the Garden. If it is a double, you may use its special action now.
3. Place a marker if you got a number match.

## Placing a Tile

A tile *must* be placed so that it is touching a tile already in the Garden and is lined up with the grid formed by the tiles’ halves.

*Examples of valid placement:*



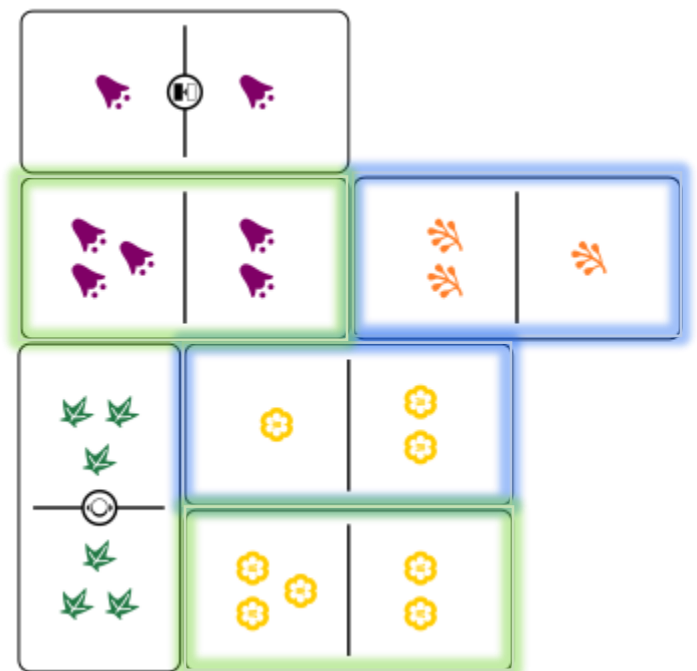
## Placing a Marker – Number Match

Check both tiles you placed this turn. If you placed a tile so that either of its numbers touches the same number on any other tile(s), it and the matching tile(s) are eligible to receive a marker.

You may only place 1 marker per turn. You cannot place a marker on a tile that already has one.

*Example:*

Ronelia plays the **yellow 1-2** tile from the deck, then plays the **orange 2-1** from her hand. The **orange 2-1** has a number match with the purple 3-2, so both are eligible to receive a token. The **yellow 1-2** has a number match with the yellow 3-2, so both of those are also eligible to receive a token as well.



If you made no number matches at all during your turn, DO NOT place a marker. Instead, set aside the marker you would have placed.

## Double Tiles

Double tiles have two special properties.

- Double tiles always number match with themselves, so you can always place a marker on a double you just played,
- Every double has an *optional special action* when played from your hand.

## Double Tile Special Actions

- 1-1: Overlay Tile** – Place this tile on top of another tile. The value of this stack for determining the largest bed of flowers during scoring is the value of top-most tile. A move action moves the whole stack as if it was a single tile.
- 2-2: Move Tile** – Immediately move any other tile in the Garden to another valid location. Moving a tile does *not* activate its special action.
- 3-3: Move Marker** – Immediately move any marker in the Garden to a tile that does not have one. You can move your own markers or another player's markers.

## End of Round Scoring – Color Match

When all players have run out of animal markers, locate the area in the Garden with the most flowers of a single color (count flower pips, not number of tiles).

If there is a tie for largest bed of flowers, those areas are removed, and the largest bed is determined again. While there is still a tie for largest, keep removing tied beds of flowers until there is a clear winner for largest. This bed of flowers will score.

Within the bed of flowers that scores, each player that has markers in that bed collects all tiles underneath those markers. Each tile is worth as many points as there are flowers on it. Keep your tiles face-down in a row in front of you. Once they are face-down, nobody should look at them.

Shuffle all remaining tiles and start a new round. The player who went last this round goes first in the new round.

## Play Multiple Rounds

For a full game, play 4/3/4 rounds in a 2/3/4-player game, so that everyone has an opportunity to go first the same number of times.

After the last round, count the number of flowers on your collected tiles. The highest total wins. In case of tie, count the number of flowers in your best color. If there is still a tie, the tied players share the victory.