Setup
1. Remove the Nubs from the deck.
2. Put a Nub in front of every player face up
3. Give every player 15 silvs.
4. Deal 5 cards to each player.
5. Each player puts a silv into the pot. (1st turn)
6. Place a 5 card "Hanataz Hand" face down
7. Place the Hanataz token by the pot.
8. Place the Fool Token(s) by the pot.

Setup for Each Hand
1. Players flip their Nub face up.
2. Add 1 silv to the pot to discard any number of cards and draw that many cards (optional).
3. Draw up to a hand size of 5 cards, putting 1 silv into the pot for each card drawn.
   (Or discard down to 5 if above 5)
4. The Hanataz Hand is refilled to 5 cards.
   (without changing the position of cards)
5. The first player takes their turn. (previous winner)

Turn Options
- Play a number card to take control of the pot.
- Play a face card for its special ability.
- Pass - by adding a coin to the pot.
- "Nub Out" (Fold)

Controlling the Pot (Gaining the Hanataz Token)
Play a higher number of the same suit.
<div align="center">or</div>
Play the same number (any suit), add 1 silv to the pot.

Ending the Hand & Winning the Pot
If you start your turn with the Hanataz Token, you have won the hand and must showdown against the Hanataz Hand to see if you win, lose, or split the pot. Flip a card from the Hanataz Hand and compare your card (current winning number card) to it. A face card played from the Hanataz Hand counts as an 11 of its suit. Suitless face cards count as wild 11's (except the Fool).
- Hanataz card is lower or "Off Suit" = Win the pot
- Hanataz card is higher = Split the pot
  - *Hanataz cards lose all ties*.
- Fool = Lose the pot to the player with Fool token

When to Reshuffle & Replace the Hanataz Hand
- When the deck is empty and a card is drawn
- When a Fool is revealed from the Hanataz Hand
Discard all cards in the Hanataz hand. Shuffle the discard pile into the deck. Replace the Hanataz Hand.

<A> Assassin- "Assassinate": Force a player to nub out. If that player controls the pot, control of the pot goes back to the Hanataz Hand.

<B> Bard - "Tip the Performer": Place the Bard next to the Hanataz Hand. For the rest of the round, players must place a silv on the Bard in order to play a face card. The player who played the Bard gains all silvs on the card at the end of the round. If no coins are on the card at the end of the round, the Hanataz will tip the Bard 5 silvs. Discard the Bard before starting the next round.

<C> Crown - "Gambling Tax": All players must add a silv to the pot or "Nub Out". If the player controlling the pot "Nubs Out", control of the pot returns to the Hanataz. The Hanataz add a silv to the pot as well.

<D> Dragon - "Hoard": Take 3 coins from the pot.

<F> Fool - "Trick and Trade": Draw a face down card from the Hanataz hand and place it into your hand. Shuffle the Fool into the Hanataz Hand and place it face down again in the center of the table. Take the Fool token from the center.

If a fool is revealed from the Hanataz Hand at the end of a round, the player(s) with the fool token(s) takes the pot instead. Then the token(s) get placed in the center again.

<J> Jester - "Jester's Insight": Look at a face down card of the Hanataz hand and choose to place it back in the same position or shuffle it into the 5 Hanataz cards. Draw one card. Play a card from your hand.

<K> Knight - "Protection": Counter a Rogue or Dragon card just played. This is the only card that may be played "off-turn". If you are nubbed out you may only play a Knight if you are targeted by a Rogue.

<N> Nub - When a player "Nubs Out", they flip the Nub in front of them and cannot play until the next hand.

<P> Priest - "Divine Intervention": Discard all number cards. Then reveal cards from the top of the deck until you reveal a number card. Play that card and take control of the pot. Discard all other revealed cards.

<R> Rogue - "Thievery": Take two silvs **or** a silv and a random card from any player.

<T> Troll - "Pay Toll": All players must give you a silv or nub out.

<W> Wizard - "Conjuration": Draw 2 cards