

TravFuda

	C1	C2	C3	C4	C5	C6	
10 Suits	C1	C2	C3	C4	C5	C6	
1 Scoutship	RC	GF	PF	—	—	—	
2 Asteroid Belt	RS	YF	—	—	—	—	
3 Free Trader	PC	RF	Dbl	—	—	—	
4 Comet	BS	Dbl	—	—	—	—	
5 Fat Trader	YC	RF	BF	PF	Dbl	—	
6 Rockball	GS	BC	PC	RF	—	—	
7 Patrol Ship	GC	BF	YF	—	—	—	
8 GG	PS	YC	GF	—	—	—	
9 Troopship	BC	YF	GF	—	—	—	
10 Terran World	YS	RC	GC	BF	PF	Dbl	
* Joker	J	J					

S=Starburst
 C=Cutlass
 F=Flag (Banner)
 Dbl=Double Plain
 B=Blue
 G=Green
 P=Purple
 R=Red
 Y=Yellow
 —= Plain
 Dbl= Double Plain.
 62 card deck.

Starting the Game:

Draw to see who goes first. Lowest numbered card plays first; Starbursts before Cutlasses before Banners before Doubles before plain. If players tied, they are excluded. If all players are tied, draw again.

Players sit around the table, deal by lowest player, who also plays first.

In a 2 player game, each gets 12 cards, and 12 go to the middle.

3 players: each gets 8, and the table gets 12.

4 player: each gets 6, and the table gets 12

5 player: each gets 5, and the table gets 10

6 player: each gets 4, and the table gets 10

7+ is not recommended.

Cards dealt to the table are face up.

Play begins once the dealer takes his first turn.

On Your turn:

play one from hand. if match, lay on top.

Draw one from deck. If match, lay on top of match, even if it makes a threesome. if no match, play card to table.

Take any piles with an even number of cards on table, and lay face up in your capture area. Captured cards may not be hidden.

next turn

Play ends when a turn begins with no cards in anyone's hand. Note that using the jokers can wind up with dead cards.

You never get to play more than one card from your hand in the regular game. All matches must be bby suit (numerical), not by type of card (SB, C, F, D, —)

Scoring

Points are scored for cards in caputure areas only. Cards left on the table are no value.

Starbursts are worth 20, Cutlasses 10, Flags 5, doubles 2, and others 1 point. Jokers are worth 1 point each, but are NOT plain cards; doubles and unlabelled cards are plain.

Combinations can score extra points:

Whole Suit: 1point. All 6 cards in numbered suit

Guidon Set: 2 points. All three flags of the same color

Uniform Set: 3points. Starburst,Cutlass, and Flag of the same color

Hero: 5points. three starbursts

Major Hero. 10points. Four Starbursts

Grand Hero: 15 points. All 5 starbursts

5+ Flags: 1 point, plus 1 for each extra flag

5+ Cutlasses: 2 points, plus 1 for each extra cutlass

20+ Plain: 2 points, plus 1 for each extra. Note that doubles count as two plain.

Double Trouble: -10 points all four doubles but not 20plain

Double Good: x2 hand All four doubles and 20+ plain

Emperor: 10 points. Start with 3 starbursts, revealing them before play, and end with 5 starbursts. -20 if attempted but not completed.

Archduke: 10 points. reveal 3 doubles before play, and end with 20+ plain. -20 if attempted but not completed.

Variants:

Run or Jump!

Points are not scored for cards captured, only for combinations. Once a player has scored 3 or more points in combinations, he must declare "Run" or "Jump."

If he declares Jump, the hand ends. If he declares Run, play continues.

The next player to make a combination, even if less than 3 points, may declare "Run", "Jump," or "Pirate."

If he runs, he takes the next "Run" marker in sequence.

If he declares Pirate, he gets the points for his hand and any other players' hands who declared "Run," but only his own run tokens.

If he declares Jump, he scores points for his own hand, plus any jump markers in play, his or others.

Imperial Bacarat

Shuffle. Deal each player one card, face down, and one card to the table face up for each player plus 1. The dealer acts as banker, and plays last. Play begins with the dealer's left and continues clockwise (to the left).

On your turn, you may look at your face down card. Only the suit (number) matters. You must then take one card from the table.

On your second turn, you may draw a card from the deck if you wish.

Total the suit values of your cards. If it is 10+, subtract 10. If it is 20+, subtract 20 instead. This will yield a ranking of 0-10 (with 10 being very rare). Jokers count as 0's, 1's or 2's (no higher).

If the dealer has a higher score, you pay the dealer a point. If you have a higher score than the dealer, the dealer pays you a point.

The dealer may pass after any hand if the game is not run by the house. If you play two jokers, you must take the deal unless the game is run by the house. If the game is run by the house, a double joker counts as 5.

In general, house dealers must draw to 5, and stand at 6.

Denebian Bacarat. As imperial, but an ante is placed to the pot. Highest total takes the pot. If tied, highest rank (SB, C, F, D, P) takes it. If still tied, the pot rides into the next hand. Dealer sets ante. If the dealer sets an ante that no one else matches, the deal passes to the left.

Designer's Notes:

I am a fan of the Japanese game *Hanafuda*, matching flowers. This is both a variant and a tribute to both Traveller and Hanafuda. The deck is larger (62 instead of 48), with more cards per suit (6 instead of 4) and only 10 suits (instead of 12)

The imagery, poor as it is, is inspired by the Traveller Role-Playing Game, by Marc W. Miller.

Hanafuda has a HUGE number of variants. The base game is vaguely Hana-awase. The Run or Jump! variant is based upon Koi-Koi.

Quite honestly, it is also intended as color for Traveller players. It is a simple enough game, and with small enough bits, for troops to keep aboard ship. Therefore, it's the kind of game Imperial Navy, Scouts, and Marines might just decide to play.

Yes, the graphics are fairly primitive. S'be't. If you do a nicer set, I'll consider hosting them. At least I made certain to LABEL the cards as to rank and suit.

Printing and Cutting

You will need to print out and cut out the cards. Since the cards need some form of stiffening, I recommend printing on light cardstock, rather than regular paper. To cut, lay down some scrap cardboard, take your favorite metal ruler, and your exacto, and follow the lines carefully.

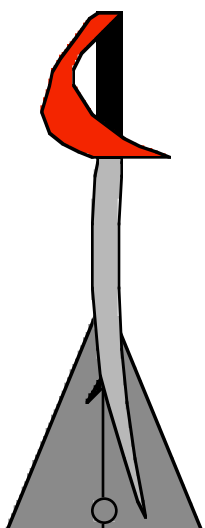
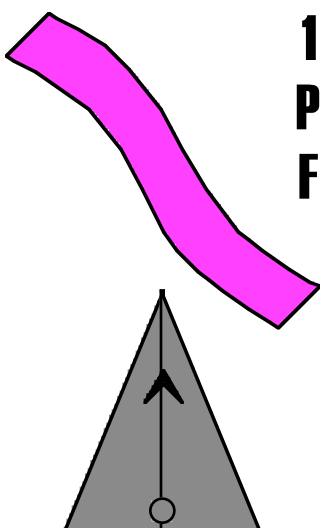
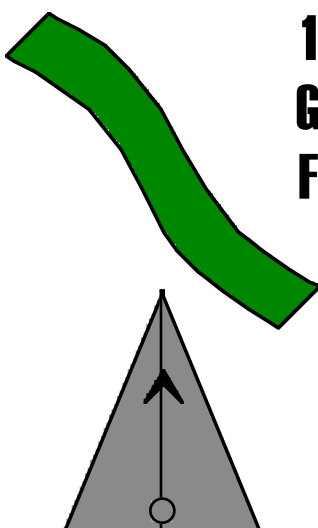
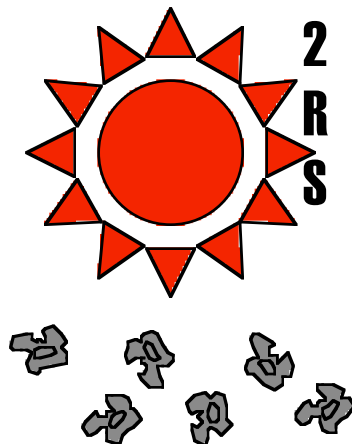
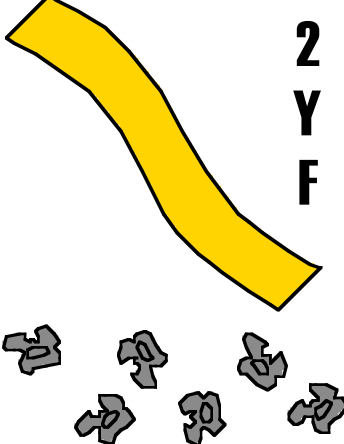

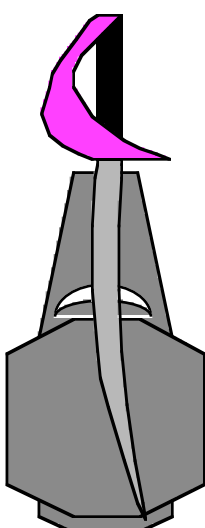
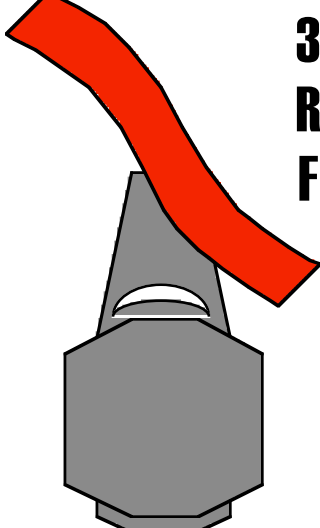
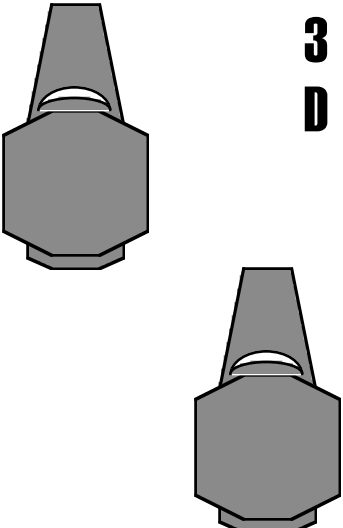
For better lasting cards, print the 7 sheets of cards (and if you wish, the sheet of markers), then use contact laminate to laminate BOTH sides of the cards. This gives a thickness similar to Hanafuda Cards.

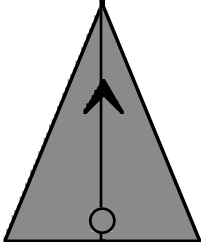
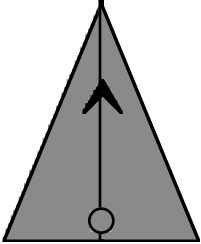
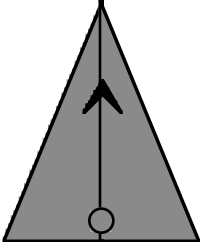



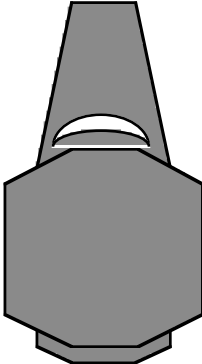
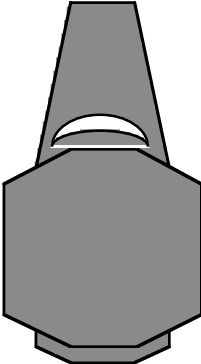
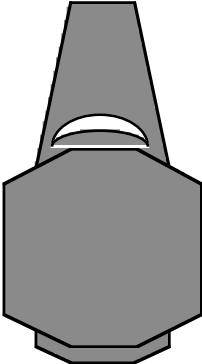
If one really has money to burn, there are card laminators available at Wal*Mart and other fine stores...

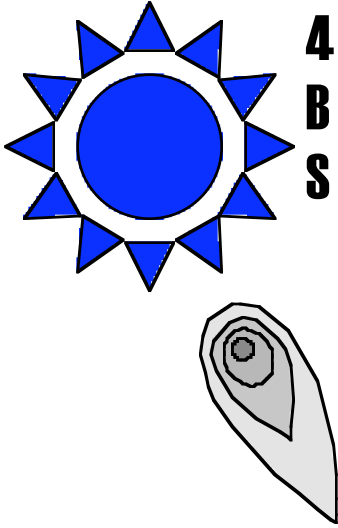
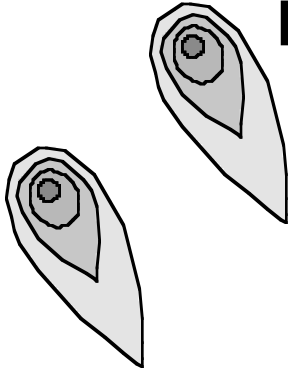
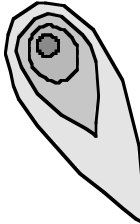
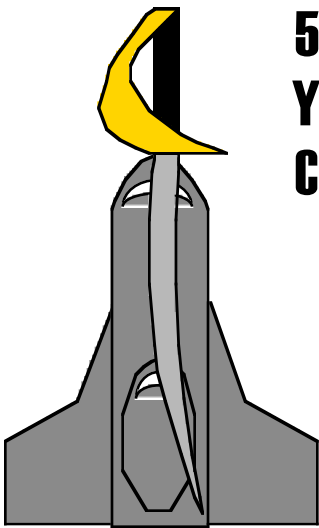
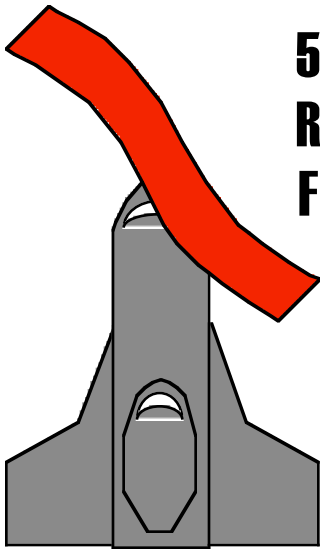
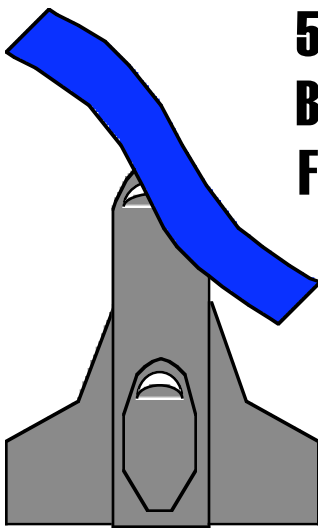
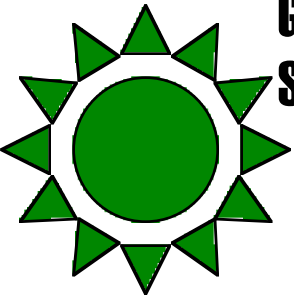
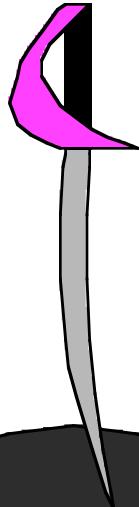
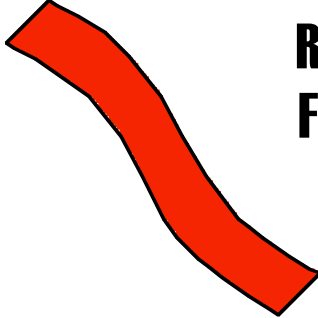
Also, they should fit inside baseball card sleeves.

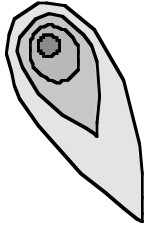
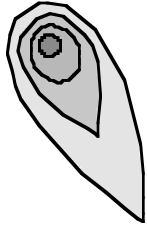
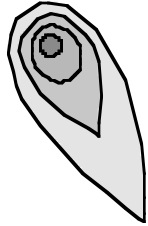
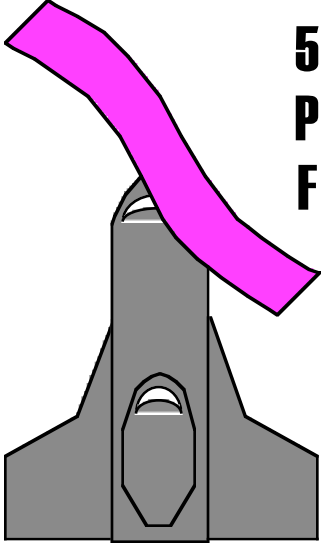
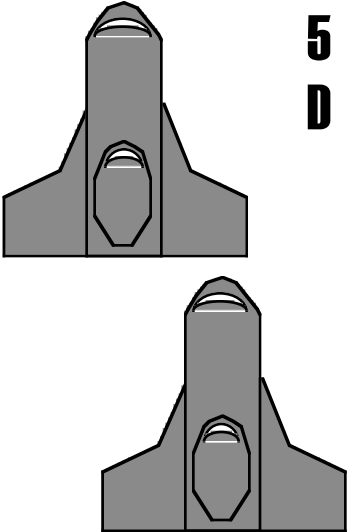
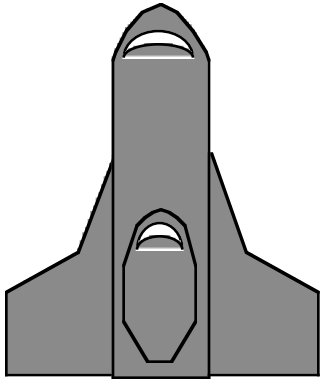
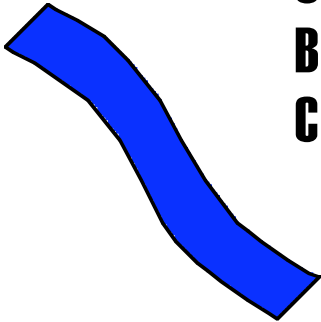



Legalialia

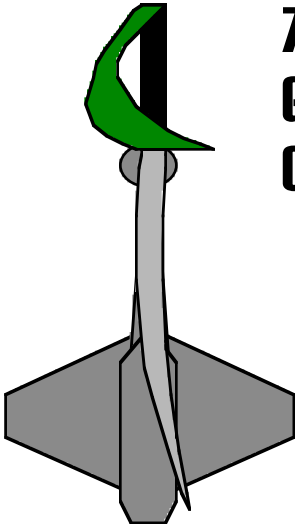
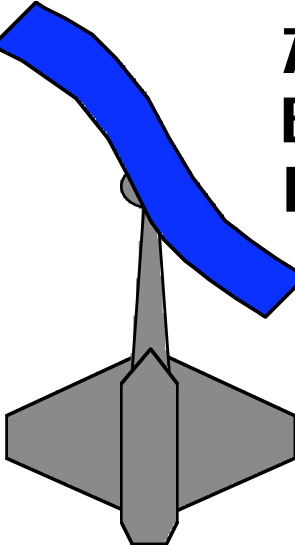
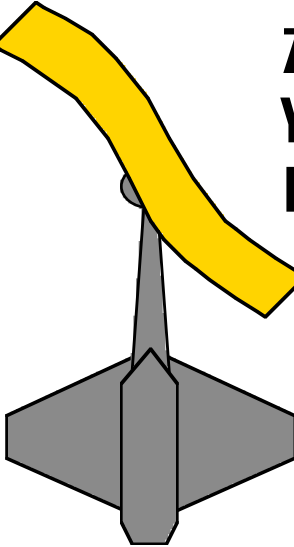
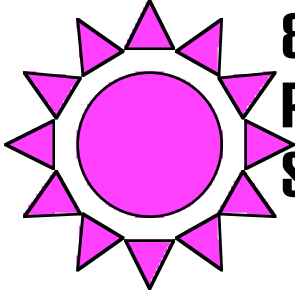
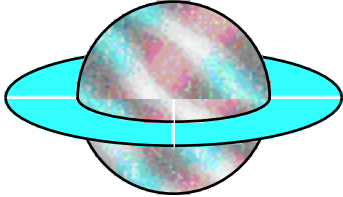
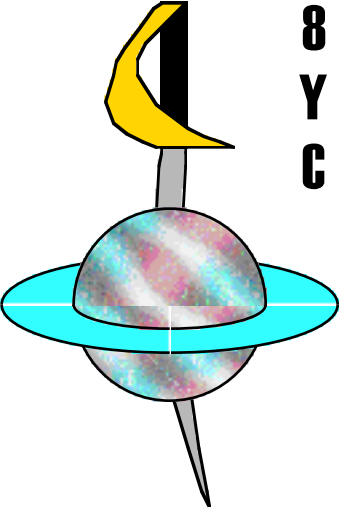
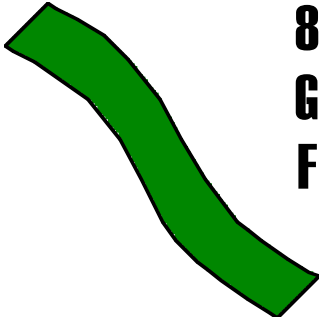
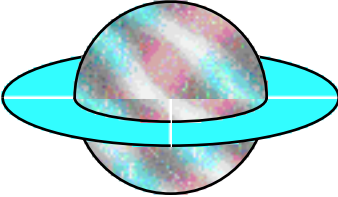
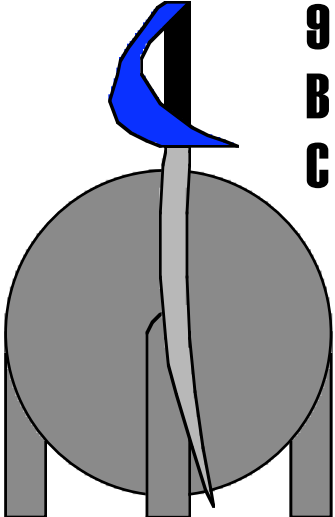
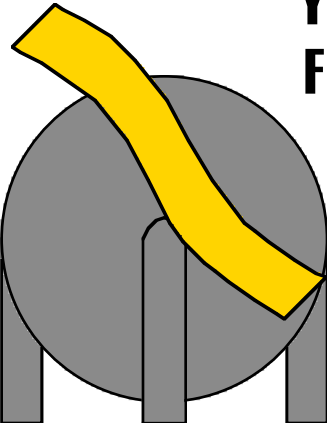
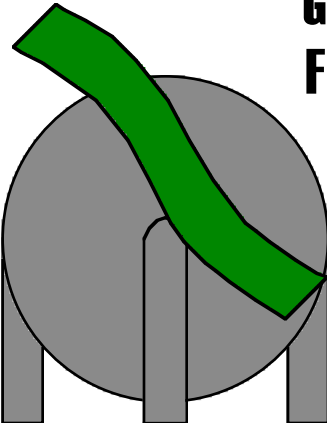
Traveller[™] is a Trademark of Far Future enterprises, and is used without permission; no intent to infringe is present.

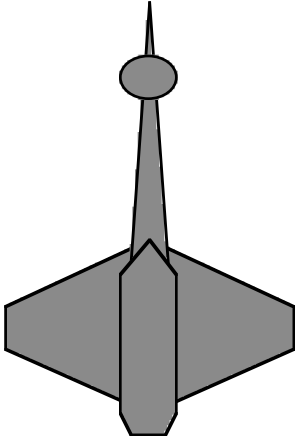
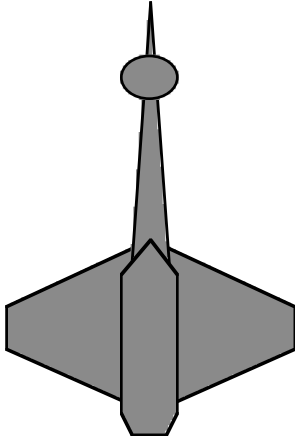
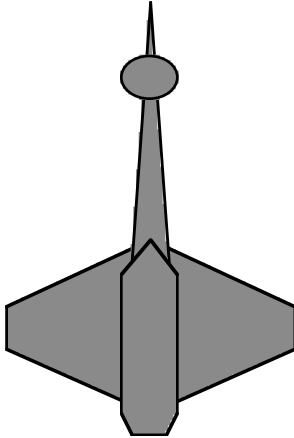
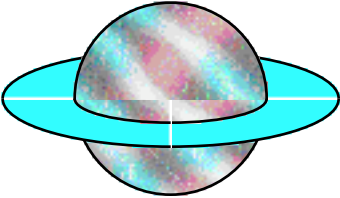
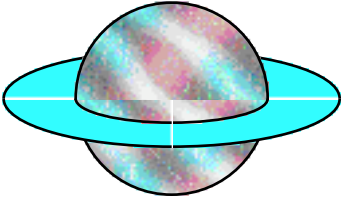
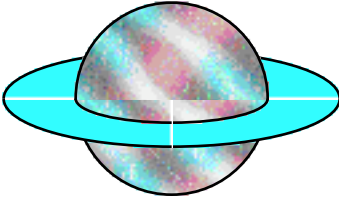
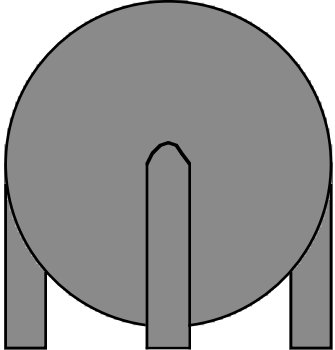
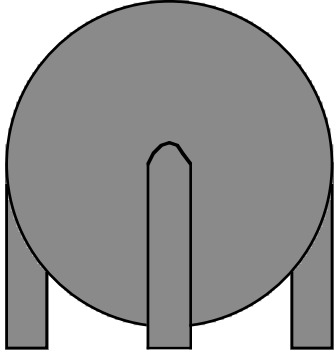
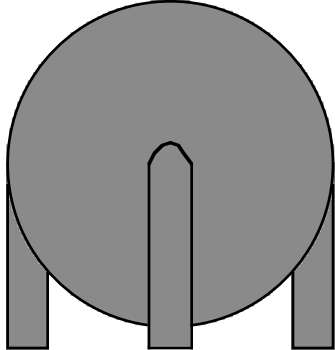
 <p>1 R C</p>	 <p>1 P F</p>	 <p>1 G F</p>
 <p>2 R S</p>	 <p>2 Y F</p>	 <p>2</p>
 <p>3 P C</p>	 <p>3 R F</p>	 <p>3 D</p>

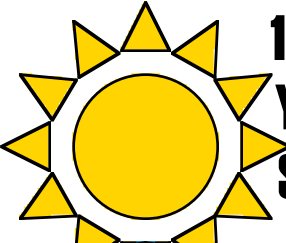
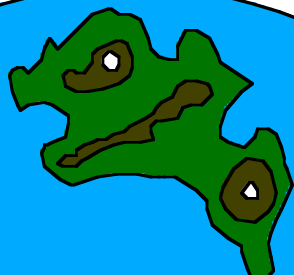

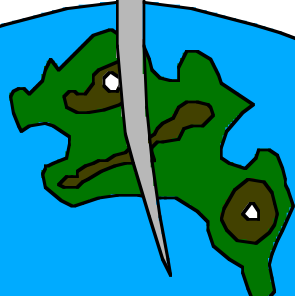

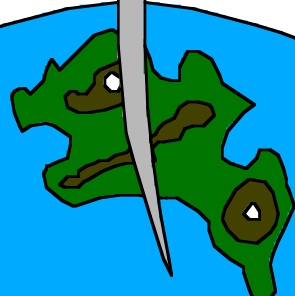
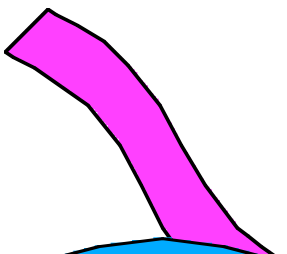

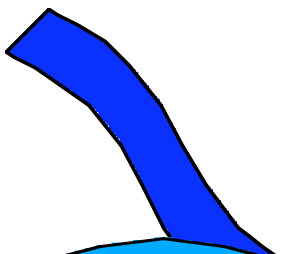



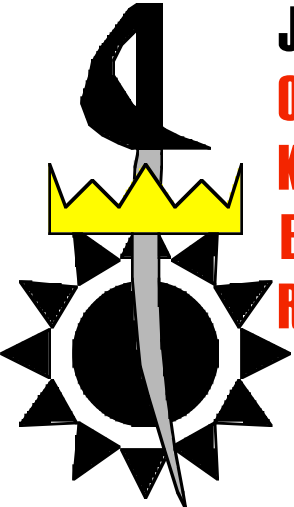
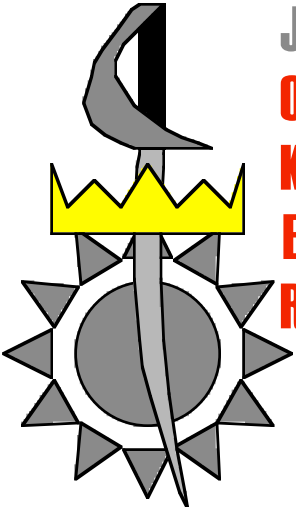
<p style="text-align: right;">1</p> 	<p style="text-align: right;">1</p> 	<p style="text-align: right;">1</p> 
<p style="text-align: right;">2</p> 	<p style="text-align: right;">2</p> 	<p style="text-align: right;">2</p> 
<p style="text-align: right;">3</p> 	<p style="text-align: right;">3</p> 	<p style="text-align: right;">3</p> 

 <p>4 B S</p>	 <p>4 D</p>	 <p>4</p>
 <p>5 Y C</p>	 <p>5 R F</p>	 <p>5 B F</p>
 <p>6 G S</p>	 <p>6 P C</p>	 <p>6 R F</p>

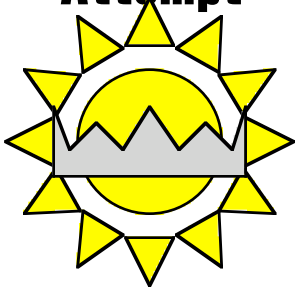
<p style="text-align: right;">4</p> 	<p style="text-align: right;">4</p> 	<p style="text-align: right;">4</p> 
 <p style="text-align: right;">5 P F</p>	 <p style="text-align: right;">5 D</p>	 <p style="text-align: right;">5</p>
 <p style="text-align: right;">6 B C</p> 	<p style="text-align: right;">6</p> 	<p style="text-align: right;">6</p> 

 <p>7 G C</p>	 <p>7 B F</p>	 <p>7 Y F</p>
 <p>8 P S</p> 	 <p>8 Y C</p>	  <p>8 G F</p>
 <p>9 B C</p>	 <p>9 Y F</p>	 <p>9 G F</p>

<p>7</p> 	<p>7</p> 	<p>7</p> 
<p>8</p> 	<p>8</p> 	<p>8</p> 
<p>9</p> 	<p>9</p> 	<p>9</p> 

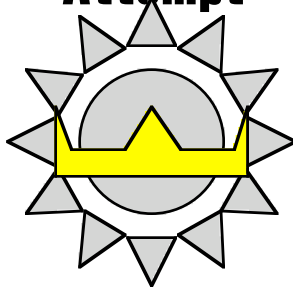
 <p>10 Y S</p> 	 <p>10 R C</p> 	 <p>10 G C</p> 
 <p>10 P F</p> 	 <p>10 B F</p> 	 <p>10 D</p> 
 <p>J O K E R</p>	 <p>J O K E R</p>	<h3>Scoring</h3> <p> 20__ Starburst 2__ Double 10__ Cutlass 1__ Plain 5__ Flag 1__ Joker 1__ Whole Suit 2__ Guidon Set (3F match) 3__ Uniform Set (S_, C_ & F_ match) 5__ Hero (3 S) 10__ Major Hero (4 S) 15__ Grand Hero (5 S) 1__ 5 Flags +1__ Extras 2__ 5 Cutlasses +1__ Extras 2__ 20 Plain +1__ Extras -10__ Dbl Trouble (4 Dbls no 20 plain) x2__ Dbl Good (4dbis and 20 plain) +10__ Emperor or Archduke made -20__ Emperor or Archduke failed </p>

Emperor Attempt



Must have 3 starbursts at deal, and end with all 5 in captures.
+10 if made, -20 if failed

Archduke Attempt



Must have 3 double plain cards at deal, and end with 20+ plain..
+10 if made, -20 if failed

1st Run Attempt
+1pt on Jump

2nd Run Attempt
+2pts on Jump

Scoring

20__ Starburst 2__ Double
10__ Cutlass 1__ Plain
5__ Flag 1__ Joker
1__ Whole Suit
2__ Guidon Set (3F match)
3__ Uniform Set (S, C, & F, match)
5__ Hero (3 S)
10__ Major Hero (4 S)
15__ Grand Hero (5 S)
1__ 5 Flags +1__ Extras
2__ 5 Cutlasses +1__ Extras
2__ 20 Plain +1__ Extras
-10__ Dbl Trouble (4 Dbls no 20 plain)
x2__ Dbl Good (4dbls and 20 plain)
+10__ Emperor or Archduke made
-20__ Emperor or Archduke failed

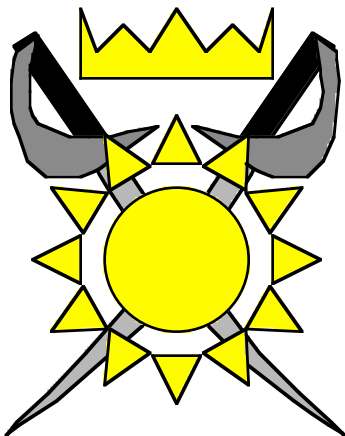
Scoring

20__ Starburst 2__ Double
10__ Cutlass 1__ Plain
5__ Flag 1__ Joker
1__ Whole Suit
2__ Guidon Set (3F match)
3__ Uniform Set (S, C, & F, match)
5__ Hero (3 S)
10__ Major Hero (4 S)
15__ Grand Hero (5 S)
1__ 5 Flags +1__ Extras
2__ 5 Cutlasses +1__ Extras
2__ 20 Plain +1__ Extras
-10__ Dbl Trouble (4 Dbls no 20 plain)
x2__ Dbl Good (4dbls and 20 plain)
+10__ Emperor or Archduke made
-20__ Emperor or Archduke failed

3rd Run Attempt
+3pts on Jump

4th Run Attempt
+4pts on Jump

Dealer



TravFuda Game Cards

©2006 William F. Hostman
All Rights Reserved.

Permission Granted for Local
non-commercial reproduction
for Personal Use.

<http://aramis.hostman.us>

End of Hand

5th Run Attempt
+5pts on Jump

6th Run Attempt
+6pts on Jump