

How to play "Koi-Koi"

[Number of players: 2]

This is a game played by two people. The rules are basically the same as "Hana-awase," but because it's played by two people, it's a very popular way to play recently.



The game begins with each player being dealt 8 cards in their hand and 8 cards on the table. The point values of the individual cards are irrelevant; only completed combinations of cards "roles" earn points. The goal is to be the first to create a winning role, and the game ends as soon as a winning role is formed.

If you want to try to create a higher-scoring role, you can say "Koi" (meaning "continue") and the game continues. However, if your opponent creates a winning role first, you lose. If neither player can form a winning role, the dealer wins and receives 6 points from the other player.

List of Yaku "Koi-Koi"

15 points
Gokho
5 x Hikari cards



10 points
Shikho
4 x Hikari cards other than Yanagi



6 points
Sankho
3 any x Hikari cards other than Yanagi



6 points
Aotan
3 x Blue Tan-zaku cards



6 points
Urasu
3 x Red poetry Tan-zaku cards



5 points
Inoshikacho
Boar, Deer & Butterfly



1 points
Tane
5 any x Tane cards.
Each additional card adds 1 point.



1 points
Tan
5 any x Tan-zaku cards.
Each additional card adds 1 point.



1 points
Kasu
10 x 1-point cards.
Each additional card adds 1 point. 10-point of Kiku can be counted as a 1-point card.



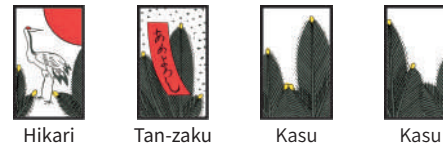
*Please note that the rules may vary depending on the region, so it's a good idea to check them before starting the game.

Score Table

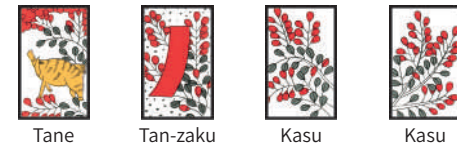
Hanafuda Deck is consist from 48 cards, 12 suits (months or flowers) by 4 ranks.
Highest rank cards are only 5 and called Lights (Hikari).
Second rank is Animal (Tane) consist from 9 cards (Some cards are not real animal. But traditionally called so).
Third rank is Slip (Tan-zaku) or Red (Tan) consist from 10 cards.
All remainings are Dregs (Kasu / Kara).

CARD	POINTS
Hikari (Lights)	20
Tane (Animals)	10
Tan-zaku (Slip)	5
Kasu (Dregs)	1

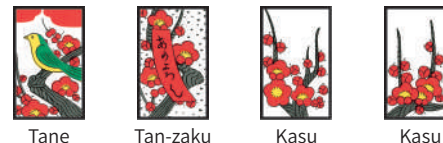
January; 松 (Matsu) Pine



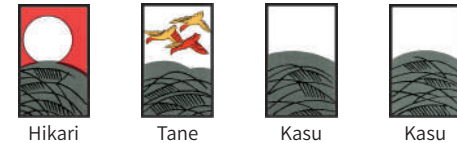
July; 萩 (Hagi) Clover



February; 梅 (Ume) Plum



August; 芒 (Susuki) Pampas Grass



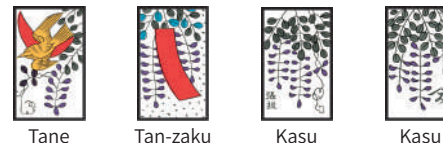
March; 桜 (sakura) Cherry Blossom



September; 菊 (Kiku) Chrysanthemum



April; 藤 (Fuji) Wisteria



October; 紅葉 (Momiji) Maple



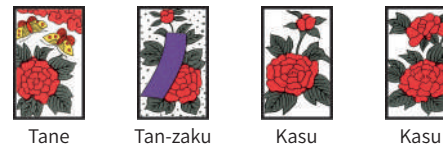
May; 杜若 (Kakitsubata) Iris



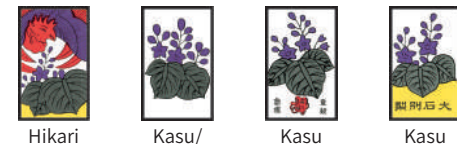
November; 柳 (Yanagi) Willow



June; 牡丹 (Botan) Peony



December; 桐 (Kiri) Paulownia



How to play "Hana-Awase"

[Number of players: 3]

This is the most common and basic game played with Hanafuda cards. It is usually played with three people, but up to six people can participate.



Dealing the cards

First, the dealer is determined. The dealer shuffles the cards well and deals four cards at a time to each player, starting from the person to their right. The dealer also takes four cards, and then places three cards face up in the center of the playing area. These cards are called "Yama-fuda (community cards)." Then, the dealer deals three more cards to each player, again starting from the person to their right, and places three more cards face up in the center of the playing area.

Now, each player has seven cards in their hand, and there are six community cards.

The remaining cards are placed face down in a stack on the table. These cards are called the "Mekuri-fuda (deck)."

*If three or more cards with the same month appear among the community cards:

All of the matching cards are returned to the deck, shuffled thoroughly, and replacement cards are drawn to be placed face-up.

Player Decisions

If there are more than four participants, we narrow it down to three people at this point. Each player carefully examines their hand and the cards on the table, and in turn, starting with the dealer and moving clockwise, declares whether they will "participate" or "withdraw." Anyone other than the three chosen players must withdraw. The situation where only two players remain is called "Sashi." The cards of the players who withdrew are added to the deck of face-down cards, shuffled well, and placed in the center of the table to become the new face-down deck.

Game Start

The game starts with the parent player. They choose one card from their hand and place it on the table. If there is a card of the same month (same suit) on the table, they take both cards;

otherwise, they discard the card onto the table. If there are two cards of the same month on the table, they can choose which card to take.

Next, they turn over one card from the draw pile. If there is a card of the same month on the table, they take both cards; otherwise, they discard the card onto the table. They cannot change the card they previously matched and taken from their hand, even if a card of the same month appears from the draw pile.

The cards they have matched and taken are placed face up in front of them. These are called "Sarashi-fuda (exposed cards)."

The game proceeds clockwise in turn, and the first round ends when a player runs out of cards in their hand.

Calculating the Score

Each card has a point value assigned to it, so you add up the points of the cards you have revealed.

Furthermore, a "winning hand" is determined by the combination of cards each player has revealed, and the points for that winning hand are added to the aforementioned score to determine the final score. If multiple people achieve a winning hand, the points are calculated by subtracting the points from each other.

Example: Player A achieves the winning hand "Blue Short" ⇒ Receives 40 points each from Player B and Player C.

Based on a score of 88 points, any points exceeding 88 count as wins, and any points below 88 count as losses equal to the difference.

Example: Total score: 88 points ⇒ +8 points
Total score: 78 points ⇒ -2 points

Using this method, one game is completed after 12 rounds, and the ranking is determined by the total score over those 12 rounds.

List of Yaku "Hana-Awase"

100
points

Gokho

5 x Hikari cards



60
points

Shikho

4 x Hikari cards
other than Yanagi



Fuke

If either player scores less than 20 points, that round is cancelled.

40
points

Nanatan

7 x Tan-zaku cards other than Yanagi



30
points

Rokutan

6 x Tan-zaku cards other than Yanagi



40
points

Aotan

3 x Blue Tan-zaku cards



40
points

Urasu

3 x Red poetry Tan-zaku cards



20
points

Kusa

Tan-zaku cards ;
Fuji, Kakitsubata and Hagi



40
points

Nomi

Hikari cards; Susuki & Sakura
Tane card; Kiku



20
points

Hanami-de-nomi

Hikari cards; Sakura
Tane card; Kiku



20
points

Tsukimi-de-nomi

Hikari cards; Matsu
Tane card; Kiku



30
points

Omote-Sugahara

Hikari cards; Matsu & Sakura
Tane card; Ume



20
points

Inoshikacho

Boar, Deer & Butterfly



20
points

Matsukiri-bouzu

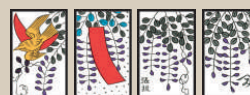
Hikari cards;
Matsu, Susuki & Kiri



10
points

Fuji-shima

All Fuji cards



10
points

Kiri-shima

All Kiri cards



10
points

Ame-shima

All Yanagi cards

