

Koi-Koi! : A Game of Hanafuda

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Jan 28 2014

1 About Hanafuda

Hanafuda(花札) are playing cards that originated from Japan. There are a total of 48 cards, evenly distributed into 12 suits, representing the 12 months of a year. Simply put, each of the cards are placed into the following categories: [Light], [Animal], [Red Poem], [Blue Poem], [Slip], and [Dregs]. Refer to the end of the paper for all of the cards.

2 General Rules

2.1 Choosing the Dealer

At the beginning of the game, each player draws a card from the deck. The player with the earlier month becomes the dealer. In subsequent games the winner becomes the dealer for the next game.

2.2 Dealing Cards

The dealer deals 8 cards to each player and 8 cards to the field. He does so by dealing 4 cards at a time, first to his opponent, then to the field, then to himself. The following is an example of a Koi-Koi starting position:

2.3 Matching Cards

Two cards match if they are from the same month.

2.4 Capturing Cards

In each turn, a player first places one card face-up in the field. If the card matches another card in the field, the player captures both cards. If there are 2 matching cards in the field, the player chooses which card to capture. If there are 3, the player captures all of them. If there is no matching card, the player's card is added to the field. After playing a card, a player then takes the top card from the deck and plays it. The capturing process is the same. Captured cards are placed face-up to the player's side, visible to the opponent. They are organized in rows by their respective categories.

3 Koi-Koi! Rules

The goal of Koi-Koi is to form certain combos faster than your opponent by capturing cards.

3.1 Winning

If a player has one of the special combos after dealing the cards, that player wins and gains 6 points. If both players have one then ignore the hands and keep playing. During play, if a player forms a combo by capturing cards, he can either call "Game" and win, or say "Koi!" (Japanese for "Come on!") and keep playing, in hopes of getting a higher score.

3.2 Calling "Game"

If the player calls "Game", he wins the round and gains points for all the combos he has formed. If he scores 7 or more points, the score gets doubled.

3.3 Calling "Koi!"

If the player says "Koi!", the game keeps going. If the player successfully improves an existing combo or forms a new one, he gains the extra points generated from the combos. But if the opponent manages to call "Game" before the player does so, the opponent gains double points regardless of what combo(s) he has formed.

3.4 Strategizing

Calling "Koi!" or "Game" each has its advantages. Which choice is better really comes down to observing the board and gambling for a win, because you never know if your opponent is trying to end the game as soon as possible or waiting for a bigger fish.

4 Combos

4.1 Dealt Hands

You win 6 points just by having one of these combos at the start of the game.

- Hand of Four: 4 cards from the same month
- Joined Hand: 4 sets of 2 cards from the same month

4.2 Captured Hands

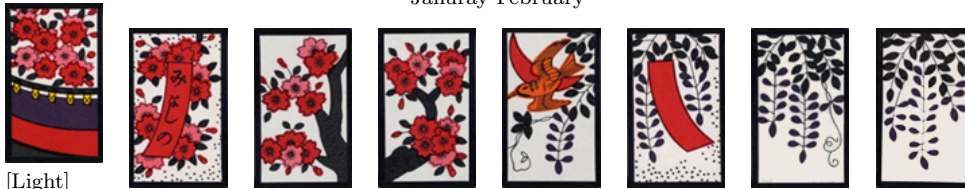
You try to form these combos as you capture cards during gameplay.

- Five Lights: 5 [Light] cards, 10 pts
- Four Lights: 4 [Light] cards, 8 pts
- Three Lights: 3 [Light] cards, 6 pts
- Blue Poems: 3 [Blue Poem] cards, 6 pts
- Red Poems: 3 [Red Poem] cards, 6 pts
- Poems: Any 5 cards from [Blue Poem], [Red Poem], [Slip], 1pt. Additional slips +1 pt each.
- Animals: 5 [Animal] cards, 1pt. Additional animals +1 pt each.
- Dregs: 10 [Dregs] cards, 1pt. Additional dregs +1 pt each.
- Boar Deer Butterfly: The Boar, Deer, and Butterfly cards from [Animal] cards, 6pts.
- Moon Viewing: Moon([Light]) and Sake([Animal]) cards, 5pts.
- Flower Viewing: Curtain([Light]) and Sake([Animal]) cards, 5pts.

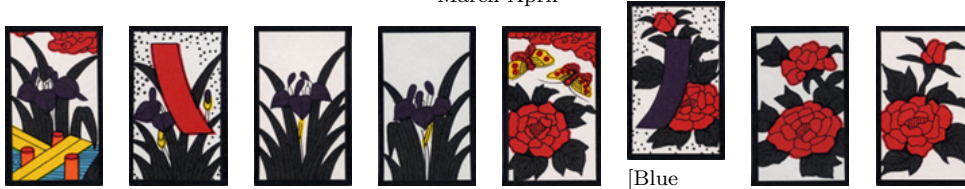
5 Cards



[Light] [Red Poem] [Dregs] [Dregs] [Animal] [Red Poem] [Dregs] [Dregs]
 January February



[Light] [Flower] [Red Poem] [Dregs] [Dregs] [Animal] [Slip] [Dregs] [Dregs]
 March April



[Animal] [Slip] [Dregs] [Dregs] [Animal] [Blue Poem] [Dregs] [Dregs]
 May June



[Animal] [Slip] [Dregs] [Dregs] [Light] [Moon] [Animal] [Dregs] [Dregs]
 July August



[Animal] [Sake] [Blue Poem] [Dregs] [Dregs] [Animal] [Blue Poem] [Dregs] [Dregs]
 September October



[Light] [Rain] [Animal] [Slip] [Dregs] [Light] [Dregs] [Dregs] [Dregs]
 November December