

Basic rules of Hanafuda ("Hana-Awase" and "Koi-Koi")

Hanafuda is played with 2 or 3 players, across six or twelve rounds, and the goal is to get as many points as possible at the end of these rounds by "collecting" cards.

At the start of the first round, the oldest player is designated as the Oyabun ("parent"), who will be in charge of shuffling and distributing the cards. The latter shuffles the stack, then presents it to his opponent - or to the player on his right - who either confirms the shuffle by touching the deck, or cuts it. Oyabun then distributes the cards.

For 2 players, he distributes 8 cards to each, then places 8 cards face-up on the table: this is the Field. The rest of the cards are laid face down in a pile, forming the Drawpile.

For 3 players, each receives 7 cards, and the Field contains only 6.

The first to play is the Oyabun, then we turn counterclockwise.

The goal is to "capture" cards. To do so, the player whose turn it is takes a card from his hand, and places it on a card of the same Month (or Flower) present on the Field, for example a Plum Tree with a Plum Tree. He can then take the two cards and place them in front of him. If he has no card corresponding to a Field card in his hand, he is still obliged to place one on the Field, face-up, and leave it there.

Then, the player turns over the first card of the Drawpile and compares it to the Field. If the card drawn matches a card from the Field, he can capture them both and place them in front of him. If there is no match, he must put the card drawn on the Field, face-up, and leave it there.

There is no limit to the number of cards that can be present on the Field at a time.

In the variant "Koi-Koi" ("Let's Continue"), the goal is to harvest a maximum of points by assembling Yaku (Combinations) thanks to the cards captured, while having the possibility of raising the stakes with each Yaku obtained.

If no one manages to form a Yaku before that, the round ends when none of the players have cards in their hand anymore; the Oyabun then earns 6 pts.

In the "Hana-Awase" variant, the goal is also to collect points, but the counting is done differently.

Each card belongs to a category, each of these categories being worth a certain number of points on capture (see the cards sheet). When the players don't have anymore cards in their hand, they one after another turn over a single card from the Drawpile, and continue until the deck is emptied.

Once this is done, the points obtained from the cards captured are counted. The player with the highest score after making the calculations wins the round, and becomes Oyabun for the next round.

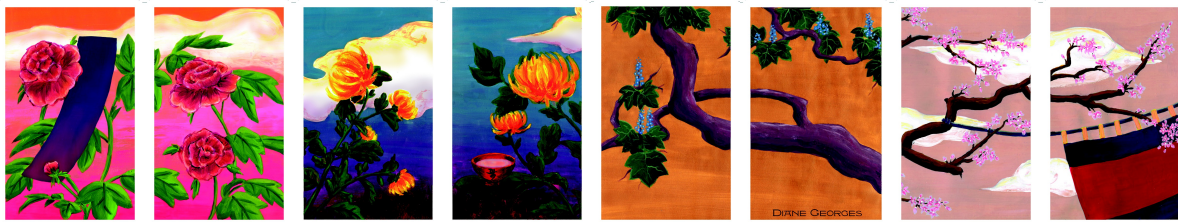
Scores are noted for each player at the end of each round. At the end of six or twelve rounds, they are added together, and the player with the highest final score wins.

Yaku (Combinations) and Rules for "Koi-Koi"

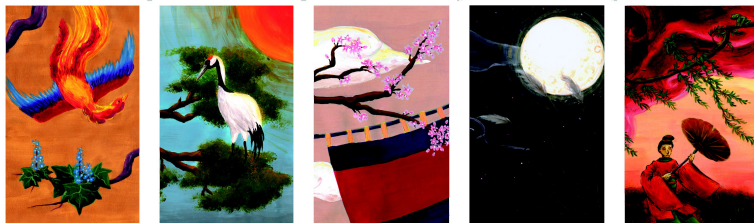
Teshi / Square: Distributed hand. Four cards of the same Month in the initial hand. **6 pts, end of the round**



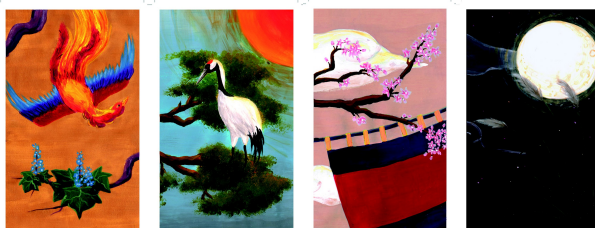
Kutsuki / Four pairs: Distributed hand. Four pairs of 2 different Month cards in the initial hand. **6 pts, end of the round**



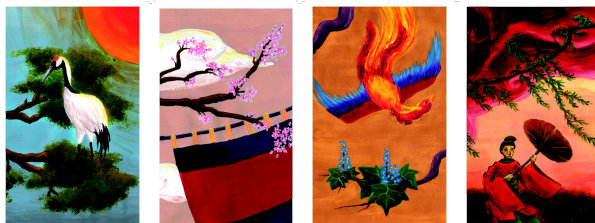
Goko / Five Lights: The five Bright cards (Crane, Phoenix, Banner, Full Moon and Umbrella Man). **10 pts**



Shikô / Four Lights: The four Bright cards except Umbrella Man. **8 pts**



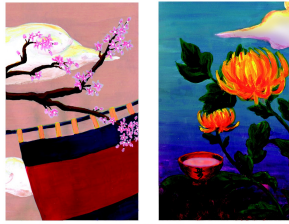
Ame-Shikô / Four Rainy Lights: Three Bright cards plus Umbrella Man. **7 pts**



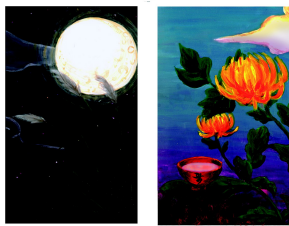
Sankô / Three Lights: Three Bright cards except Umbrella Man. **5 pts**



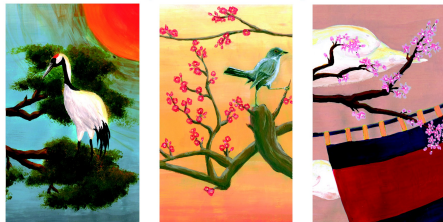
Hanami De Ippai / A Drink under Flowers: the Banner Bright card and the Sake Cup Earth card. Combines with "Tsukimi De Ippai". **1 pt**



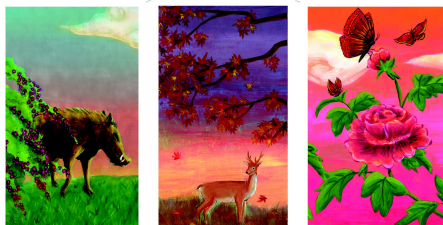
Tsukimi De Ippai / A Drink under the Moon: the Full Moon Bright card and the Sake Cup Earth card. Combines with "Hanami De Ippai". **1 pt**



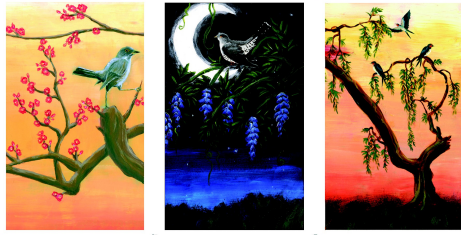
Haru / Spring: the Crane and the Banner Bright cards and the Nightingale Earth card. **5 pts**



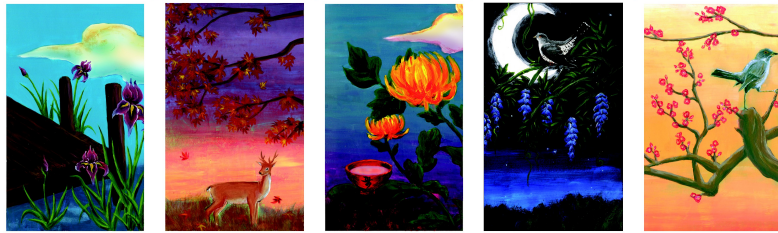
Ino-Shika-Chô / Boar-Deer-Butterflies: The three Earth cards of the Boar, the Deer and the Butterflies. **5 pts**



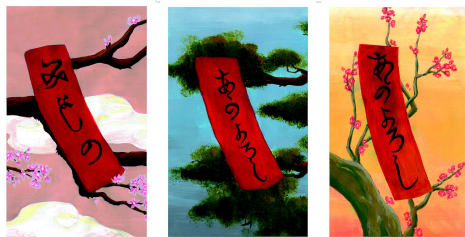
Godori / Five Birds: the Nightingale, the Cuckoo and the Swallows cards. **5 pts**



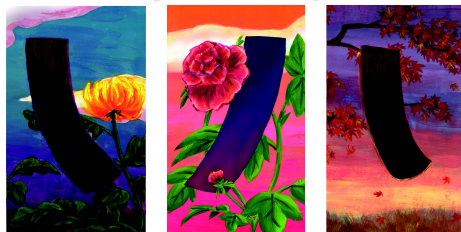
Tane / Earths: any five Earth cards. **1 pt + 1 pt for each additional Earth card**



Akatan / Red Ribbons: the three Poetry Ribbons cards (red with writings). **5 pts**



Aotan / Blue Ribbons: the three Blue (or Purple) Ribbons cards. **5 pts**



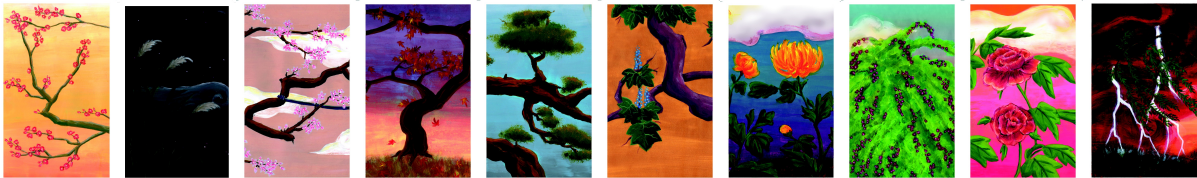
Akatan Aotan no Chôfuku / Farandole of Ribbons: the three Poetry Ribbons cards and the three Blue Ribbons cards. **10 pts**



Tan / Ribbons: any five Ribbons cards. **1 pt + 1 pt for each additional Ribbon card**



Kasu / Plains: any ten Plain cards. **1 pt + 1 pt for each additional Plain card**



With the rules of "Koi-Koi", when a player succeeds in forming a Yaku, he can:

- 1) Announce "Yame" (Stop), which ends the round, and pocket the points for all of its combinations.
- 2) Announce "Koi-Koi" (Let's continue) and continue playing, putting all of his points back into play.

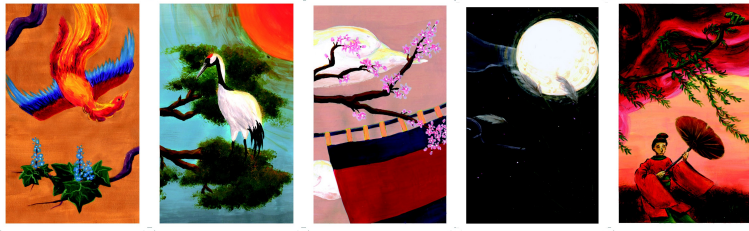
If a player attains 7 or more points forming a Yaku, their current score is doubled.

In the case of a "koi-koi", if an opposing player manages to form a Yaku before the announcer, the score of that opponent is doubled.

If an opposing player manages to form a Yaku before the announcer of the "koi-koi" and their Yaku also brings them to 7 points or more, their current score is quadrupled.

Types of Hanafuda cards (and points for "Hana-Awase")

Five 20-point Bright cards



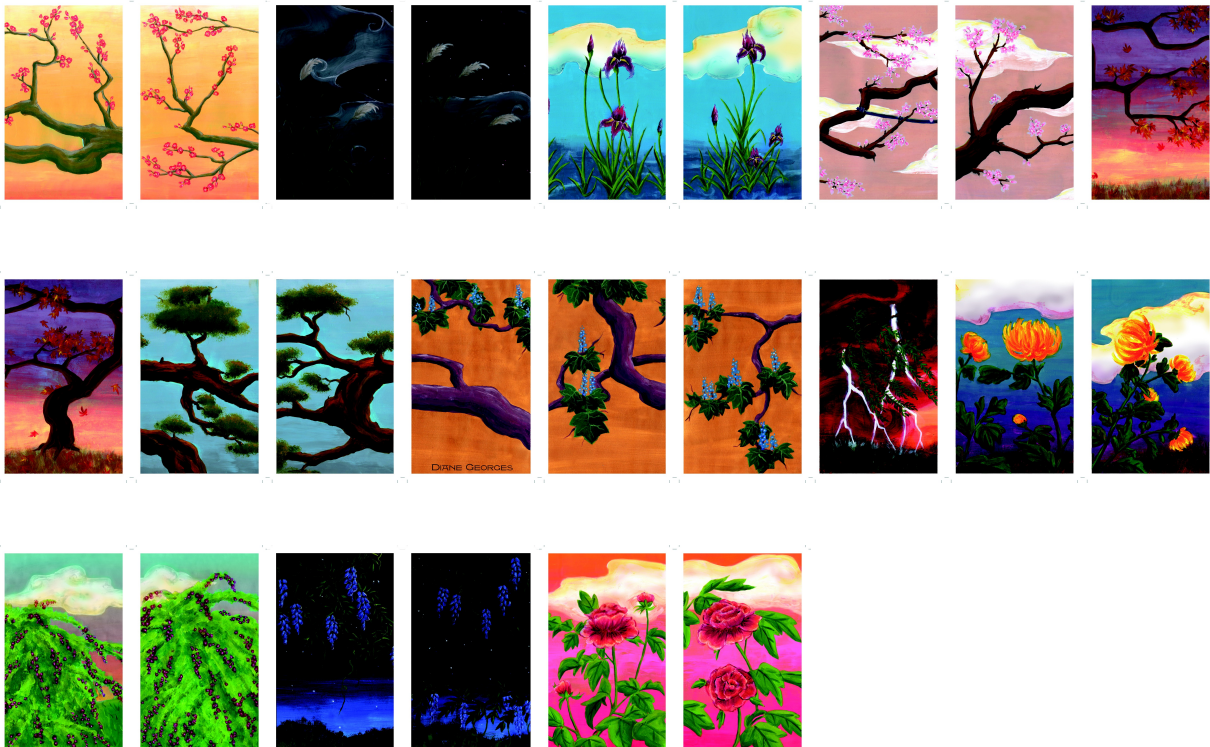
Nine 10-point Earth cards



Ten 5-point Ribbon cards



Twenty-four 1-point Plain cards



For a total of 48 cards and 264 points.