

Hanafuda (花札) is a 48-card deck divided into twelve 4-card suits. Each suit is represented by a tree or flower corresponding to a month of the year. Historically, Hanafuda was invented in Japan as a camouflaged version of a western playing card deck which was banned by the authority of Edo period due to the compulsive gambling spread among the people at the time.

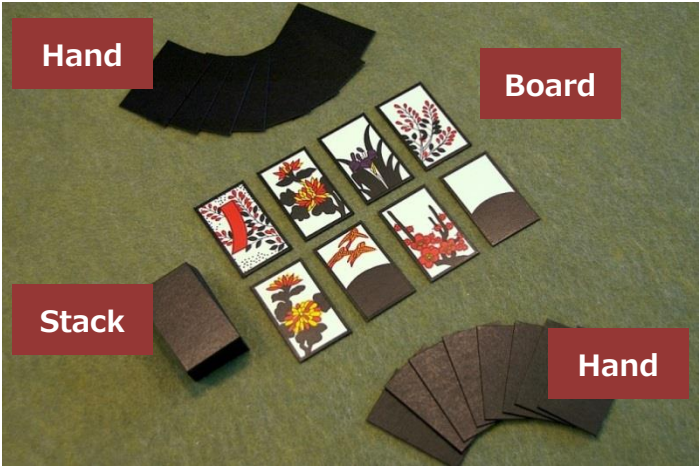
❖ Objective:

Take cards by matching suits in order to form special card combinations called "*yaku*" before your opponent forms one. The player who accumulates the most points in a 6-round game wins.

❖ Number of players:

2 players. Decide initial roles of Dealer and Second between the players.

❖ Dealing:



Dealer shuffles the deck, and then Second may cut the deck once. Deal 8 cards facedown to each player as the player's hand, 8 cards face up on the table that become targets for matching called "board cards". Place the remainder facedown next the board cards that becomes a stack.

❖ “Four of a kind” or “Four pairs” dealt on the board or within one’s hand:

- If dealt on the board → The dealing becomes invalid. The Second becomes the Dealer at the next game and redeal.
- If dealt within one’s hand → It becomes an instant win. The winning point (6 pt) is given and the current game ends immediately. If the instant win occurs to both players, the dealing becomes invalid. The Second becomes the Dealer at the next game and redeal.

❖ How to play:

Dealer takes the first turn (a series of the actions described in 1 to 3), then Second takes the next turn. Repeat turns until one claims points in the current game or the game draws.

1. A player discards a card from hand facing up on the board to match the suit of a targeting card. You must discard a card even if you don’t have a matching suit in your hand. Take the matched pair (if any) into your depository.












“Collect Three” Special Matching Rule: You may take three-of-a-kind on the board in one go if you match it with a remainder card of the matching suit from your hand.

2. Now, the same player draws a card on the top of the stack and release it faced up onto the board to match the suit of any cards on the board. Take the matched pair (if any) into your depository. **“Collect Three” matching rule also applies here.**
3. Check all the cards stocked in your depository to find any winning combinations (*yaku*). Declare all *yakus* and count the winning points and choose one of the following options: **[Option A]** Terminate the current game and claim the winning points of the game. The winner becomes a Dealer at the next game. **Go to 4.**

[Option B] Continue the game if you expect to form an additional *yaku* or upgrading the *yaku* you have made. This option is called “*Koi koi*” (Come on). It becomes the opponent turn.

Consider carefully before declaring *koi-koi* because your winning point is suspended till the current game ends. This means you are at risk of losing your points completely by your opponent forming a *yaku* before you.

4. Count winning points when you terminate the current game. Here are some important rules to keep note of when counting points:
 - If the game is won by the opponent of the player who called ‘*Koi-koi*’, the previous points from the player who called ‘*koi-koi*’ are invalidated. Only the winning player can gain points from their *yaku*.
 - You can upgrade ***Kasu*** (10 plains), ***Tanzaku*** (5 ribbons) and ***Tane*** (5 animals) *yakus* by gaining more of the plain, ribbon or animal cards for the respective *yakus*. Each additional card on top of the 5 or 10 cards will count as 1pt per card on top of the 1pt you gain from completing the combination.
 - If you form/upgrade a **Brights *yaku***, you only win the points from the highest *yaku* achieved. Do not accumulate any points of a lower *yaku* that is inclusive of a higher *yaku*.
5. Draw game. When Second discards the last card from his hand and the last course of actions (1~3) is not successful in forming or upgrading a *yaku*, the game shall be a draw. Any points suspended by *Koi-koi* become invalidated. Then the roles of Dealer and Second are swapped and start another game.

Table of Yakus and the winning points			
Kasu (10 Plains) Each Additional 1pt after.	1pt		
Tanzaku (5 Ribbons) Each Additional 1pt after.	1pt		
Tane (5 Animals) Each Additional 1pt after.	1pt		
Ino-Shika-Chō (Boar-Deer-Butterfly)	5pt		
Akatan (Red Poetry Ribbons)	6pt		
Aotan (Blue Ribbons)	6pt		
Sankō (3 Brights) These 3 Bright cards must not contain the Rain Man	6pt		
Ame-Shikō (4 Brights including the Rain Man)	8pt		
Shikō (4 Brights without the Rain Man)	10pt		
Gokō (5 Brights)	15pt		
Bake-Fuda (Wild Card)			September Animal card can also count as Plain simultaneously. 9 plain cards and this card will be the Yaku of Kasu.

❖ Table of 12 suits and 4 card values (Bright, Animal, Ribbon and Plain)

Pine (January)				Plum Blossoms (February)			
							
Plain	Plain	Ribbon	Bright	Plain	Plain	Ribbon	Animal
Cherry Blossoms (March)				Wisteria (April)			
							
Plain	Plain	Ribbon	Bright	Plain	Plain	Ribbon	Animal
Iris (May)				Peony (June)			
							
Plain	Plain	Ribbon	Animal	Plain	Plain	Ribbon	Animal
Clover (July)				Pampas (August)			
							
Plain	Plain	Ribbon	Animal	Plain	Plain	Animal	Bright
Chrysanthemum (September)				Maple (October)			
							
Plain	Plain	Ribbon	Animal	Plain	Plain	Ribbon	Animal
September Animal card is a wild card.							
Willow (November)				Paulownia (December)			
							
Plain	Ribbon	Animal	Bright	Plain	Plain	Plain	Bright
November Bright card is called "Rain Man"							