

◆ Player Manual ◆

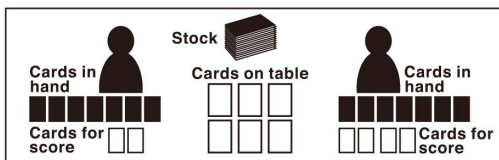
Intuitive cards and an easy-to-understand manual make Hanafuda, a traditional Japanese card game, easier to play!



How to Play Hana-awase <2-4 Players>

1. Determine the dealer first. Shuffle the cards well and let each player draw a card. Whoever has the card closest to the beginning of a year is the dealer.
2. The dealer shuffles the cards well and distributes seven cards each with the reverse side facing up.
※Distribute five cards each when there are four players. If you have three or four cards of the same month (flower), return all these cards to the dealer and get the same number of new cards.
3. Make a pile with the rest of the cards on the table as stock cards. Take six cards from the stock and open them on the table.
※Take eight cards when there are four players. If there are three or four cards of the same month (flower) on the table, return all these cards to the stock and draw the same number of new cards.
4. Starting from the dealer, the players take turns clockwise.
■ When a player can match a card in hand with a card on the table
The player can get the pair of cards from the same month. If there are two cards from the same month, the player can select which one to take. The gathered cards will be counted as the score at the end, so place them open-face apart from the cards in hand or in the stock.
After gathering a pair, the player draws a card from the stock and opens it on the table. If the card matches another card on the table, the player gathers the pair again. The turn moves to the next player.
■ When a player does not have a matching card in hand
The player discards a card in hand and opens it on the table. After opening a card, the player draws a card from the stock and opens it on the table. If the card matches another card on the table, the player gathers the pair. The turn moves to the next player.
5. Step 4 is repeated until everyone is out of cards in hand. When the game is over, calculate the score total and the combination scores and sum up. The player with the highest final score wins the game. The winner will be the dealer the next game.
Refer to the list on the other side for scores.

**Score card total
+ Combination scores
= Final score**



How to Play Koi-Koi <2 Players>

1. Decide the total number of games.
2. Determine the dealer. Shuffle the cards well and each player draws a card. The one with a card closer to the beginning of a year is the dealer.
3. The dealer shuffles the cards well and distributes eight cards each with the reverse side facing up. If you have three or four cards of the same month (flower), return all these cards to the dealer and get the same number of new cards.
4. Make a pile with the rest of the cards on the table as stock cards. Take eight cards from the stock and open them on the table. If there are three or four cards of the same month (flower) on the table, return all these cards to the stock and draw the same number of new cards.
5. Starting from the dealer, the players take turns clockwise. The steps afterwards are the same as in Hana-awase, but when you have a yaku (combination) formed, there are two call options:
■ When the player wants to end the game with the yaku she/he has
Call "shobu". When the call is made, the game is over and the player who called "shobu" gets the score for the yaku she/he has.
※The player who did not call "shobu" will not get any points.
■ When the player wants to go for a yaku with a higher score
Call "koi-koi". The game continues, and the score for the yaku is not counted for the score. When the same player calls "shobu" later, the player gets only the score for the yaku she/he has then.
※When the other player calls "shobu" the player who called "koi-koi" but couldn't call "shobu" will not get any points.
6. The winner will be the dealer the next game. When there was no "shobu" called until the players run out of cards in hand, the game is a draw. The dealer continues to be the dealer the next game. When the determined number of games is played, calculate the final scores. The player with the highest final score wins.
Refer to the list on the other side for scores.

※Hanafuda has been played from ancient times in Japan, and there are regional varieties to the rules. The rules of MASTER HANAFUDA are arranged from basic rules to make it easier even for the beginners. It is fun to add original rules and combinations to play!

◆List of Cards and Scores◆

January Matsu (Pine)



20 pts 5 pts 1 pts 1 pts

February Ume (Plum)



10 pts 5 pts 1 pts 1 pts

March Sakura (Cherry blossom)



20 pts 5 pts 1 pts 1 pts

April Fuji (Wisteria)



10 pts 5 pts 1 pts 1 pts

May Shobu (Iris)



10 pts 5 pts 1 pts 1 pts

June Botan (Peony)



10 pts 5 pts 1 pts 1 pts

July Hagi (Lespedeza)



10 pts 5 pts 1 pts 1 pts

August Susuki (Pampas)



20 pts 10 pts 1 pts 1 pts

September Kiku (Chrysanthemum)



10 pts 5 pts 1 pts 1 pts

October Momiji (Maple)



10 pts 5 pts 1 pts 1 pts

November Ame/Yanagi (Rain/Willow)



20 pts 10 pts 5 pts 1 pts

December Kiri (Paulownia)



20 pts 1 pts 1 pts 1 pts

◆List of Yaku (Combinations) and Scores◆

★Goko (Five Lights) 80 pts



★Shiko (Four Lights) 50 pts

Four 20-pt cards other than a Rain card.



★Sanko (Three Lights) 30 pts

Three 20-pt cards other than a Rain card.



★Ame Shiko (Rainy Four Lights) 40 pts

Four 20-pt cards including a Rain card.



★Ino-Shika-Cho 30 pts



★Gekkazake (Nomi/Teppo) 30 pts



★Omote-Sugawara (Ohsan) 30 pts



★Akatan (Kozan/Ura-Sugawara) 30 pts

Three red ribbons with letters.



★Hanami De Ippai 20 pts



★Tsukimi De Ippai 20 pts



★Aotan 30 pts



★Kusatan 30 pts



★Bukku 80 pts Three red ribbons and three blue ribbons.



★Tane / 50 pts for the first five 10-pt cards. 10 pts for each additional 10-pt card.

★Tan (Ribbons) / 50 pts for the first five ribbon cards. 10 pts for each additional ribbon card.

★Kasu (Plains) / 5 pts for the first ten plain cards. Another 5 pts for the 11th. 10 pts for each additional plain card. (*All Rain cards can be counted as plain cards.)

★Tsukifuda / 20 pts for collecting all four cards of the same month. Four of Rain or Paulownia cards can cancel Hanami De Ippai and Tsukimi De Ippai (Washing Rain /Hiding Fog).

★Fuke / When the total points are 30 or less, that game can be called invalid.

Tip for Winning:
Remember all combinations!