

MARIO HANAFUDA

HOW TO PLAY

KOI-KOI

Hanafuda, which means “flower cards”, is a traditional Japanese card game that dates back to the 1500s. It is said that the modern design of the card set was created in the mid-1700s. Nintendo started out as a manufacturer of hanafuda cards in 1889.

Koi-Koi

Koi-Koi is a game for two players which uses the full deck of 48 hanafuda cards. It requires a sharp mind, strategic thinking, and risk-taking in the spirit of friendly competition. It is truly a classic brain training game.

Goal

The goal of Koi-Koi is to earn points by making sets as fast as you can. Unlike other card games, it's possible to win a game as soon as you have completed a set. A full match consists of 12 games, and the player with the most points after 12 games is the winner.

Choosing a Dealer

The cards are shuffled and laid out on the table face down. Both players choose a card, and the player who selects the card from the earliest month (see Cards below) becomes the dealer.

Playing the Game

The dealer deals two cards at a time to the opponent, the playing field between them, and the dealer in that order. Both players should have eight cards face down, and there should be eight cards face up between them. Place the remaining deck of cards to the side of the playing field face down.

After the players look at their cards, the game begins with the dealer taking one card from their hand and placing it face up on the field. If the card matches the month of any of the cards on the field, the dealer can take the pair. If there are no matching cards on the field, the card remains on the field face up. The dealer then takes a card from the top of the deck, places it on the field, and again if there is a card with the same month on the field, the two cards become a pair. If not, the card remains on the field face up. The dealer takes their matching pairs, if they have any, and places them face up in front of them, ending their turn. The opponent then takes their turn in the same manner. Continue to take turns playing until one of the players assembles a set. Tally the points scored for that set, and start a new game, with the winner becoming the dealer. If either player is unable to make a set and their cards run out, the game is a draw and the opponent becomes the dealer in the next game.

Calling Koi-Koi

After you make a set you can either end the game there and earn the points for that one set, or if you think you can get another, you can call “Koi-Koi!” and keep playing to try to get another set. Be careful though, because if you call Koi-Koi, and your opponent manages to make a set before you make your second, then your opponent will win the game and receive double points for their set. Koi-Koi can only be called once per game.

Scoring

If your sets total 7 or more points in a single game, you earn a multiplier and get double points! This is where you can win big, so rack those points up!

Lucky Hands

If either of the following sets are already in your starting hand, you win the game immediately with a score of 6 points.

- Four of a kind: Hand contains all four cards from one month.
- Paired months: Hand contains four pairs of cards from different months.

Sets

Obtaining one of these sets will earn you points and give you the opportunity to claim victory, or call “Koi-Koi!”

① Five Lights (10 pts)

All five of the light cards.

② Four Lights (8 pts)

Any four of the light cards, but if the set contains the Mario & Goomba card, it is only worth 7 pts.

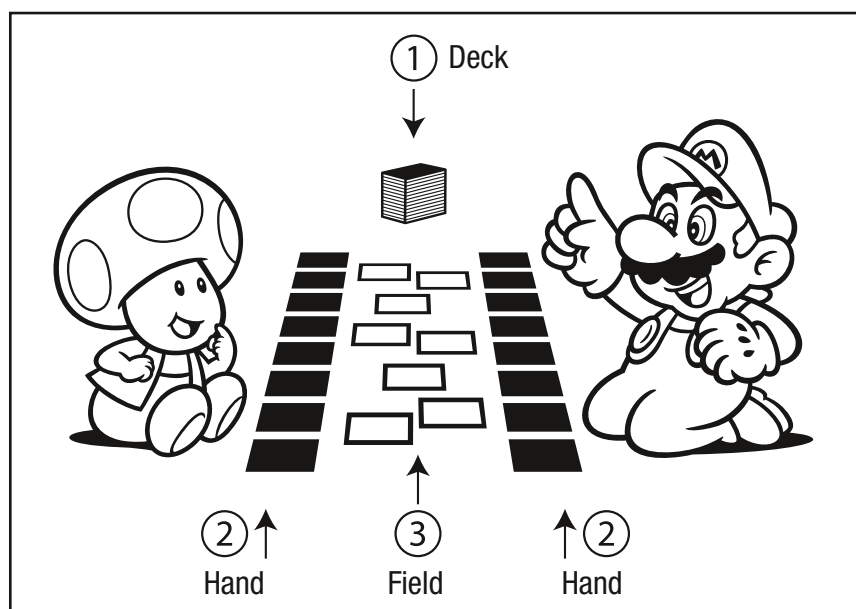
③ Three Lights (5 pts)

Any three of the light cards except the Mario & Goomba card.

④ Blossom Viewing (Princess Peach and Piranha Plant) (5 pts)

⑤ Moon Viewing (Boo and Piranha Plant) (5 pts)

Sets 4 and 5 do not have to be sets, since the Piranha Plant card can be used a seed card or a basic card.



⑥ **Tanooki Mario, Lucky Cat Mario & Cape Mario (5 pts)**

Additional seed cards are worth 1 pt each.

⑦ **Red Scrolls (5 pts)**

The three red scrolls with writing. Additional scroll cards are worth 1 pt each.

⑧ **Blue Scrolls (5 pts)**

Additional scroll cards are worth 1 pt each.

⑨ **Seeds (1 pt)**

Five seed cards. Additional seed cards are worth 1 pt each.

⑩ **Scrolls (1 pt)**

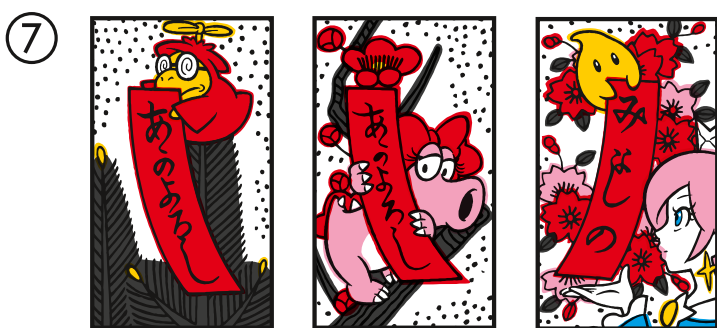
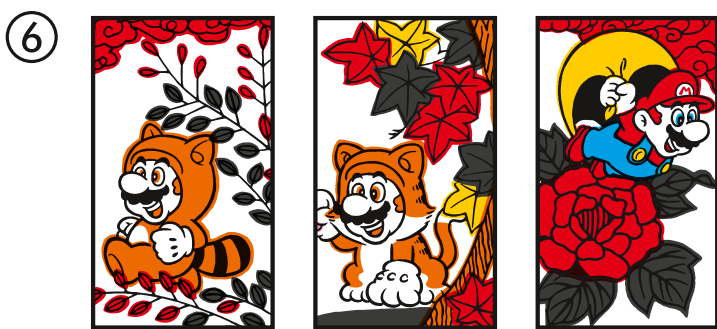
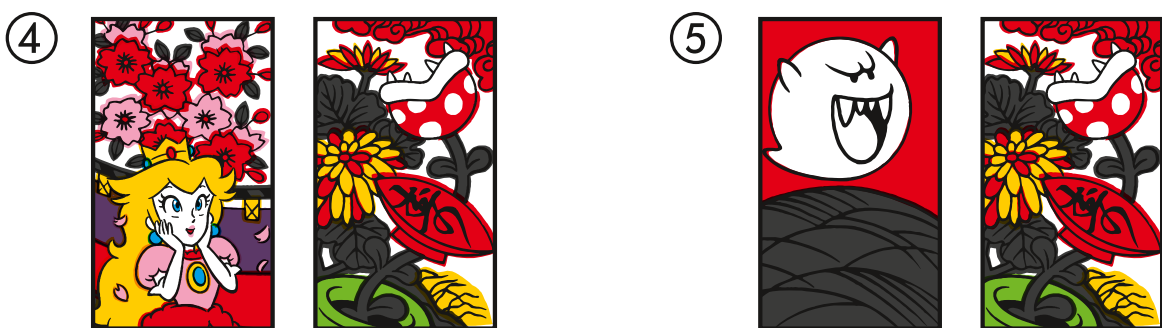
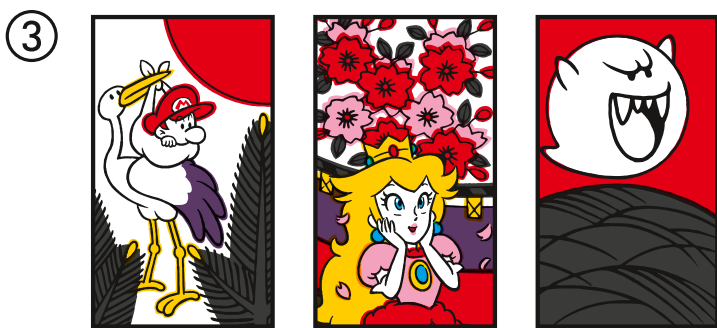
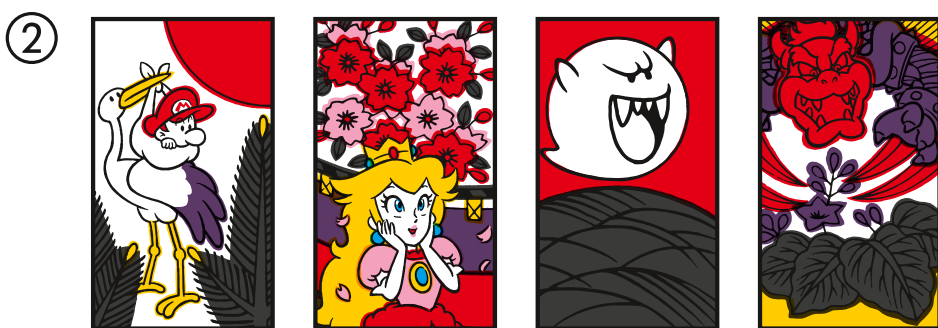
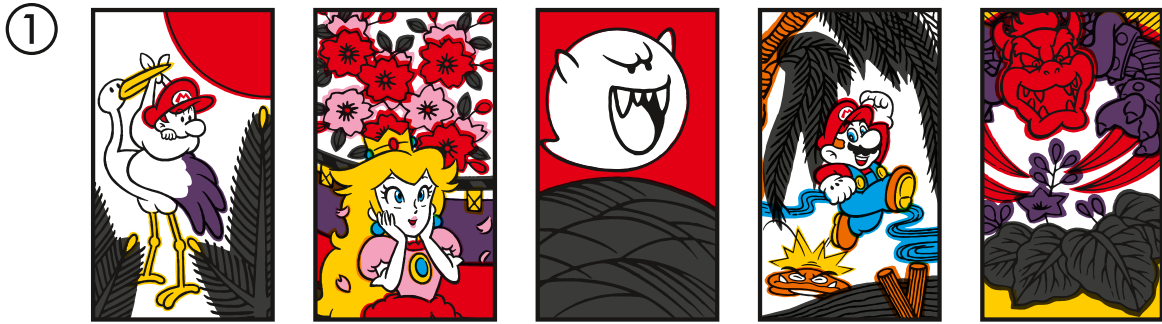
Five scroll cards. Additional scroll cards are worth 1 pt each.

⑪ **Basic (1 pt)**

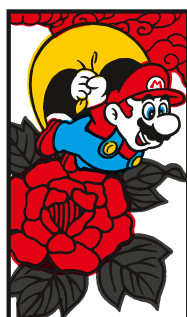
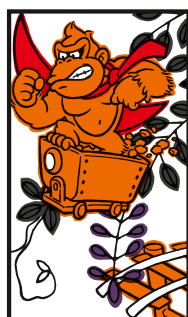
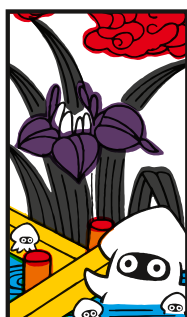
Ten basic cards. Additional basic cards are worth 1 pt each.

⑫ **Red & Blue Scrolls (10 pts)**

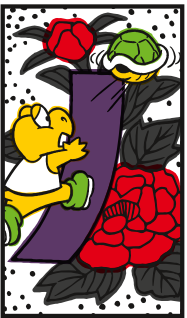
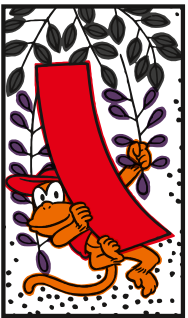
The three red scrolls with writing and the three blue scrolls. Additional scroll cards are worth 1 pt each.



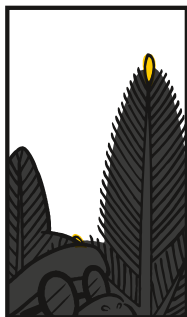
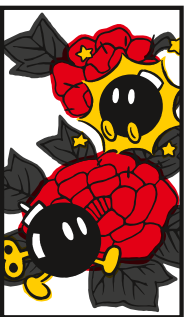
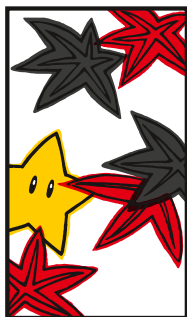
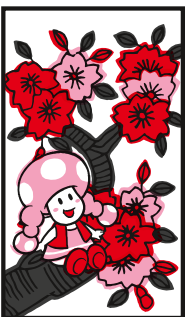
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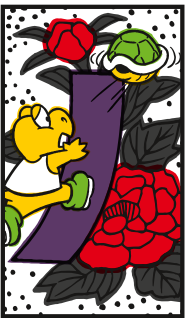
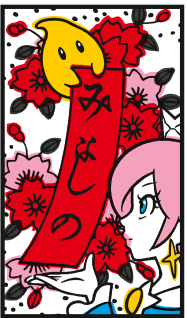
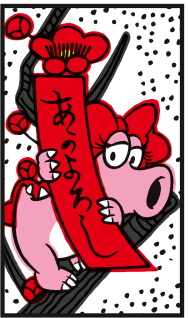
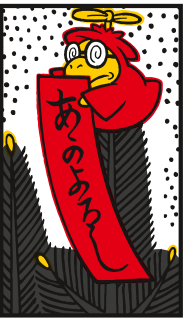
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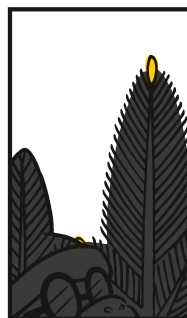
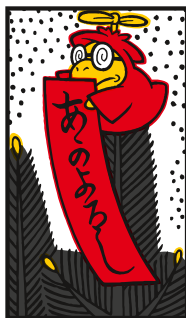


Cards

The 48 cards are split into 12 suits of four cards representing the 12 calendar months. Each suit is decorated with a flower or plant that blooms in that month, as well as other Mario-themed scenes.

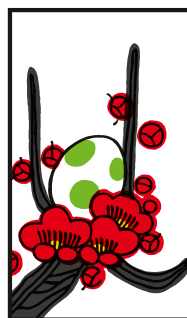
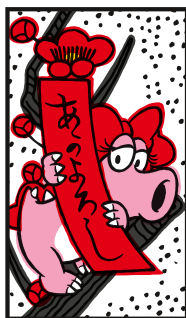
January – Pine

Baby Mario (light), red scroll



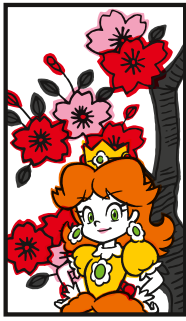
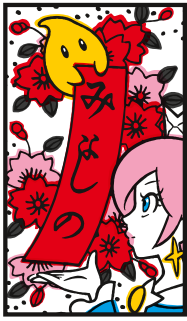
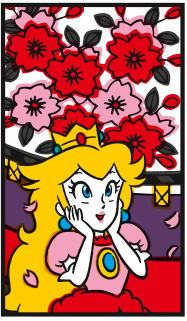
February – Plum Blossom

Yoshi (seed), red scroll



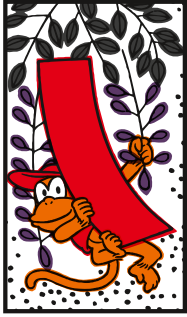
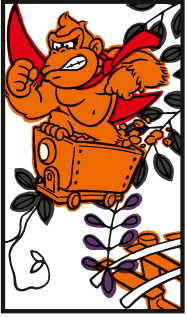
March – Cherry Blossom

Princess Peach (light), red scroll



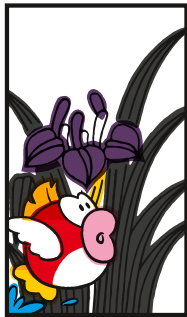
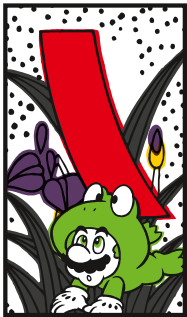
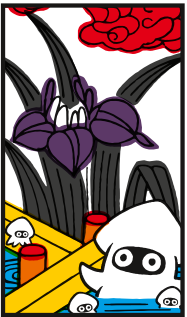
April – Wisteria

Donkey Kong (seed), red scroll



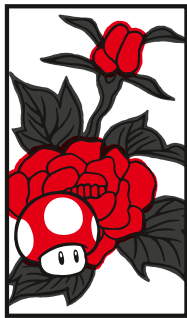
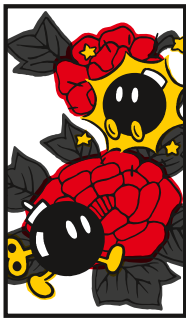
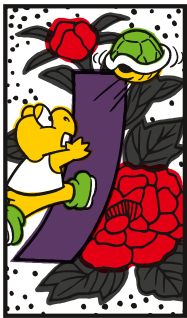
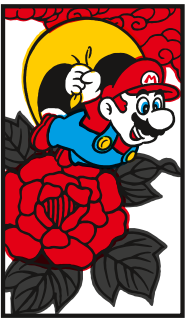
May – Iris

Blooper (seed), red scroll



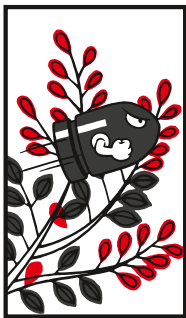
June – Peony

Cape Mario (seed), blue scroll



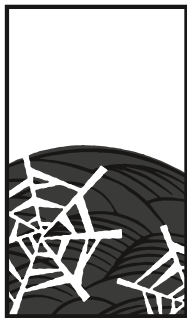
July – Bush Clover

Tanooki Mario (seed), red scroll



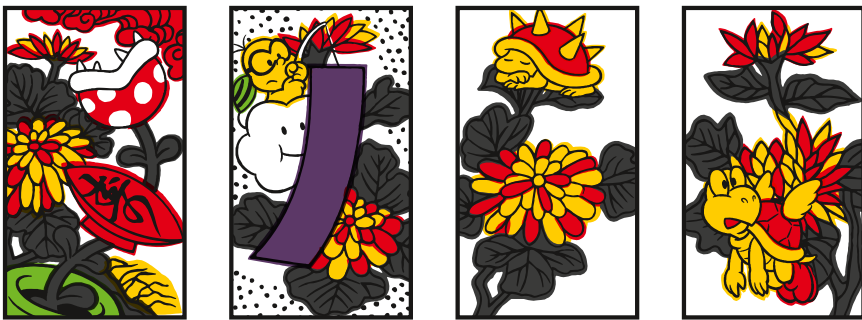
August – Pampas Grass

Boo (light), Luigi (seed)



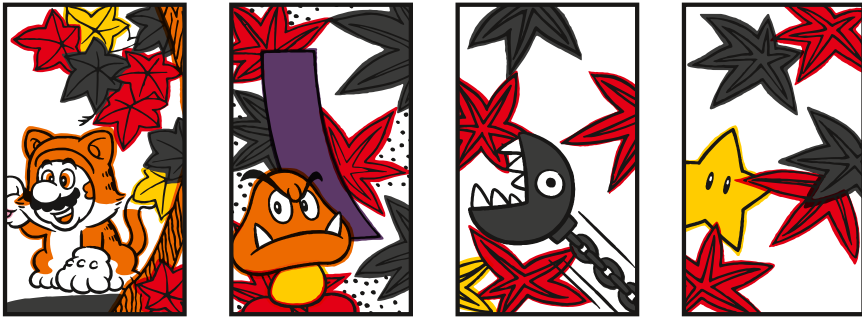
September – Chrysanthemum

Piranha Plant (seed), blue scroll



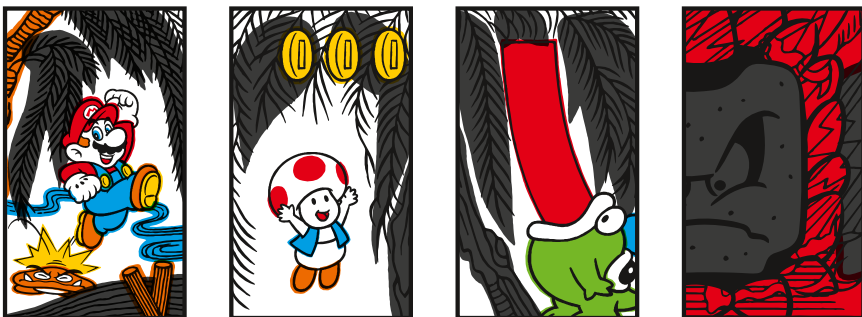
October – Maple

Lucky Cat Mario (seed), blue scroll



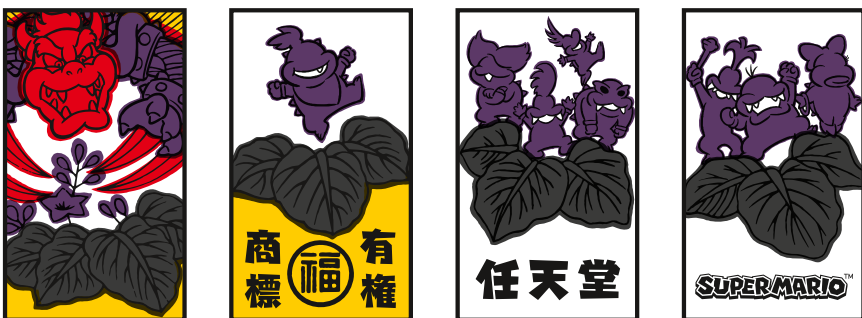
November – Willow

Mario & Goomba (light), Toad (seed), red scroll



December – Paulownia

Bowser (light)



Card Details

Light cards – You'll need to remember which cards are light cards to get those high-scoring sets! The light Cards are as follows (with traditional hanafuda design in brackets): Baby Mario (crane), Princess Peach (curtain), Boo (moon), Mario & Goomba (rain man & frog), and Bowser (phoenix).

Seed cards – The seed cards are: Yoshi (bush warbler), Donkey Kong (cuckoo), Blooper (bridge), Cape Mario (butterflies), Tanooki Mario (wild boar), Luigi (geese), Piranha Plant (cup), Lucky Cat Mario (deer), and Toad (swallow).

Scrolls – There are three red scrolls with writing, and four without. Only the red scrolls with writing can be used to complete the Red Scrolls set. There are three blue scrolls, these can form a set on their own or be combined with the Red Scrolls set to make the Red & Blue Scrolls set.

Basic cards – Traditionally known as “leftover” cards. They are the remaining cards without a light, a seed or a scroll on them.

Card Points – Some other hanafuda games use points for each type of card. For reference they are: light – 20 pts, seed – 10 pts, scroll – 5 pts, and basic – 1 pt.

Special Card – The Piranha Plant seed card can also be used as a basic card.

For ages: 6+

