

RULES OF KOI-KOI





KOI-KOI

GAME PREPARATION

Decide on the number of rounds: 12, 6 or 3. This will determine the number of coins for each player in the beginning of the game: 100, 50, or 25. Note this in the notebook.

Shuffle the cards carefully. Let the senior player become a sensei (if you are the same age, then the one who last admired the fall of a sakura petal becomes a sensei).

Sensei deals the cards face down: 4 to the opponent and 4 to himself. Another 4 puts in the center of the table face up. Then he again distributes 4 to the opponent, 4 to himself and 4 to the center of the table.

The rest of the deck should be put face down on the table so that it is convenient for both players to take new cards from the draw pile. Cards that were dealt face-down to players are picked up by them, without showing to the opponent.

GAME PROCESS

Players take turns: first sensei, then his opponent. You cannot skip your move. Starting from the second round, the participant who won the previous round becomes a sensei.

A TURN CONSISTS OF TWO ACTIONS:

1. Choose from your hand a card that, by suit (the plant depicted on the card determines it) matches one of the cards laid out in the center of the table. Place both cards face up in front of you (in the player's personal pool).

OR

Select any card from your hand and put it face up in the center of the table.

2. Open the top deck card.

If it matches the suit with at least one card in the center of the table - put both cards in your personal pool face up.

If it does not match the suit with other cards, then it is worth leaving it to lie face up in the center of the table.

IMPORTANT: if the card (in any phase) matches the suit with three cards in the center of the table, then all of them fall into the player's personal pool. If there are two cards of the appropriate suit in the center of the table, you should choose any of them.

EGARS OF KOF-KOF

PLAYERS: 2

A DECK OF CARDS

Hanafuda (all 48 cards are used)

DURATION

5, 6 or 12 rounds

THE GOAL

To obtain the largest number of coins

STARTING SETUP

CARDS IN THE OPPONENT'S HAND ONLY
THE OPPONENT SEES THE PLAYER'S HOLE CARDS.



A deck of cards



The community cards in the center of the table.



Notebook for counting coins



YOUR HAND
(only you can see your hole cards)

Your personal pool (place the cards you collect so that all are clearly visible)

THE GOAL

Gain the largest number of coins by the end of the game. You can do this by collecting certain combinations of cards - "Yaku" (see page 5-6). A player who has collected any of the combinations finishes all the actions of his turn and has the right to decide whether to finish his round, declaring victory - "Agari", or continue the round, saying: "Koi-Koi".

In the first case, the player receives the coins from an opponent for all the collected combinations. All movement of funds from player to player should be marked in a notebook. A new round begins.

In the second case, the round continues as usual, but now the player who said "Koi-Koi" has no right to stop the game until he collects a new combination, improves the existing one or until his opponent declares victory.

If the player who said "Koi-Koi" wins the round, then the coins he received for the card combinations are doubled.

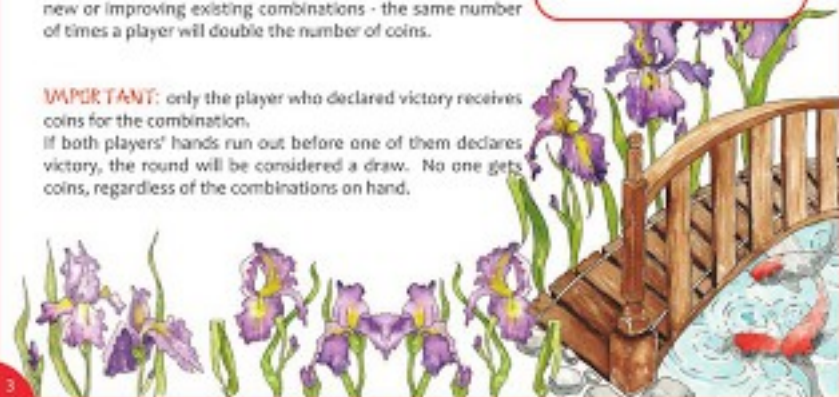
You can say "Koi-Koi" several times per round, collecting new or improving existing combinations - the same number of times a player will double the number of coins.

A round ends if: both players ran out of cards in their hands or someone declared "Agari".

The game ends if: one of the players has run out of coins or the number of rounds agreed at the beginning has been played (3, 6 or 12).

IMPORTANT: only the player who declared victory receives coins for the combination.

If both players' hands run out before one of them declares victory, the round will be considered a draw. No one gets coins, regardless of the combinations on hand.



COIN MULTIPLICATION

A number of situations are possible in the game when coins earned in the current round are doubled:
a player has earned 7 or more coins in a round;
player announced "Koi-Koi!" and then gathered a new combination or improved an existing one and announced "Agari!";
player wins after the declaration of the "Koi-Ko2" by the opponent.

Also, you can establish a special rule. If at the start of the deal there is 1 bright card in the center of the table - all the coins earned in this round are doubled, tripled - if there are 2 bright cards in the center of the table, and so on.

IMPORTANT: you can decide whether to play without multiplying coins, only with one type of doubling, or with all types of multiplication, multiplying coins several times.

DOUBLING UP

player gained 7 or more coins;
player won after "Koi-Koi" declaration;
player won after the declaration of the "Koi-Ko2" by the opponent;
at the beginning of the round, there are 1 or more bright cards in the center of the table.



TENHO (victory with the dealt hand)

In the player's hand, at the very beginning of the round, 4 cards of the same suit or 4 pairs. Winning it will not be counted if the player does not announce it on the first turn, before taking action. After the declaration of victory, the round ends.



6
COIN

DOUBLE TENHO (victory with the dealt hand)

In the player's hand, there are 8 cards of the same suit at the very beginning of the round. Winning it will not be counted if the player does not announce it on the first turn, before taking action. After the declaration of victory, the round ends.



14
COIN

KASU (all simple)

10 simple cards without ribbons, animals, etc. The "Sake" card can be counted as simple or to increase the cost of already collected KASU, despite the participation in other combinations.

(-1 for each next simple card)



1
COIN

YAKU



TANE (animals)

Any 5 cards with animals. The "Sake" card is counted as an animal card.

Combination harmonizes with INO-SHIKO-CHOW.
(+1 for each next animal card)



1
COIN



TANZAKU

(ribbons)
Any 5 cards with ribbons. Combination harmonizes with AKATAN and AOTAN.
(+1 for each next ribbon card)



1
COIN



TSUKIMI

(sake in the moonlight)
3 unique cards: "sake" and "moon". Combination harmonizes with HANAMI.



5
COINS

HANAMI

(sake under sakura)
2 unique cards: "sake" and "sakura". Combination harmonizes with TSUKIMI.



5
COINS

SANKO

(three bright cards)
3 out of 4 bright cards. Combination doesn't harmonize with AME SHIKO, SHIKO and GOKU.



5
COINS

AME SHIKO (saniko and "man in the rain")

3 of 4 bright cards and a man in the rain card. Combination doesn't harmonize with SANKO and SHIKO.



7
COINS

SHIKO (four bright cards)

All 4 bright cards. Combination doesn't harmonize with SANKO and AME SHIKO.



8
COINS

GOKU (all noble cards)

All 4 bright cards and the man in the rain card. Combination doesn't harmonize with SANKO, SHIKO and AME SHIKO.



10
COINS



TSUKIMI and HANAMI combinations are contractual. Their presence is registered before the game. Also, a number of other additional contractual rules are associated with these combinations:

- Coins for TSUKIMI and HANAMI burn out if a player receives a man in the rain card in his personal pool.
- TSUKIMI and HANAMI together cost 3 coins, not 5.
- TSUKIMI and HANAMI combinations don't harmonize with GOKU, SHIKO, AME SHIKO and SANKO.



INO-SHIKO-CHOU

(bear-deer-butterfly)
3 unique cards with the image of a bear, a deer and a butterfly. Combination harmonizes with TANE.

5
COINS



AKATAN (poetic ribbons)

3 unique cards with images of red ribbons with inscriptions. Combination harmonizes with TANZAKU and AOTAN.

5
COINS



AOTAN

(blue ribbons)
3 unique cards with images of blue ribbons. Combination harmonizes with TANZAKU and AKATAN.

5
COINS

BRIGHT



ANIMALS



RIBBONS



JANUARY

pine
-
cone

FEBRUARY

plum
-
nightingale

MARCH

sakura
-
dobnitska

APRIL

wisteria
-
tuckale

MAY

iris
-
bridge over
water

JUNE

peony
-
butterfly

JULY

hish clover
-
boar

AUGUST

incanatus
-
goose

SEPTEMBER

hypanthema
-
bowl of sake

OCTOBER

maple
-
deer

NOVEMBER

willow
-
man in
the rain

DECEMBER

paufonia
-
phoenix





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