Koi-Koi — Offline Rules

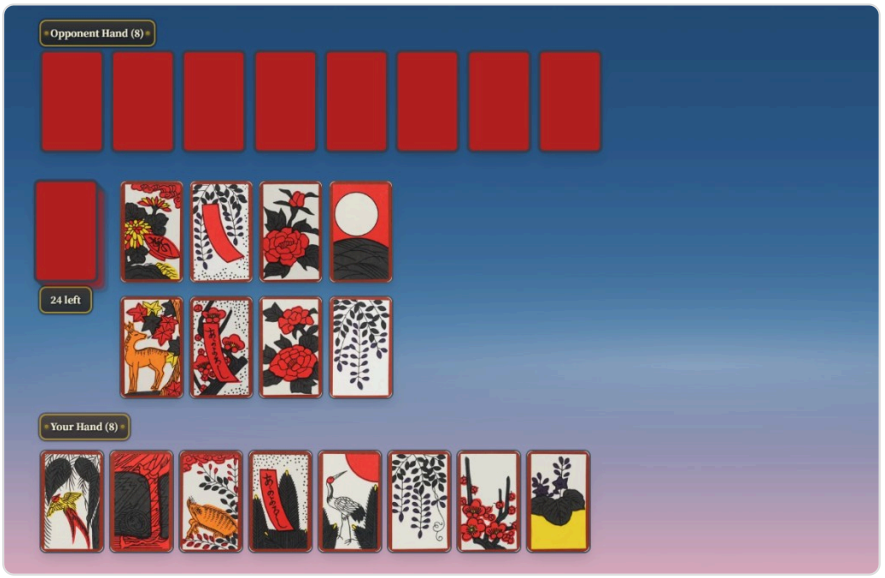
Hanafuda Legends — Downloadable rules for the Hanafuda card game Koi-Koi. Play online at hanafudalegends.com or use these rules for tabletop play.

Objective

Capture cards by matching them by month (suit) to form scoring combinations called "yaku". When you form yaku, you must decide: end the round to claim your points (Agari), or call "Koi-Koi" to continue and try to form more yaku for a higher score. The player who calls "Agari" first, wins that round. A game has multiple rounds (e.g. 6 or 12); the player who wins more points wins the game.

Game setup

- The game uses a 48-card Hanafuda deck, organized into 12 suits (months of the year).
- Each player receives 8 cards face-down as their hand.
- 8 cards are placed face-up in the center (the "field").
- The remaining 24 cards form the draw deck.
- The starting player is determined by the previous round's winner (or randomly in the first round).



Initial setup: opponent's hand face-down (top), 8 cards in the field (center), your hand face-up (bottom), 24-card draw deck on the left.

Special dealing rules (Teyaku)

- **Teshi (Hand of Four):** If a player is dealt 4 cards of the same month in their starting hand, they win the round automatically (+6 points). The round ends immediately and a new round begins.

- **Kuttsuki (Sticky Hand):** If a player is dealt 4 pairs (e.g. two January, two February, two March, two April cards) in their starting hand, they win the round automatically (+6 points).
- **Field void (Four-of-a-month on field):** If 4 cards of the same month appear face-up on the field at the start of a round, the deal is void — all cards are reshuffled and redealt.

These dealing rules (collectively called Teyaku) may vary by household. Hanafuda Legends applies all three by default.

Turn flow

1. **Play a card:** Choose one card from your hand. If it matches a card on the field (same month/suit), capture both cards. If there is no match, place your card on the field.
2. **Quad capture (special):** If 3 cards of the same month are already on the field and you play or draw the 4th card of that month, you capture all 4 at once.
3. **Draw and resolve:** Draw the top card from the deck. If it matches a field card, capture both. Otherwise place the drawn card on the field. If this creates a quad capture, capture all 4.
4. **Check for yaku:** After capturing, the game checks if your captured cards form any yaku. If you have yaku, you must choose: **Agari** (end round and score) or **Koi-Koi** (continue playing).

Scoring

Yaku are scoring combinations; each has a point value. Multiple yaku can be formed at once; points add. Some yaku give extra points for additional cards (e.g. 5+ Animals, 5+ Ribbons, 10+ Chaffs). If you have no yaku, your score is 0 and you cannot end the round or call Koi-Koi.

Multipliers

- **High score:** Total yaku score ≥ 7 → final score doubled.
- **Koi-Koi bonus:** If the opponent called Koi-Koi and you then form yaku before they form new yaku, your score is doubled. Multipliers stack (e.g. 2×2 = 4×).

Koi-Koi decision

When you form a yaku you must choose:

- **Agari (stop):** End the round and score your current points (with multipliers).
- **Koi-Koi (continue):** Keep playing to try to form more yaku. Risk: if your opponent forms yaku before you form *new* yaku, they win the round and their score is doubled; you score 0.

You can call Koi-Koi multiple times per round. Each time you form *new* yaku, you choose again: Agari to stop and score, or Koi-Koi to keep going. The round ends when a player calls Agari, when the opponent forms yaku (they score doubled), or when the deck is empty (draw, both 0).

Round and game end

A round ends when: (a) a player calls Agari, (b) a player forms new yaku after having called Koi-Koi, or (c) both players run out of cards. The player with the higher score wins the round; ties are a draw. The winner of the previous round starts the next. The game winner is the player who wins the most rounds (or the higher total score if round wins are equal).

Winning combinations (Yaku)

See the separate **Yaku Cheat Sheet** PDF for the full list with point values. Main groups: Brights (3–5 cards), Moon Viewing, Cherry Blossom Viewing, Poetry Ribbons, Blue Ribbons, Boar-Deer-Butterfly, Animals (5+), Ribbons (5+), Chaffs (10+).

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