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Hanafuda, meaning "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 two-player game that is played with 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.

Players: 2

The Deck:
Koi-Koi is played with a deck of 48 cards.

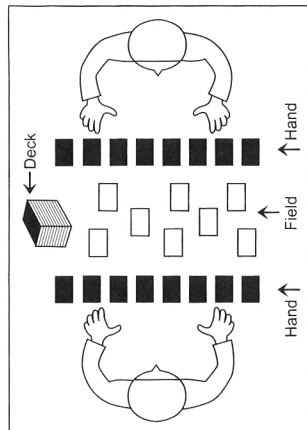
Goal:
The goal of Koi-Koi is to earn points by making sets as fast as you can. Unlike poker, whoever makes a set first can win a game. A full session is 12 games, and the player with the most points after 12 games is the winner.

Choosing a Dealer:
Players will choose one of the cards face down, and the player who has the earliest month card becomes the dealer (also called "oya," meaning "parent"), who takes their turn first. Try not to choose the "parent" in any other way, as this is the authentic way of choosing the dealer in Koi-Koi.

Playing the Game
The dealer will deal two cards at a time in order of the player, field, and dealer. Deal eight cards face down for each player, and eight cards face up in the field in-between. Place the remaining deck of cards to the side of the field face down.

After the players look at their cards, the game will begin with the first player (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 takes the pair. If there are no matching cards on the field, that card will remain on the field face up. The player will then pick a card from the top of the remaining deck, and again if there is a card of a matching month on the field, the two cards will become a matching pair. If not, the card will be placed on the field face up. The player takes the matching pairs, if they have any, and places them face up in front of them, ending their turn.

Continue to take turns playing until one of the players comes up with a set. Tally the points scored for that set, and continue playing with 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 other player becomes the dealer in the next game.



The 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 get another set. Be careful though, because if your opponent makes a set after you call Koi-Koi before you make your second set, the other player will double their points, and the game will end. Koi-Koi can only be called once per game.

Multipliers
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 the sets below are already made in your hand when the cards are first handed out, that player wins these points and the next game will begin.

***Four Hands**
When there are four cards of the same month: 6pts

***Sticky**
When there are four sets of two cards from the same month: 6pts

Special Card
The Chrysanthemum and Piranha Plant card can be used as a 10 or a 1 point card.

The Sets

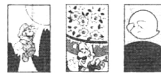
Obtaining one of these sets will earn you points and give you the opportunity to claim victory, or call "Koi-Koi!"

① Five Lights (10pts)



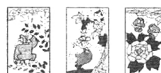
③ Three Lights (5pts)

Contains three of the light cards excluding the Raining Light Card.



⑥ Donkey Kong, Wario, Paragoomba (5pts)

Additional character cards are worth 1pt each.



⑧ Blue Scroll (5pts)

Additional scroll cards are worth 1pt each.



⑩ Scrolls (1pt)

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



⑫ Red and Blue Scroll (10pts)

Additional scroll cards are worth 1pt each.



② Four Lights (8pts)

If the set contains the Raining Light (Princess Peach) Card, it is worth 7pts.



④ Blossom Viewing (5pts)



⑤ Moon Viewing (5pts)



Sets 4 and 5 do not have to be sets

⑦ Red Scroll (5pts)

Additional scroll cards are worth 1pt each.



⑨ Seeds (1pt)

5 character cards. Additional char. cards are worth 1pt each.



⑪ Basic (1pt)

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



The Cards

The 12 types of cards represent each of the 12 calendar months. Cards of the same month are represented by the same plant, and each month has its own unique elements.

<p>January: Pine & Mario</p> <p>February: Plum Blossom & Yoshi</p> <p>March: Cherry Blossom, Banner, Luigi</p> <p>April: Wisteria & Lakitu</p> <p>Jan 20pts 5pts</p> <p>Feb 10pts 5pts</p> <p>Mar 20pts 5pts</p> <p>Apr 10pts 5pts</p>	<p>May: Iris & Blooper</p> <p>June: Peony & Paragoomba</p> <p>July: Bush Clover & Donkey Kong</p> <p>August: Pampas Grass & Boo</p> <p>May 10pts 5pts</p> <p>Jun 10pts 5pts</p> <p>Jul 10pts 5pts</p> <p>Aug 20pts 10pt</p>	<p>September: Chrysanthemum & Piranha Plant</p> <p>October: Maple & Wario</p> <p>November: Willow, Princess Peach, Toad</p> <p>December: Paulownia & Bowser</p> <p>Sep 10pts 5pts</p> <p>Oct 10pts 5pts</p> <p>Nov 20pts 10pts 5pts</p> <p>Dec 20pts</p>
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