

Koi-Koi adding



for basic HANAFUDA rule

Hand Combo

If you have special cards combo dealt in your hand (Hand Combo), you instantly win the deal and begin new deal (This is not Captured Combo and don't confuse)

手四 Te-shi (Four of a Kind), 6 points

Koi-Koi

Every time you made any Captured Combo (See the chart) or already had captured combo and got additional VP, you must select "Koi-Koi" or "Stop" (Koi-Koi means "come on!" or "Let's go!").

If you declared Stop, the deal is over and you win the deal.

If you declared Koi-Koi, the deal must be continued until someone say "Stop" or meet other ending conditions (like when the draw deck becomes empty).

Even if the loser of the deal had captured combos, its points cannot be counted. Thus declaring Koi-Koi is high risk and high return.

3 players rule

After another player declared Koi-Koi, if you made captured combo and declared Stop, last player declared Koi-Koi must pay double to you. 3rd Player pays nothing.

If other both players declared Koi-Koi, you cannot declare Koi-Koi. In this situation, if you made some Captured combo, you must declare Stop and win.

2 players rule

Oya shuffles the deck and another player (子 Ko) cuts it.

Deal 4 cards to Ko, deal 4 cards to Oya-self, then deal 4 cards to Field. Again do same. Thus, each player's hand size is 8 and field cards are 8.

Other than Te-shi, you can get 6 points and win the deal with Kuttsuki Hand Combo, too.

くつき Kuttsuki (Four Pairs), 6 points

After opponent declared Koi-Koi, if you made captured combo and declared Stop, opponent must pay double to you.

At this "Modern Rule", the deal is also over after both players' hands became empty and Ko flip once. Nobody get remaining 8 cards at draw deck.

If you want, you can select option rule called classic "Toppa" (means "10&8"). At Toppa, Deal 5 cards to Ko, deal 5 cards to Oya-self, then deal 4 cards to Field. Again do same. Thus, each player's hand size is 10 and field cards are 8. At this Toppa rule, the deal is end normally (when draw deck becomes empty).

4 players rule

Deal 2 cards to second player (胴二 Dou-Ni), deal 2 cards to third player (胴三 Dou-San), deal 2 cards to Biki, deal 2 cards to Oya-self, then deal 4 cards to Field.

Next, deal 3 cards to Dou-Ni, deal 3 cards to Dou-San, deal 3 cards to Biki, deal 3 cards to Oya-self, then deal 4 cards to Field. Thus, each player's hand size is 5 and field cards are 8.

Oya and Dou-San are team. Dou-Ni and Biki are another team. Each teammate cannot ask or teach way of play (even about Koi-Koi or not).

Captured cards of teammates must be gathered. Thus, you can make combo cooperating with your teammate.

After opponent team declared Koi-Koi, if you made captured combo and declared Stop, opponent team must pay double to your team.

Doubled or Quadrupled score

If points for the round are 7 or more, winner receives double for the deal. Thus, you cannot get 7 to 13 points. From one player, you will get 1, 2, 3, 4, 5, 6, 14, 16 and so on.

If already doubled by another condition, loser must pay quadruple.