



FLOWER CARDS

KOI-KOI

Koi-Koi is one of the most popular traditional card games in Japan. Koi-Koi means “Come On” in English and the term is used by a player when they are in a scoring position but want the round to continue to improve their score. We really like this push-your-luck element to when the round can end, especially if you call Koi-Koi and an opponent gets to a scoring position before you end the round and they double their round score! We’ve enjoyed playing Koi-Koi, it’s a lovely 2 player game with some nice strategies to navigate the luck of the draw elements as you understand the game more. We hope you enjoy playing!

USE ALL 48 ILLUSTRATED CARDS. LEAVE THE BLANK CARD IN THE BOX.

Objective

Collect cards from the Field by matching their season from cards in your hand and from the draw pile as fast as you can. Choose when to end the round before your opponent when you reach a point-scoring position. You can call “Koi-Koi” to keep playing if you think you can score more, but this gives your opponent the chance to double their score. The player with the most points after a set number of rounds will be declared the winner.

Choose the length of the game

Koi-Koi is traditionally played over 12 rounds but can be shortened to 6 rounds or 3 rounds for quicker games. Each round is called a month.

Choose the dealer

A player shuffles the cards and each player will cut the deck to determine the dealer for the first round. Closest to January is the dealer for the first round. In a tie, reshuffle then the tied players cut the cards again until there is one player closest to January.

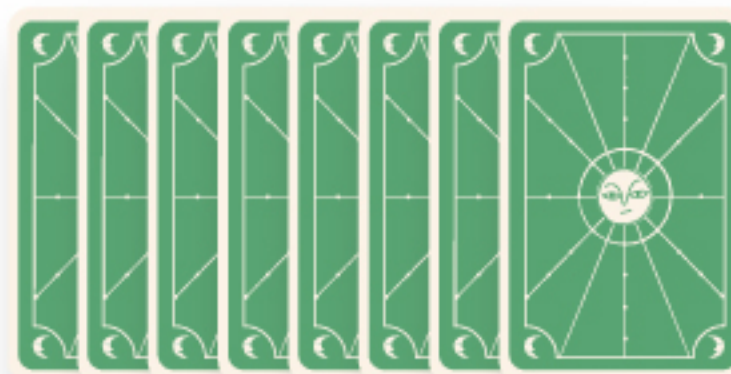
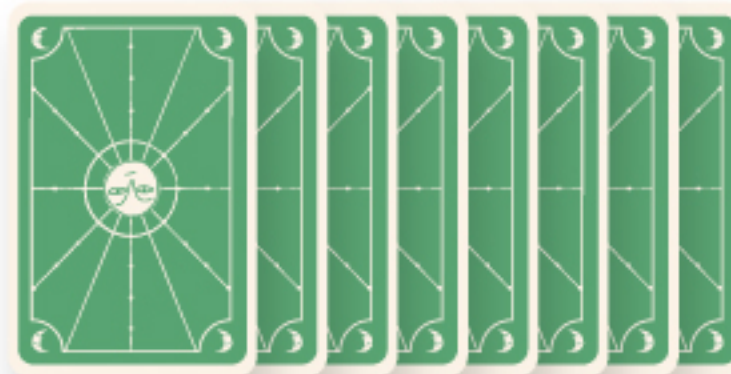
The dealer will be the first player in the first round and has the advantage of Dealer's Privilege which allows them to break any ties in the round.

Deal

The dealer collects the cards, shuffles and deals cards one at a time face down to each player starting with their opponent. Deal 8 cards to each player face down and then deal 8 cards to the Field face up.

The leftover cards are placed face down next to the Field to form the draw pile.

Example of game setup



Check the Field

After the deal is complete the Field must be checked to see if the round is valid. Two conditions will make the round void. If either of the below conditions are met, the dealer gathers all cards and starts the round over from the Deal:

1. **Four of a kind** - If all four cards from one month are in the field
2. **Four pairs** - If there are four pairs of cards from the same months (e.g. two March, two April, two June, two October)

If there are three out of the four cards of a single month in the Field these cards are combined into a single face up stack. If a player matches a card with this stack they capture all of these cards.

Check your hands

Each player checks their hands to see if they have a set which will automatically end the round with the player winning the round and scoring a set number of points:

1. **Four of a kind** - A player has all four cards of the same month - 6 points
2. **Four pairs** - A player has four pairs of cards from the same months (e.g. two March, two April, two June, two October) - 6 points

If both players have either of these winning conditions then the dealer will break the tie and will win the round scoring the set number of points with the opponent scoring no points. After points are scored, the dealer gathers all cards to start the round over from the Deal.

If neither player has a set in their hand which ends the round, continue to **How to play**.

How to play

Starting with the dealer, there are up to four mandatory actions on your turn:

1. Play a card from your hand to the Field
2. Flip over and play the top card of the draw pile to the Field
3. Check for point-scoring sets
4. Call Game or Koi-Koi

1. Play a card from your hand to the Field and 2. Flip over and play the top card of the draw pile to the Field

Both actions 1. and 2. have the same steps to follow:

- If you match a card of the same month in the Field, you make a capture. Take both cards and place them face up in front of you
- If there is more than one card of the same month, choose one to capture
- If three cards of the same month are stacked in the field, capture all cards with a match
- If you do not match a card of the same month in the Field, the card remains in the Field face up

3. Check for point-scoring sets

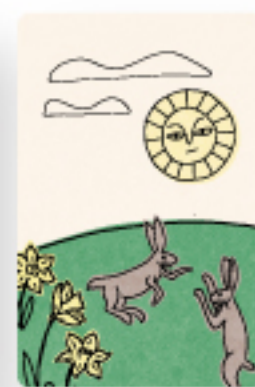
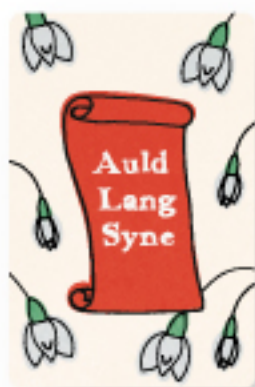
Now check all of the face up cards that you have collected in front of you to see if you have any scoring sets. We have provided a separate Koi-Koi Scoring Chart which details the different sets and how many points are scored.

If you do not have any matching sets, then it is your opponent's turn starting from step 1. If you do have a matching set of any point-scoring value, move to step 4.

4. Call "Game" or "Koi-Koi"

If you have increased your points scored from sets you have made then you must call either "Game" or "Koi-Koi".

Calling "Game" will end the round immediately and you will score the points value of any matching sets within your face up cards. You can score more than one set and the same card can be part of different sets. If you have a Bright set you score the highest value Bright set only. If the value of your matching sets is 7 or more your score is doubled. For example:



3x Red Poetry Scrolls = 5points + 3x Brights = 6points = **11 points**

X 2

Total = 22 points

Calling “Koi-Koi” means that you think you can add to your point-scoring sets and you want the round to continue with your opponent starting their turn from step 1. However, this is a risk-reward decision as you will not be able to call “Game” again until you increase the points scored in your matching sets. If your opponent creates a matching set before you do and they call “Game” then their points tally will be doubled for the round.

If you call “Game” after your opponent had previously called “Koi-Koi” and you have scored more than 7 points you apply both multipliers, so the score of your sets are doubled and doubled again!

End of round

The round will end immediately when a player calls “Game” and that player wins the round. Points are scored to the winner has scored from their sets and apply any multipliers. Note down the number of points scored for the round. The winner will be the dealer for the next round.

If neither player has called “Game” by the end of the 8 turns and both players have no cards left in their hands the round ends in a tie. The dealer breaks the tie with Dealer’s Privilege and will win the round, being awarded 6 points. The dealer will stay as dealer for the next round.

The dealer for the next round gathers the cards and prepares for the next round, starting from the Deal.

End of game

The game will end after the set number of rounds has been completed and the player with the most points will be declared the winner. In the case of a tie, both players share the victory.

