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Hanafuda koi koi

The goal of this game is a combination of special cards called Yaku from cards accumulated in the point stack. When yaku occurs, the player can stop the cash as a score or Koi-koi (give away) to create an additional yaku for additional points. The play then finishes before the start and the game continues to hand the next 1. Same2 x 4 (Kutsuki/Cumshot) : 6pt. Yaku players can get cards in their point stacks by matching cards in their hands or pulling them from the drawing stack with cards on the table. After the player's turn ends, if he forms at least one yaku (that is, yaku forming list below) On the other hand, the player must choose. 1.Bright 5(goko/malpensa): 10pt of five bright cards 2.Bright 4(Shiko/Cumshot) : 8pt of four bright cards excluding Rainman (bright card of willow) 3.semi-bright 4(ame-shikicumshot) : 7pt of four bright cards includes Rainman (bright card of willow) 4.Bright 3(sankô/malpensa): 5pt of three bright cards excluding Rainman (bright card of willow) 5.Hanami de ippai/Blowjobs(Moon). Closed, Yaku is not available) 6.Cup moon (Tsukimi de ippai/月-小2): 5pt. The moon and sake cups (bright cards of Pampas and ten cards of Crysanthemum) accumulate with cherry cups (cherry cup setting / moon. BDB (Inoshikachô/ Malpensa) : 5pt. +α boar, deer and butterflies (ten cards from clover, maple and peonies, respectively). Tens (Tane/Malpensa) : 1pt. +α 50 cards, 1 additional card will be awarded for every additional ten cards. 9. Red Ribbon (Akatan / cumshot短) : 5pt. α 3 red anthology ribbons α短 (found in pine, Ume and sakura) an additional score of 1 additional score will be given for every additional ribbon card 10. Additional points will be earned for all additional ribbon cards α短短. All 3 red poetry ribbons and 3 purple/blue ribbons: a combination of red ribbon and blue ribbon. Brown/短) : 1pt.+α any five ribbons Chaffs (Kasu/S) : 1pt. +α Ten husks which are normal (or indeed the 'chaff') card, another 1 additional card will be given for every additional Chaff card. At the same time, the following rules are applied. By guessing, you may reach 7 points or your opponent may create a yaku or not, depending on your ability to judge peacefully, courage and strategy. If a player receives a total yaku of 7 points or more, when the hand is called, his score will be doubled. If a player can create a yaku before the opponent of the player called Koi-koi, his score will double. *If a player beats his opponent to Yaku after an opponent calls Koi-koi, in addition to scoring 7 or more of yaku, his initial yaku score will be quadrupled, Koi Koi is one of the most played Hanafada games in Japan. It falls under style. The pairing of the game played with Hanafuda and its style of play is similar to many other games played with Hanafuda Koi-Koi derived from the verb Kuru, which means come when combining koi verbs (cumshot) is used as a necessity (command), so to say Koi Koi is a command or invite to continue playing. The goal of the game is to build a hand through 2 matches per round (planned matches and random matches). The round ends when one of the players has created a scoring hand. However, if they feel they can hand another score before another player is doing one, they can choose to Koi-Koi instead of taking the score and finishing the round (it's very easy and I'll break it down below). When researching how to play, I realized that there was a hard blur in the source between the actual rules and the house rules that became standard. So what I offer below is the most standard I can finagle and I'll include the general house rules at the end. Some might argue that some of these are house rules here as well, so play as you see fit. I learned from clubhouse games, nintendo's rule plates and Habafuki.org I've played a lot, mostly from my memories, so please let me know if something goes wrong! Steal from each other (this game is a gambling game) or the way I usually play is just to increase the score up while I go from base center. Also, I'm not a sticker for the way I manage it, but I've included nintendo's handling method (although I don't use it haha). Lots are random and luck, but with practice you will develop your own strategy and know what cards to try and get. You have to think. Koi-KoiOrigin: JapanPlayers:2Game Style: MatchingLength of Play: 6 or 12 rounds (month). number of decks: one deck full, no jokersHands (Yaku): 14 and 2Go deatal: be the first to hand-in-hand scoring points and claim points and earn more points than opponents. Koi-Koi matches are only made during the same month. So June falls in June and August AugustSET UP: Dealer selection: Each player draws random cards, the player with the first month now is the dealer (or Oya, Parent). Nintendo's rules allow you to deal two cards at a time (2 to opponents. 2 to pitch 2 to repeat themselves until each of them is 8). Before you start playing: Players must look for win immediately. First of all, check the pitch if the full month is dealt with with a field around the void and redealt, if there is 3/4 of the month handled on the pitch, a total of three is one stack of players who play the last card of the month to get all of that month. Then check the deal hand: If one of the players has an agreement, you can use the deal. Yaku (hand) round will end and they will earn Four Hands points: 4 Leaves in the same month: 6ptsSticky: 2 cards from 4 different months: PLAYA 6pts round consists of two players performing planned matches and random matches. Players may match cards in their hands and cards in the same month's field, or may add cards to fields that match those cards. When paired with the field, the player will leave the card in the match until after step 2.2, the player now reveals the card on top of the deck, and one of the following happens:• If it matches the cards, the player will be given that match, as well as other matches made in step 1 and add both matches to their library in front of them (this library is the pool.) • If the card matches the first match made, three in a month on the table, all three cards will remain in play and remain there until the final match of the month and claim all cards. They see if they formed in Yaku in their library. If they have, they can finish the round and claim their points, or if they believe they can make another Yaku (maybe better). Before other players can match, they may koi-koi and keep playing. Be careful if a player calls Koi-Koi and their opponent makes Yaku (any yaku) before they do, the opponent will get a double score. See yaku ratings when ready library: The library is the space in front of you, all the captured cards are: Here's a confrontation and this will create your pool, where you can build your Yaku.4.Play to the next player. The play in the round will continue until the player scores Yaku or the deck is exhausted, the month (round) ends and the field and hand are reorganized. The highest-scoring player is Oya.SCORING the new YAKU Koi Koi has only 14 hands, which makes it easy to remember after some practice. Some basic knowledge of Hanafuda's general scoring can help you learn them, but do not need them, since they do not use common point values. I have attached a reference sheet for the hand as well as a typical Hanafuda rating (at the bottom). Below is a quick reference for play and scoring. It was 'in progress' because it was the card I worked for my Kickstarter. When a player creates any Yaku below, they may stop around and score or call Koi-Koi as stated above. Only one player gets any points per round. If you're Koi-Koi, you can sort your Yaku again to score better, as if you had 3 Bright and you saw Rain-Man in the field, you might want Koi-koi in the hope that it would get your yaku 4 rain. If Yaku's players are worth more than 7 points at the end of the round, they get double points. (This is nintendo's official rule and I have seen it many other places, but honestly my house rule is not to do this). The game ends when you complete it within 6 or 12 months. Field multiplier:• If there are 20pt cards (any of the Brights) in the field after the deal, the points for the round are doubled. Matches: Some rules (including Clubhouse games, but not Nintendo's physical rules) require matching if they can be done in one step. This makes the strategy a little more difficult. • Blind Match: (sent by Tigrillo) in step 2, if it does not match, you may decide to add a card to the field or add it to your hand. • Yaku total rating: Any card applies to Yaku as they can, so if you have 5 bright, you also have cards for Rainy 4 and 3 bright, so you can get all the points. A: Some have cards viewed as yaku options, so depending on who you play with, you may want to confirm that they use them• Sake Cups and Lightning Cards: Similar to Ace, sake cups can be worth either 10 or 10 or 1 bolt cards in some models are used as wild cards, which can be used to match any cards in the field or if in any card field from your hand. • Koi-Koi: Actually, you can Koi-Koi only once per game, I've never seen this anywhere else. • Yaku month: (sent by Tigrillo) Yaku more for 4pts is a full collection of whichever month you are (so if in round four or April you can collect all four cards from April for 4pts).STRATEGYSo has some strategies for the game, even if it's a lot of luck, as you play, you'll learn which cards and combos to go and how to think quickly. Here are some tips:[floatleft]• I always try to get a sake cup even if you can't use it to keep your opponent from getting easy. If you can't match it, think about what you add to the field, don't play cherry blossoms on the field if you don't know where the camp curtain is. Don't accidentally help your opponent get a good race. Try playing cards that power matching has already done, or you know you can match them quickly• While Brights look great, it's not the best way to try and get them. Don't waste all your time trying to get a 20pt card and don't end up with any matches around it. • Some good ones to try and secure is poetry, scrolling and sliding blue, those with higher value He may make you a safe Rainy four, but destroy your chances for other brightness. • If you lose, try to get the Dregs so you can score first, they can have a few high score cards, but unless they do the match they don't get those points. Steal some rounds with low point combos. To practice playing online with others and maybe I'm heading to BoardGameArena, my username is MissKLC Cretcherwww.MoonRabbitHanafuda.com Cretcherwww.MoonRabbitHanafuda.com!

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