

Dear Hanafuda Fans,

For a bookmaking class I made a supplemental book for my Hanafuda deck, these are the exact pages I printed and bound. They are very tentative, filled with typos and most likely incorrect rules, that's why the books aren't available for purchase yet... oh and the type sucks.

However it does contain the rules for the following games:

Koi-Koi

Mushi

Go-Stop

and

Higo-Bana

It includes an overview of the cards, the general rules and a bit about my illustrations.

Feel free to download and use.

I hope to add more games to it as well as bind some better versions.

You can also download my cards as print and play, or purchase decks from my Esty shop

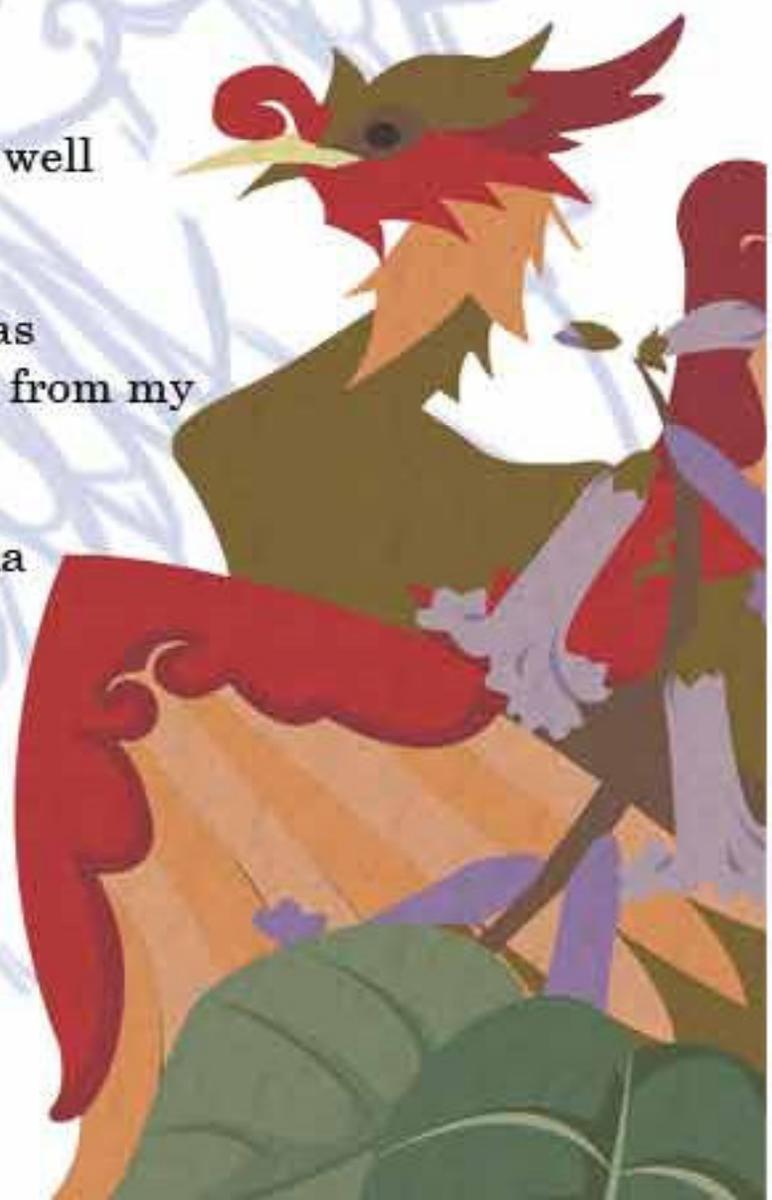
Please see my site

www.kelseycretcher.com/hanafuda
for details.

Thank you so much,

Kelsey Cretcher

I am available for free-lance and commission work as well



Hanafuda

Flower Cards

History

In Japan, card games were played almost exclusively by nobility and for non-gambling purposes. Around 1549 Portuguese playing cards were introduced and became extremely popular. These decks consisted of 48 cards. In 1633 foreign cards and gambling were banned during Japan's isolation from the western world. After this ban, new cards with new designs were being made. This was due to the high popularity of gambling games. Cards became more illustrative and were constantly being changed to avoid being banned. These initial cards and games were not as popular as the decks were larger and the games harder to learn. However, around 1765-1788 a new game was developed that returned the deck size back to the 48 card size introduced by the Portuguese. The deck was divided into 12 sets of 4 and soon became the base of many games. In 1791 it was

banned as well. Eventually laws were relaxed against gambling and cards, allowing Hanafuda to be created. In 1889 Fusajiro Yamauchi created a game company we now know as Nintendo. This company though now known for video games was initially created to produce and market Hanafuda Cards. Though not very popular in the beginning the wide spread use of them by Yakuza in gambling games made the cards extremely popular.



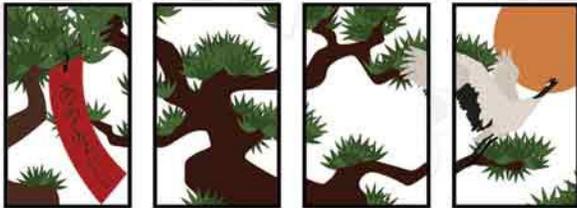
The Cards

and General Scoring

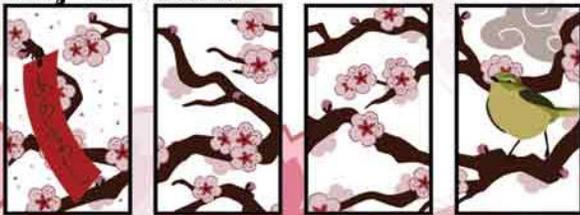
Hanafuda Cards consist of 4 cards in 12 sets. Each set represents a month of the year and a flower.

This scoring isn't used for most variants but helps define the different types of cards and their groups that will be used in the other scoring.

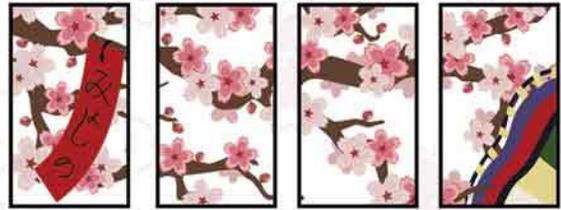
January- Pine



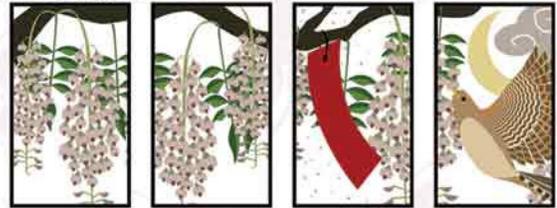
February- Plum Blossom



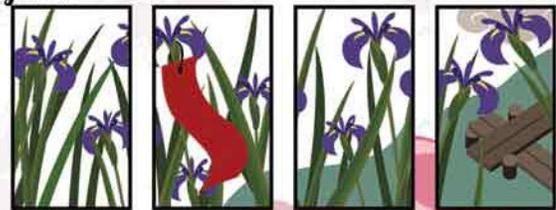
March- Cherry Blossom



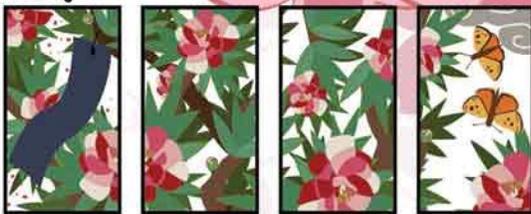
April- Wisteria



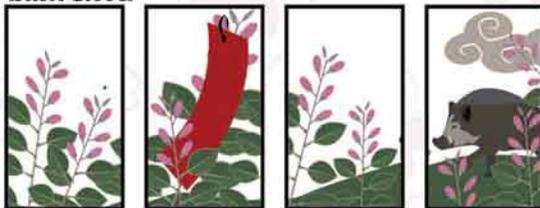
May- Iris



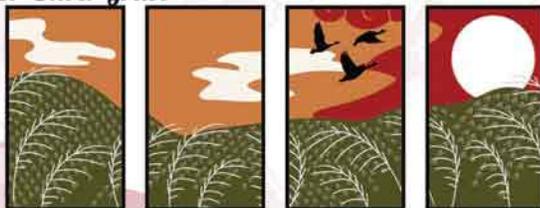
June-Peony



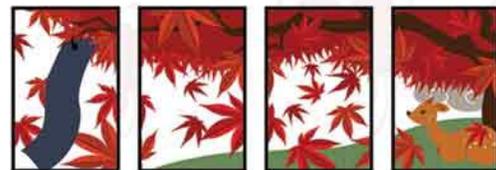
July- Bush Clover



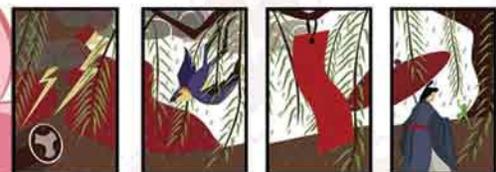
August- Silver Grass



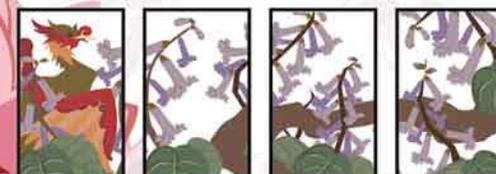
September- Chrysanthemum



October- Maple



November- Willow



December- Paulownia

General Rules

Hanafuda games typically follow a general layout for rules, these general rules are then edited and changed to form new variants. Before playing any variant of Hanafuda, reading the general rules and general point values for cards can be extremely helpful, as they will be referred to throughout this book.

Length

Typical games using Hanafuda have a round per month, for a total of 12 rounds, it is at the end of the 12th round that the player with the highest total wins. However this can be edited by the players and any number of rounds can be used.

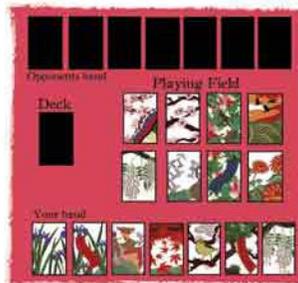
Dealing

A dealer or Oya, also referred to as Parent, is chosen by cards. For simplicity's sake this will be referred to as Dealer in this book. Generally a card

is dealt face down to each player and the player with the earliest month is the dealer. Some games have their own, like dealing 8 cards face down and having the players pick one randomly. This dealer is the dealer for one round, the next round's dealer is based on who has the highest score at the end of the game. Once a dealer is chosen play goes counter clockwise.

Playing Field

This is where the cards are dealt face-up on the table. The set up tends to vary per game.



Capturing Cards

Most games played with Hanafuda are capturing games. This is when a player takes a card from their hand and places it face up in the field. If this card is of the same month as another card the player 'captures' that card.

-If this card is of the same month as two other cards the player must choose which to 'capture'

-If this card is of the same month as three other cards the player captures all three cards. This is because if the whole month is now on the playing field, it's impossible for the other cards to be captured from this month.

-If this card doesn't match another card it remains in the playing field.

-Before the player claims their captured card(s) they play the card on the top of the deck onto the field. The player can capture additional cards following the same rules as when played from their hand. If this card matches none it remains in the field and the player collects their cards.

-The captured cards are then placed face up next to the player.

Tip: When organizing captured cards it's easier to see what hands you've made if you organize them by their point values: a row for the 20pt cards, a row for the 10pt cards etc. Tip: Hanafuda is as much a game of luck as a game of skill, don't arbitrarily match cards, make the matches count.

Hands

Hands are made from your captured cards, or from your starting dealt hand. These vary from game to game. Dealt hands are when the dealer deals you a set of cards that the game has labeled as a dealt hand. These cause the player to typically automatically win and end the round. Captured hands are formed from your captured cards as the name implies. A player will win all points from all the hands they have (even if a two hands share a card), unless a game specifically addresses this.

Scoring

Each game has rules on scoring, this can vary from taking just your points won and subtracting points from your opponents. The player with the highest score at the end of the set amount of rounds wins.

Go-Stop

Origin- Korea
Number of Players- 2-3
Cards- 1 deck of 48 plus optional jokers
Game Length- Not Set
Goal- Form Hands faster than your opponent

Set-Up

2 Player Game- 10 cards are dealt to each player face-down and 8 cards are dealt face-up to the playing field.
3 Player Game- 7 cards are dealt face-down to each player face-down and 6 are dealt face-up to the field.

There is only one Dealt Hand to look for in Go-Stop and that's 'President' which consists of 4 cards from the same month. If this Hand is dealt in the beginning the player who has it automatically wins the round and gets 5 pts.

If a Player is Dealt 3 of the same month, that player may reveal his hand to the other players or not. If he doesn't reveal it and the 4th card is on the field he may play all 3 cards at once 'Bombing' the field, capturing all 4. The player then draws and plays TWO cards from the deck and captures as normal.

Special Rules

In this game when the card is played from the player's hand and makes a match and then the card drawn and played also matches that match, the 3 cards stay on the field and the player doesn't collect them. The next player to play the 4th card in that set gets all 4 cards.

Also there are a few different cards in Go-Stop

The Snake Cup counts as either 2 dregs or 1 animal, not both
The Lightning card counts as 2 dregs
The stamped Paulownia card (not present in this deck) counts as two dregs

Korean Decks also have a series of Jokers that may be used in this game, however are not included in this deck, they can be found in traditional Korean decks, and hopefully in the future from the Illustrator of this deck.

If at the end of your turn there are no cards on the field or you captured all 4 cards of a month in one turn, the other players must give you one of their captured Dreg cards if they can.

A player also receives dregs from opponents if the card they play to the field doesn't match, remains in the field, and is then captured with his drawn card.

Play

Play in a round always begins with the dealer.

1. **Match**- The player plays a card from their hand to the playing field. If this card qualifies as a match then the player captures this card. If it matches two cards the player must pick one set, and if it matches three the player gets all four.

2. **Draw**- The player draws a card face up and plays it to the playing fields following the same rules as step 1. However if this card matches a pair made in step 1 then the three cards remain on the field until the next player who plays the 4th card captures all four.

3. **Collect** captured cards and end turn

This play continues until a player forms a Hand worth at least 3pts, or the players run out of cards (in which case the round is a draw and no one

any points). If a player forms a Hand worth 3pts or more, they can then choose to either 'Stop' and receive their points or 'Go' if they want to continue play with the goal of getting a better Hand. If the player chooses to continue play, then the game continues until that player improves their Hand or forms a higher scoring Hand before an opponent does, or until another player forms a hand and is presented the same choice. Only the player who declares stop will collect points.

Scoring

There are 15 hands in Go-Stop. When a player declares stop, that player and that player only scores points and wins.

The score is doubles if

- The player declared 'Go' 3 times, and this is doubled again for each 'go' after 3. So 6 'go' yields x16.
- If you revealed your hand of 3 matching cards in the opening round or 'bombed' the field.
- If no player won the last round (so every player played without 'Go' or 'Stop' being declared).
- If you won with Dregs, players with

less than 5 dregs must pay double (in a gambling game)

- If you won with Lights, players with no Lights captured pay double.
- If you captured at least 7 Animal cards.

These modifiers accumulate, so the player doubles their score for EACH rule met.

The winning player collects his final point score for each player.

Hands

15pts- 5 Lights



4pts- 4 Lights



3pts- 3 Lights

Any 3 lights



2pts- Rain 3 Lights

Any two Lights plus the rain card



3pts- Blue poems



3pts- Red Poems



1pt- Any 10 Dregs +1 for each additional

1pts- Poems



Any 5 Poetry Ribbons +1pt for each additional

5pt- Boar Deer Butterfly



5pts- 5 Birds



1pt- Animals



any 5 animal cards, +1pt for each additional

Mushi

Number of Players- 2

Cards- 40 cards. June and July are not used for this game

Game Length- 12 Rounds

Goal- Capture high scoring cards, form hands and score over 15 points

Set-Up

The dealer shuffles the deck and deals 8 cards to both of the players and then deals 8 cards face up on the playing field. Traditionally 4 are initially dealt in the order of opponent, field, and then the dealer, then repeated.

Special Rules

The Lighting card from November is a wild card. This card can be used in place of any card except for another from its month.

When dealt in play at the beginning of the round, it must be claimed using the the drawn card match phase, unless the drawn card is a willow.

When this card is drawn during the draw phase it can match any card on the field.

If this card is used to match a card other than a willow card, the player who captures the other 2 willows automatically receives the 3rd one.

Play

Play goes counter clockwise

1. **Match**- A player plays a card from his/her hand into the playing field, if this card matches a card in the field, they capture it. If it matches two, they must choose one, and if it

matches three they capture all three.

2. **Draw**- Draw a card from the top of the deck. Play this card to the field the same way as the card from your hand. If there is a match the player gets the match as well as the match from their hand. If there are two the player must choose, three the player gets all 4. If no match can be made the card remains in the field (the player still claims any match made with the first card played). Turn ends

This play continues until the players run out of cards. Then the round is over, the players score (see below) and the cards are reshuffled and dealt.

Scoring

At the end of each round the players take the point value of their captured hands and subtract this from the points of the other player. Then they add up the standard point values of all their captured cards (including ones in hands) this total is added to the score. Then they subtract 15pts as well as the points from their opponents captured hands (not cards just hands) for their final score. This is then carried over to the next round and is added to the new score and repeats for 12 rounds. At the end of 12 rounds the player with the higher points

Hands

30pts- 5 Lights



25pts- 3 Lights

This set is made with the Push Warbler from Feb. Rather than the actual lights



10pts- Wisteria Row



10pts- Paulownia Row



Koi-Koi

Number of Players: 2
 Cards: 1 Deck
 Game Length: 12 Rounds
 Goal: Create hands by matching cards faster than your opponent.

Set-Up

The dealer shuffles the deck and deals 8 cards to each player and deals 8 cards face up on the playing field. Before play the players must make sure they don't have any starting hands.

If a player's starting hand has a full month's set or 2 cards from 4 months, the round automatically ends and they get 6 pts.

Play

1. Match- The player matches a card from their hand with a matching card (from the same month) on the playing field. If there are two matching cards the player chooses one.

if there are three (making the whole set) the player captures the whole set.

2. Draw- Draw a card from the top of the deck. If this card matches a card on the playing field then the player takes that match. If there are 3 matches on the field (the rest of the month) the player gets all the cards. If no match is made the card joins the other cards on the playing field.

The matches made go off to the side face up. Usually organized into 4 rows based on point values.

3. If a winning hand is made, the player then can choose to call "Game" ending the round and collect their points, or if they believe they can make a new hand or improve an existing hand before the other player makes a hand they can call "Koi"

Calling "Koi" allows for the player to potentially make more points, however, if the other player makes a hand before the player who called "Koi" does they receive double the points. If the player who called "Koi" succeeds they receive standard points (not double) and can choose to end

the round or call "Koi" again.

End of Turn

This play continues for 12 rounds. The player with the most points is the winner.

Scoring-

Points won from captured hands are taken from the opponent.

For example if in the first round a player makes 10 points the score would be Player 1: 10pts Player 2: -10pts

Or if agreed upon, the players can just play from zero and add their points from there rather than subtracting from each other.

Hands

5 brights- Goko



10pts

Rainy 4-Ame-Shiko

Any 5-20pt cards + the Rain Man



7pts

Dry Brights- Shiko

the 20pt cards excluding the rainman



8pts

3 Brights- Sanko

Any three 20pt cards excluding the rain-man



5pts

Blue Ribbons- Ao-tan

+1 for each additional ribbon



5pts

Poetry Ribbons- Aka-tan

all the red ribbons with writing

+1 for each additional ribbon



5pts

Ribbons-Aka-tan,Ao-tan no Chofuku 10pts



The poetry + the blue ribbons +1 for each additional

Ribbons- Tan any (5 ribbons)



+1 for each additional ribbon

1pts

Boar-Deer-Butterfly

Inoshikacho

The boar, the deer, and the butterfly



5pts

+1 for each additional 10pt card

Animals- Tame Any 5-10pt cards



1pts

+1 for each additional 10pt card

Flower Viewing Moon Viewing

Hanami-zaki

Tsukimi-zaki



5pts

5pts

Combined viewing- 10pts

The sake cup and both the moon and the camp curtain



Dregs 1pt

For any 10 dregs
 -Plus an additional point for each additional dreg.

Higo-Bana (Sakura)

Origin- Hawaii

Number of Players- 2-7

Cards- 1 deck of 48

Game Length- Not Set

Goal- Capture high scoring cards and hand

Set-Up

The game is best played with 2-4 players. The amount of cards dealt varies based on the number of players participating. It can also be played in teams of two, the table is dealt the same and each player has their own hand but they share a capture pile.

2- 8 cards dealt to each player, 8 cards to the field

3- 7 cards to each player, 6 to the field

4- 5 cards to each player, 8 to the field

5- 4 cards to each player, 8 to field

6-3 cards to each player, 12 cards to field

7- 3 cards to each player, 6 cards to field

If all four cards from one month are dealt to the field the dealer captures the set.

Special Rules

Higo-Bana has different scoring values for the cards.

The Rain Man (November's 30pt card) is not a 20 point card but is grouped with the animals rather than the brights.

Scoring is as follows:

The Brights (excluding the rain man)-20pts

The Ribbons- 10pts

Animal Cards (+Rain Man)- 5pts

Dregs-1pts

Play

1. Match- The player plays a card from their hand to the playing field, if this card qualifies as a match then the player captures this card. If it matches two cards the player must pick one set, and if it matches three the player gets all four.

2. Draw- The player draws a card face up and plays it to the playing fields following the same rules as step 1. However if this card matches a pair



made in step 1 then the three cards remain on the field until the next player who plays the 4th card captures all four.
 3. Collect captured cards and end turn
 This continues until the deck no longer has cards (even if there are cards in your hand)

Scoring

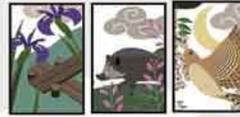
Scoring is done a bit differently than the previous games have scored. When the deck is exhausted ending the round, players:
 1. Add up the value of their individual captured cards
 2. Add of the value of their captured Hands
 3. Add these together.
 4. Subtract spts for each opponents captured hands.

The player with the highest score receives 1 pt (rather than their total) or if they've won by 100pts they receive 2 pts.

Players play as many rounds as they want.

Hands

There are 8 hands in Higo-Bana and each are worth spts.



About the Illustrations

HanaFuda Illustrations were initially drawn simplistically and had limited colors. This allowed for them to be printed easily and quickly. Often special versions of the deck would incorporate additional magry into the classic images, not changing the basic art or design just supplementing it. Some regions would change aspects, like some Hawaii decks have pineapples instead of Paulownia flowers. The basic look of the the cards however have remained the same way for decades.

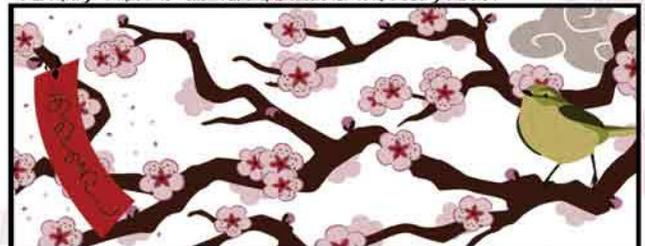
For my deck I sought to retain this simplicity in style but merge some modern aesthetics (well my aesthetics with is). I chose to use vectors as it allowed me to do the designs in simple forms and repeatable patterns. I kept all the same aspects, finding ways to incorporate all traits (such as the red on the moon card) while creating stand alone images. I wanted each month's set to create a whole image, one that could potentially stand on its own, and when the cards lined up they make the full picture. I based my color palette on colors that helped represent the time of year the months fell in, while also having the whole decks palette be cohesive, and unisex.

This deck was started my Sophomore year at the Cleveland Institute of Art (2009), and was finally completed a year later.

January- Japanese Pin with Crane and Poetry ribbon



February- Plum Blossom with Bush Warbler and Poetry Ribbon



March- Japanese Cherry Blossoms, Camp Curtain and Poetry Ribbon



April- Wisteria with red ribbon and Cuckoo with moon



May- Iris with a red ribbon and 8-planked bridge



June- Peony with Blue ribbon and 2 yellow spotted butterflies



July- Bush Clover with red ribbon and boar.



August- Silver Grass with Moon on red sky and geese in flight.



September- Chrysanthemum with blue ribbon and sake cup



October- Red Maple with blue ribbon and deer



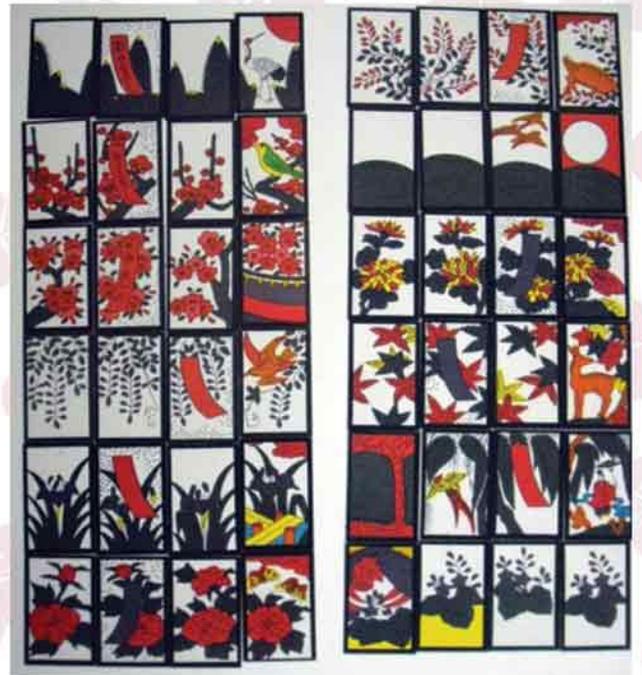
November- Willow, Lightning Storm, Swallow, Taiko Drum, and Ono no Michikaze Umbrella and frog



December- Paukownia with Chinese Phoenix



I included clouds on all the 10pt animal cards to help identification during gameplay. Often one of December's dregs have the artists signature or the company's logo. I chose to leave this out as to not affect the image. Many of the images come from old Japanese folklore and legend. The Ram Man or Ono no Michikaze is a historical figure who became part of folklore, proverbs, and even graced the first illustrated Japanese mail stamp.



Original HanaYata Cards

About the Illustrator

Kelsey Lynn Cretcher

Kelsey Cretcher is an Illustrator currently based out of Cleveland, Ohio. She is currently pursuing a Bachelor of Fine Arts in Illustration from the Cleveland Institute of Art.

She enjoys illustrating packaging, especially game design and illustration. In her spare time she illustrates pin-up girls.

See her work at:
www.kelseycretcher.com
kretcher.deviantart.com



Contact her at
kretcherillustration@gmail.com