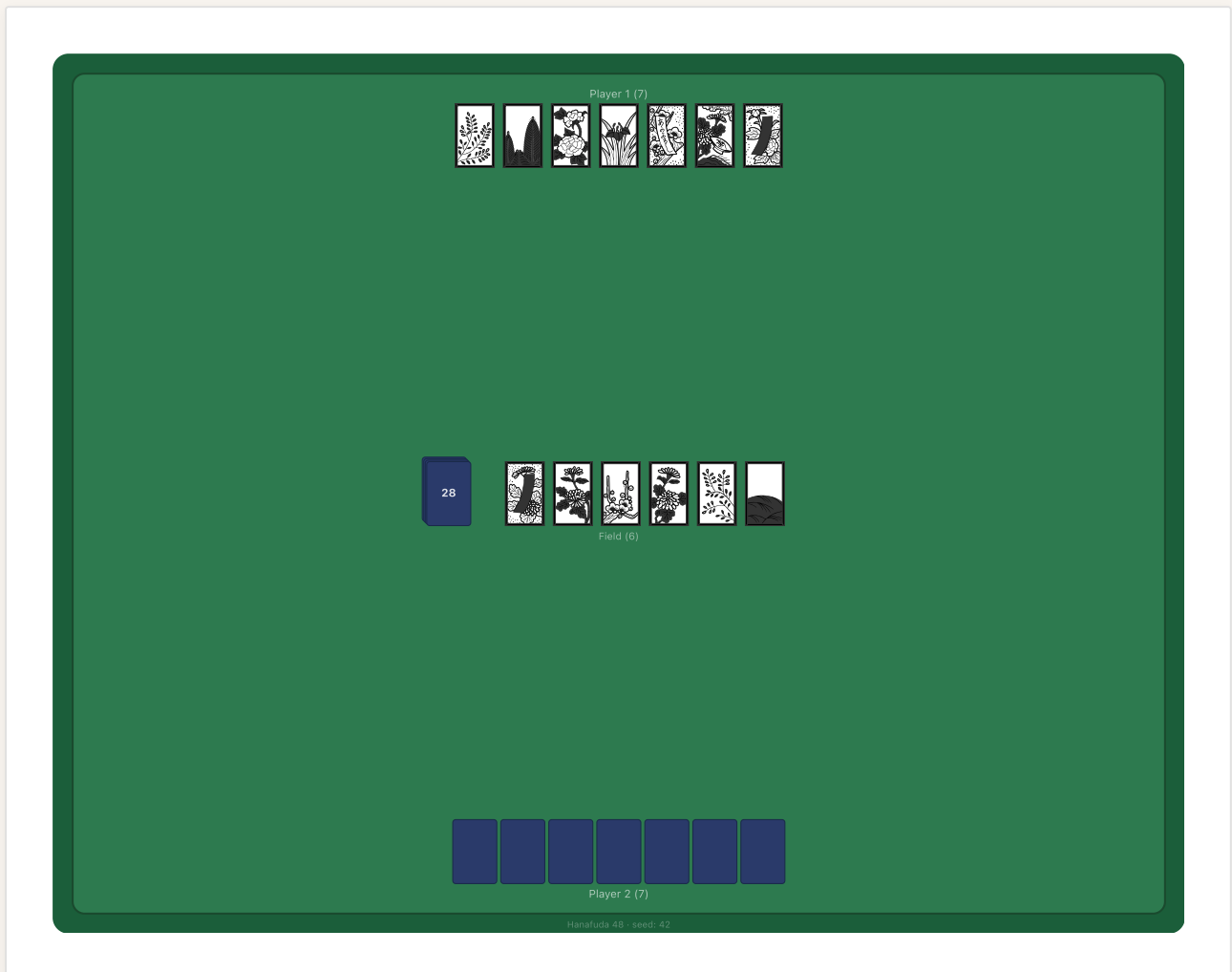


GO-STOP

Go-Stop (고스톱, also called Godori or Hwatu) is the most popular card game in South Korea, played with a Hwatu deck – the Korean version of the Japanese hanafuda deck. Like Koi-Koi, it uses matching by month and collection of scoring combinations. Its defining mechanic is the **Go/Stop decision**: after reaching a scoring threshold, the current player must choose whether to declare “Stop” (take winnings) or “Go” (continue for bigger rewards at increasing risk).



Go-Stop – table layout

<https://engine.moddable.games/play/?game=flower-48&variant=go-stop>

THE DECK

48 Hwatu cards in 12 suits (months), 4 cards per month. Card types by value:

- ♦ **Bright (광, Gwang):** 5 cards, one each in January (Pine), March (Cherry Blossom), August (Full Moon), November (Rain), and December (Phoenix)
- ♦ **Animal (열꿩, Yeolggeut):** 9 cards
- ♦ **Ribbon (때, Ddi):** 10 cards, in three types: Red Poetry (Jan, Feb, Mar), Blue (Jun, Sep, Oct), and Plain
- ♦ **Junk (피, Pi):** 24 cards; some months have a bonus double-junk card worth 2 junk

THE DEAL (3-PLAYER)

Each player is dealt **7 cards**. **6 cards** are placed face-up on the field. Remaining cards form the draw pile.

THE TURN

- 1 Play a card from hand:** if it matches a field card's month, capture both; if no match, place it on the field
- 2 Draw from the pile:** if the drawn card matches a field card's month, capture both; if no match, place it on the field
- 3 Check for Go/Stop:** if the player now meets the scoring threshold, they must declare Go or Stop

SPECIAL CAPTURES

Ttadak (따닥): if the card played from hand AND the drawn card both match field cards of the **same month** (capturing two separate pairs in one turn), the player earns a bonus and each opponent pays 1 chip penalty.

Triple field capture: if three cards of the same month are already on the field when you play the fourth, you capture all four.

SCORING COMBINATIONS

Brights:

- ♦ 3 non-Rain Brights = 3 pts
- ♦ 3 Brights including Rain (November) = 2 pts
- ♦ 4 Brights = 4 pts
- ♦ 5 Brights = 15 pts

Animals:

- ♦ 5 animals = 1 pt; +1 pt per additional animal
- ♦ Godori (고도리): Cuckoo (February) + Bush Warbler (April) + Geese (August) = 5 pts

Ribbons:

- ♦ 5 ribbons = 1 pt; +1 pt per additional ribbon
- ♦ Red Poetry ribbons (Jan + Feb + Mar) = 3 pts
- ♦ Blue ribbons (Jun + Sep + Oct) = 3 pts

Junk:

- ♦ 10 junk cards = 1 pt; +1 pt per additional junk
- ♦ Double-junk cards count as 2

THE GO/STOP DECISION

When a player reaches **3 points** (or the agreed threshold), they must announce:

- ♦ **“Stop” (스톱):** collect winnings. Other players pay the stopping player. Round ends.
- ♦ **“Go” (고):** continue. Scoring accumulates. A player who has said “Go” cannot later collect fewer points than accrued.

Risk of “Go”: If another player stops first, or the draw pile is exhausted before the Go-player stops, the player who said “Go” pays **double penalties** to the winner. Each additional “Go” declaration multiplies the payout by 2.

If the “Go” player successfully stops later without another player stopping first, they collect at a multiplied rate.

PENALTIES

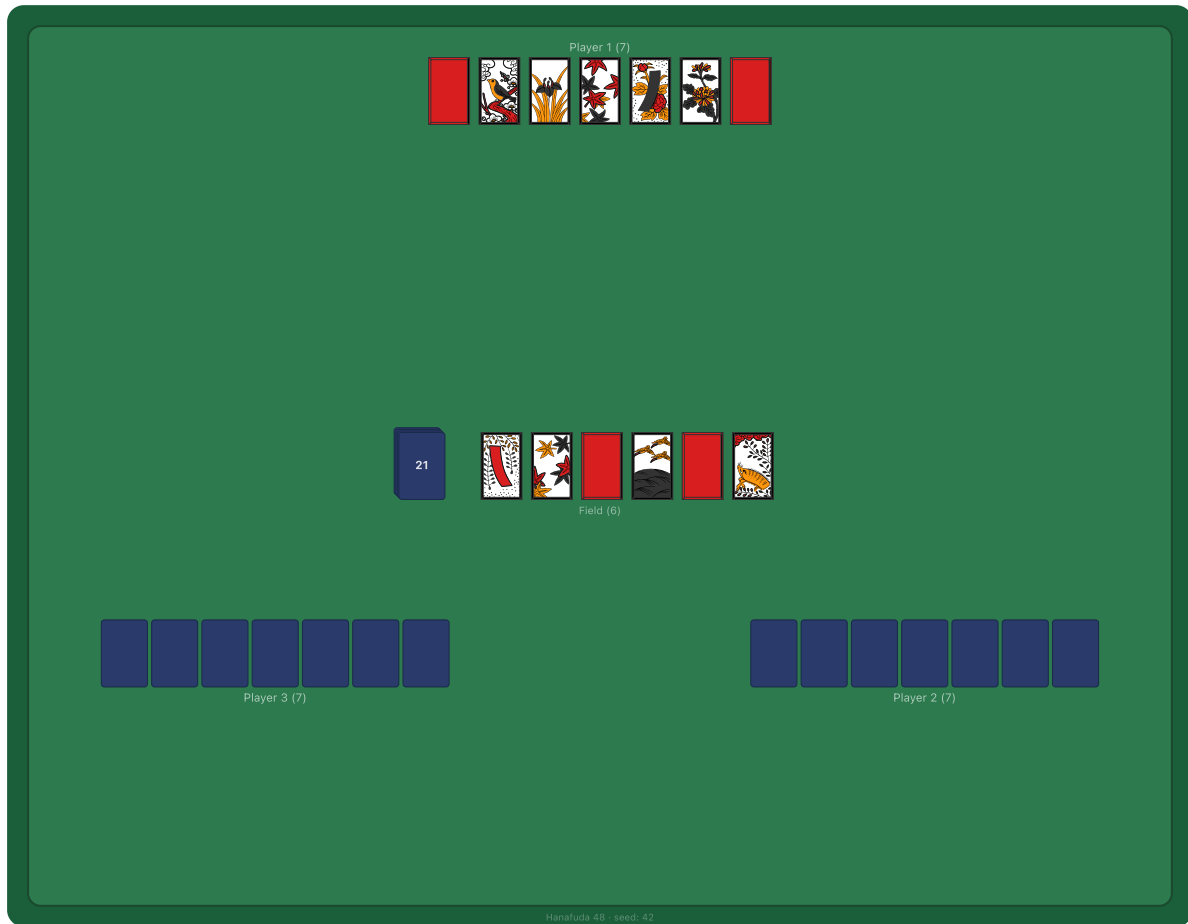
Other players pay the winner chips based on the winner’s total points. Bonus payments apply for winning with 7+ points, for opponents holding only junk, and for multiple “Go” declarations.

2-PLAYER GO-STOP

Each player receives **10 cards**; 8 cards are placed on the field. Otherwise identical to 3-player.

HANA-AWASE

The foundational Hanafuda card-matching game from which Koi-Koi and other variants are derived. Players match cards by suit (month) and collect them; the player with the highest captured value at the end of the round wins.



Hana-Awase – table layout

<https://engine.moddable.games/play/?game=flower-48&variant=hana-awase>

SETUP

2 players: deal 8 cards to each player, 8 to the field, 24 as draw pile. **3 players:** deal 7 cards to each player, 6 to the field, 27 as draw pile. **4 players (partnership):** deal 5 cards to each, 8 to the field, 20 as draw pile.

TURN STRUCTURE

Identical to Koi-Koi without the yaku declaration step:

- 1 Play a card from hand to the field. If it matches a field card by suit, capture both.
- 2 Flip the top draw card. If it matches a field card, capture both.
- 3 Unmatched cards remain in the field.

Repeat until all hands and the draw pile are exhausted.

CARD VALUES

TYPE	POINTS
Bright	20
Animal	10
Ribbon	5
Plain	1

Sum all captured card values. Highest total wins the round.

Scoring benchmark: the full deck totals 264 points ($5 \times 20 + 9 \times 10 + 10 \times 5 + 24 \times 1$). In a two-player game, each player can score up to 132 points. Scores above 132 are a win; below 132 is a loss.

ATTRIBUTION

Hana-Awase ・ わせ. Traditional Japanese card game. Rules in the public domain. Source: Pagat.com (*Hanafuda*).

KOI-KOI

The most widely played Hanafuda game. Two players compete over 12 rounds (one per month). Each round, players match cards from their hand to the table by suit, building a captured pile. When a player completes a scoring pattern (yaku), they choose: declare a win and collect points, or say **"Koi-Koi"** (「こいこい」, "come on") to continue playing for a higher score — at the cost of losing the bonus if the opponent scores first.

{{svg:koi-koi-board.svg "Koi-Koi – table layout"}}

SETUP

Shuffle the 48-card deck. Deal:

- ♦ 8 cards face-down to each player (hand)
- ♦ 8 cards face-up to the centre (field/table)
- ♦ Remaining 24 cards face-down as the draw pile

If either player is dealt a dealt yaku (Teshi or Kuttsuki, see below), they may declare it immediately for an automatic win.

TURN STRUCTURE

Players alternate. On your turn:

Play from hand: choose one card from your hand and place it face-up.

- ♦ If it matches a field card by suit (month), take both and add to your capture pile.
- 1 ♦ If two field cards match, you choose which to capture; if three match, you capture all three.
- ♦ If no match, the card remains in the field.

Draw from pile: flip the top card of the draw pile.

- 5 ♦ Apply the same matching rules.
- ♦ If it matches a field card, capture it. If not, it stays in the field.

Check for yaku: if your captures now complete one or more yaku, you must choose:

- 8 ♦ **Declare win:** the round ends; you score your yaku points.
- ♦ **Say Koi-Koi:** play continues. If you later complete additional yaku, your total score grows.

If you said Koi-Koi and the opponent completes a yaku before the round ends, the opponent scores **double** for that round.

A round also ends when both players exhaust their hands and the draw pile. If neither player declared a win, the round is a draw (no points scored).

YAKU (SCORING PATTERNS)

BRIGHT YAKU

YAKU	CARDS REQUIRED	POINTS
Goko ・ (Five Brights)	All 5 Brights	10
Shiko ・ (Four Brights)	Any 4 Brights, excluding Rain Man	8
Ame-Shiko ・ (Rainy Four Brights)	Any 4 Brights, including Rain Man	7
Sanko ・ (Three Brights)	Any 3 Brights, excluding Rain Man	5

VIEWING YAKU

YAKU	CARDS REQUIRED	POINTS
Tsukimi-de-Ippatsu ・ 月見 (Moon Viewing)	Full Moon (Aug) + Sake Cup (Sep)	5
Hanami-de-Ippatsu ・ 花見 (Blossom Viewing)	Cherry Curtain (Mar) + Sake Cup (Sep)	5

Note: Viewing yaku may be disabled by house rules in competitive play.

ANIMAL YAKU

YAKU	CARDS REQUIRED	POINTS
Ino-Shika-Cho ・ 猪・鹿・蝶 (Boar-Deer-Butterfly)	Boar (Jul) + Deer (Oct) + Butterflies (Jun)	5
Tane ・ (Animals)	Any 5 Animals	1(+1 per additional)

RIBBON YAKU

YAKU	CARDS REQUIRED	POINTS
Akatan Aotan no Chofuku ・ 赤・青・白 (Red Poetry)	All 3 Red Poetry + all 3 Blue ribbons	10
Akatan ・ (Red Poetry)	Pine + Plum + Cherry Poetry ribbons	5
Aotan ・ (Blue Ribbons)	Peony + Chrysanthemum + Maple ribbons	5
Tan ・ (Ribbons)	Any 5 Ribbons	1(+1 per additional)

PLAIN YAKU

YAKU	CARDS REQUIRED	POINTS
Kasu ・ カス (Plains)	Any 10 Plains	1 (+1 per additional)

The Sake Cup (Sep-Animal) counts as both an Animal and a Plain in some house rules.

DEALT YAKU

Declared before play begins if dealt in the initial hand:

YAKU	CONDITION	POINTS
Teshi ・	Four cards of the same month dealt to one player	6 (or automatic win)
Kuttsuki ・ くつつぎ	Four pairs (8 cards, 4 matched suits) dealt to one player	6 (or automatic win)

If a dealt yaku occurs, the round is redealt or scored immediately per house rules.

SCORING AND ROUNDS

A standard game is **12 rounds**, one for each month. The player who dealt first in round 1 switches each round, or the previous round's winner deals.

If you declared Koi-Koi and won the round, your score is **doubled**.

If you said Koi-Koi and the opponent wins the round, the opponent's score is doubled.

A target score (e.g. 50 or 100 points over 12 rounds) determines the match winner, or simply the highest total after 12 rounds.

ATTRIBUTION

Koi-Koi ・ こいこい. Traditional Japanese card game. Rules in the public domain. Primary source: Wikipedia (*Koi-Koi*); secondary: Pagat.com (*Hanafuda*).

OICHO-KABU

A Japanese betting and gambling card game played with Hanafuda (or dedicated Kabufuda) cards. Unlike the matching games, Oicho-Kabu uses the cards' **month numbers as numeric values**, not their suit imagery. The goal is to hold cards whose values sum to as close to **9** as possible – the word *Kabu* (カブ) means 9.

The game is structurally similar to Baccarat and is the origin of the word *Yakuza* (literally “8-9-3,” a losing hand).

{{svg:oicho-kabu-board.svg “Oicho-Kabu – table layout”}}

CARD VALUES

Each card's value is the numeric value of its month:

MONTH	VALUE
January	1
February	2
March	3
April	4
May	5
June	6
July	7
August	8
September	9
October	10 → 0
November	11 → 0
December	12 → 0

All four cards in a suit share the same value. October, November, and December count as zero.

Hand value = sum of all card values **mod 10**. Only the final digit matters.

SETUP

One player is the **banker** (parent / oya). All other players are punters (ko). Players place bets against the banker before cards are dealt.

Shuffle all 48 cards. Deal **two cards face-down** to each player and the banker.

PLAY

- 1 Players look at their two cards privately and calculate their hand value (sum mod 10).
- 2 Each player may request a **third card** (face-up) to improve their hand, or stand.
- 3 The banker also has the option to draw a third card.
- 4 All hands are revealed. The player closest to **9** beats the banker.
- 5 An exact tie goes to the banker.

SPECIAL HANDS (YAKU)

Certain hand combinations pay out at a bonus multiplier:

YAKU	CONDITION	PAYOUT
Kabu ・ カブ	Hand = 9 (two cards)	2×
Oicho ・ おいちょ	Hand = 8 (two cards)	2×
Shichisan ・	Two cards totaling 7 and 3 (i.e. one 7-value + one 3-value)	varies
Arashi ・ (Storm)	Three cards of the same value (triplet)	3×
Shippin ・ アイテン	Hand = 4	varies
Yakuza ・ ヤクザ	Hand = 8-9-3 specific combo (original meaning)	loses

Exact payout rules and yaku lists vary significantly by house rules. The above represents the most commonly documented version.

SETTLEMENT

All players who beat the banker receive their bet back plus an equal amount from the banker. Players who tie or lose pay their bet to the banker. Special hands pay at the applicable multiplier.

ATTRIBUTION

Oicho-Kabu ・ おいちょかぶ. Traditional Japanese card game. Public domain. Sources: Wikipedia (*Oicho-Kabu*); Pagat.com (*Hanafuda*). Note: detailed payout tables and regional yaku variations require a Japan-specific primary source for full accuracy.