

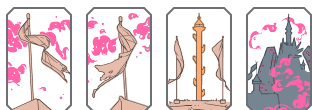
January – Pine
Swords



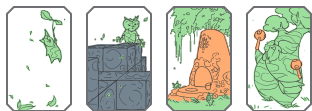
February – Plum Blossom
Horses



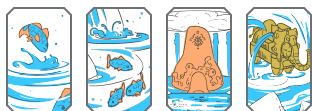
March – Cherry Blossom
Hyrule



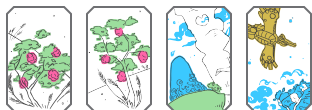
April – Wisteria
Koroks



May – Iris
Hearty Bass



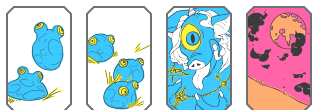
June – Peony
Wildberry



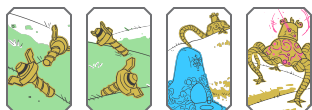
July – Bush Clover
Fireproof Lizard



August – Pampas Grass
Monsters



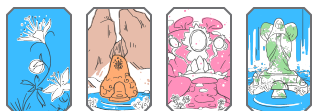
September – Chrysanthemum
Guardians



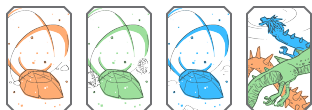
October – Maple
Electric Safflina



November – Willow
Silent Princess



December – Paulownia
Dragons



Breath of the Wild hanafuda

This Breath of the Wild card deck is a direct parallel to a traditional hanafuda set, with 48 cards split into 12 suits of 4. Each suit represents a calendar month, and traditional hanafuda are decorated with flowers or plants that bloom in that month. Shown here are the images used in this deck, chosen from items, monsters, and locations in Breath of the Wild, listed along with their parallel suits from traditional hanafuda.

Light cards [traditional designs in brackets]: Master Sword [crane], Hyrule Castle [curtain], Blood Moon [moon], Hylia [rain man], and dragons [phoenix].

Seed cards: Melanya [bush warbler], Hestu [cuckoo], Vah Ruta [bridge], Vah Medoh [butterflies], Vah Rudania [wild boar], Hinox [geese], Guardian Stalker [sake cup], Vah Naboris [deer], and Fairy Fountain [swallow].

Scroll cards: The poetry scrolls have been exchanged for towers and shrines. Towers stand in for scrolls with writing, located in the suits of Swords, Horses, Hylian Flags, blank scrolls are now shrines. Blue scrolls remain blue as shrines, but all red scrolls are now orange for their shrines or towers.

Basic cards: The remaining cards, after lights, seeds, and scrolls. In this deck they are Swords, Horses, Hylian Flags, Koroks, Hearty Bass, Wildberries, Fireproof Lizards, Chuchus, Ancient Screws, Electric Safflina, Silent Princess, and Dragon Scales.

Card points: For other hanafuda games that use points, light cards are worth 20, seed cards 10, scroll cards 5, and basic cards 1. In some instances or games, the Guardian Stalker [sake cup] can be used as either a seed card or a basic card.

Koi-Koi

Koi-Koi is a game for two players which uses the full deck of 48 hanafuda cards. The goal is to earn points by making sets, or **yaku**, as fast as you can. It is possible to win a game as soon as you have completed a single set. A full match consists of 12 games, and the player with the most points after 12 games is the winner.

Choose a dealer: The cards are shuffled and laid on the table face down. Both players choose one card, and the player who selects a card from the earliest month becomes the dealer. If there is a tie, choose again until a dealer is determined.

Dealing the game: The dealer deals two cards at a time, to their opponent face-down, to the playing field between them face-up, and to themselves face-down, in that order. Both players should have eight cards, and there should be eight cards face-up between them. Place the remaining deck of cards to the side, face-down.

Play: The game begins with the dealer taking one card from their hand and placing it face up on the field. If the card matches the month of any of the cards on the field, the dealer can take the pair. If there are no matching cards on the field, the card remains on the field face up. Either way, the dealer then takes a card from the top of the deck, places it on the field, and again if there is a card with the same month on the field, the two cards become a pair. If not, the card remains on the field. The dealer takes any matching pairs they gained, and places them face up in front of them, ending their turn.

The opponent then takes their turn in the same manner.

Continue to take turns playing until one of the players assembles a set. Tally the points scored for that set, and start a new game, with the winner becoming the dealer. If either player is unable to make a set and their cards run out, the game is a draw and the opponent becomes the dealer in the next game.

Calling Koi-Koi: After a player makes a set they can either end the game there and earn the points for that one set, or if they think they can get another, they can call "Koi-Koi!" and keep playing to try for another set. But be careful, because if you call Koi-Koi and your opponent manages to make a set before you make your second, then your opponent will win the game and receive double points for their set. Koi-Koi can only be called once per game.

Scoring: If a player's sets total 7 or more points in a single game, they earn double points.

Lucky hands: If either of the following sets are in a player's starting hand, they win the game immediately with a score of 6 points.

Four of a kind: hand consists of all four cards from one month.

Paired months: hand consists of four pairs of cards from four months.

Sets

Traditional sets (point value) Breath of the Wild translations

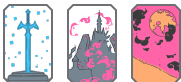
Five Lights (10 pts) All five of the light cards.



Four Lights (8 pts) Any four light cards, except if it includes Hylia it's only worth 7 points.



Three Lights (5 pts) Any three light cards except Hylia.



Blossom Viewing (5 pts) Hyrule Castle and Guardian Stalker



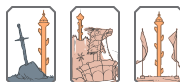
Moon Viewing (5 pts) Blood Moon and Guardian Stalker



Boar, Deer, & Butterfly (5 pts) Vah Rudania, Vah Naboris, & Vah Medoh.



Red Scrolls (5 pts) Orange towers (Great Plateau, Akkala, & Central Tower)



Blue Scrolls (5 pts) Blue shrines (Akh Va'quot, Katak Chuki, & Daqo Chisay)



Seeds (1 pt) Five seed cards. Additional seed cards are worth 1 pt each.

Scrolls (1 pt) Five shrine cards. Additional shrine cards are worth 1 pt each.

Basic (1 pt) Ten basic cards. Additional basic cards are worth 1 pt each.

Red & Blue Scrolls (10 pts) Blue shrines and orange towers. Additional shrine cards are worth 1 pt each.

Blossom Viewing and Moon Viewing do not have to be sets, since the Guardian Stalker card can be used as either a seed card or a basic card, chosen by the player who holds it that game.