

Goo Stupe

~~Vandalized~~ edited by suryong 8/6/2020

With (unsent) apologies to John McLeod (pagat.com), Yishin Sho, Henry Park, and everybody else involved, including the source of the pictures.

Introduction

[Flower cards](#) were invented in Japan, not Portugal.

Nowadays, however, it is in Korea that games with flower cards are most popular. The best-known Korean flower card game is Go Stop, which like most Japanese flower card games is a [fishing game](#) (no, you don't collect fish in this game).

Goo Stupe is mostly the same, except now the rules for the game became stupid and now it's a drinking game.

Players capture cards from a central field by playing a card of the same month (the flower/plant on the card denotes which month the card is, so yeah, in other words, playing a card of the same flower). The aim is to collect scoring combinations among the cards captured. In Go Stop, when a player's captures have a sufficient value, the player can **stop** the game and claim payment, or can continue the game (**go**) in the hope of winning more, but risking that an opponent will win meanwhile. It is this decision to stop or go that gives the game its name. In Goo Stupe, the sufficient value is **5 points**, and the player cannot stop the game unless they reach this score.



The flower cards used for this game are known in Korean as ~~chosen-bana~~ hwatu. Since the game is rather popular, they can often be obtained in supermarkets that sell Korean food or other goods (good luck finding one though, depending on what country you live in).

[Korean Flower Cards](#) can also be ordered from amazon.com. If Korean cards are not available, Japanese flower cards can be used as a substitute (which are harder to obtain unless you live in Japan, mind you).

Players and cards

There can be 2 or 3 active players. It is possible for up to six or even six hundred people to take part in a game, but if there are more than three, only three will play at any one time, while the rest wait for the next deal - see the section on [more than three players](#) for further details.

A pack of flower cards - known in Korea as **hwatu** - is used, consisting of 48 cards, to which one or more jokers may be added. There are 4 cards corresponding to each of the 12 months of the year, in most cases represented by a flower appropriate to the month. Some of these cards also show a ribbon, not bright or other object, indicating a higher value.

The cards are divided into four unequal groups: 5 bright (*kwang*), 9 not bright (*yul*), 10 ribbons (*tti*) and 24 trash (*pee*), as shown in the following illustration:

Bright *kwang* / Not bright *yul* / Ribbons *tti* / Trash *pee*

January pine



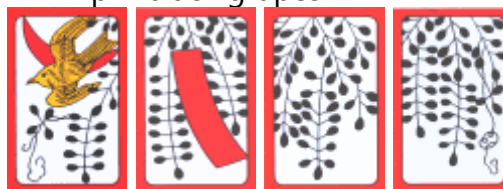
February plum



March sakura



April black grapes



May iris



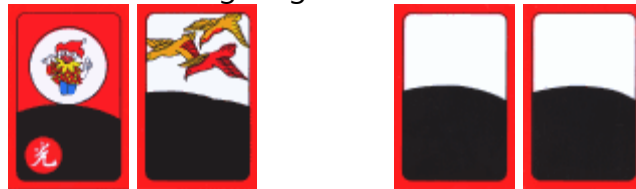
June rose



July red grapes



August grass mound



September mums



October maple



November paulownia



December willow/rain



With a little practice, the cards are easy to identify (except for those who are not interested in the game, then of course they will never be able to identify the cards in their lifetime). In most Korean packs (unlike Japanese ones), the five bright (*kwang*) cards have the Chinese character for "*guang*" (bright) printed in white on a red circle, which distinguishes them from the not bright (*yul*). The least obvious card to identify is the trash of the December (rain or willow) suit, known as the Storm/Lightning. Most packs include two different versions of this card, but only one is used in the game.

In addition, most packs contain a collection of jokers with special properties. The game can be played without them, or using one or more of them, depending on how wasted you and the other players want to be after playing this game.

It seems that the number and nature of the jokers varies from deck to deck: below are examples from five decks. In this game, that doesn't matter because all of them will have

the same properties regardless of whatever text or scribbles are printed on them. Each joker in a player's captured area count as one trash.



Deal and layout

The players at the beginning of the game will make a list of players to participate in the game (if there are more than 3 players). The oldest player will be the first in the list, will decide the order of the names on the list, and will also be the dealer in the first round. The winner in each round (or the player who replaces the winner) will become the dealer in the next round.

The dealer shuffles the cards and the dealer's opponent (the player to dealer's left if there are three players) has the right to cut if they so wish to do so.

2 players: the dealer deals 10 cards to each player and 8 face up to the centre of the table as follows: 5 cards to dealer's opponent, 5 to dealer, 4 to the table, 5 to dealer's opponent, 5 to dealer, 4 to the table.

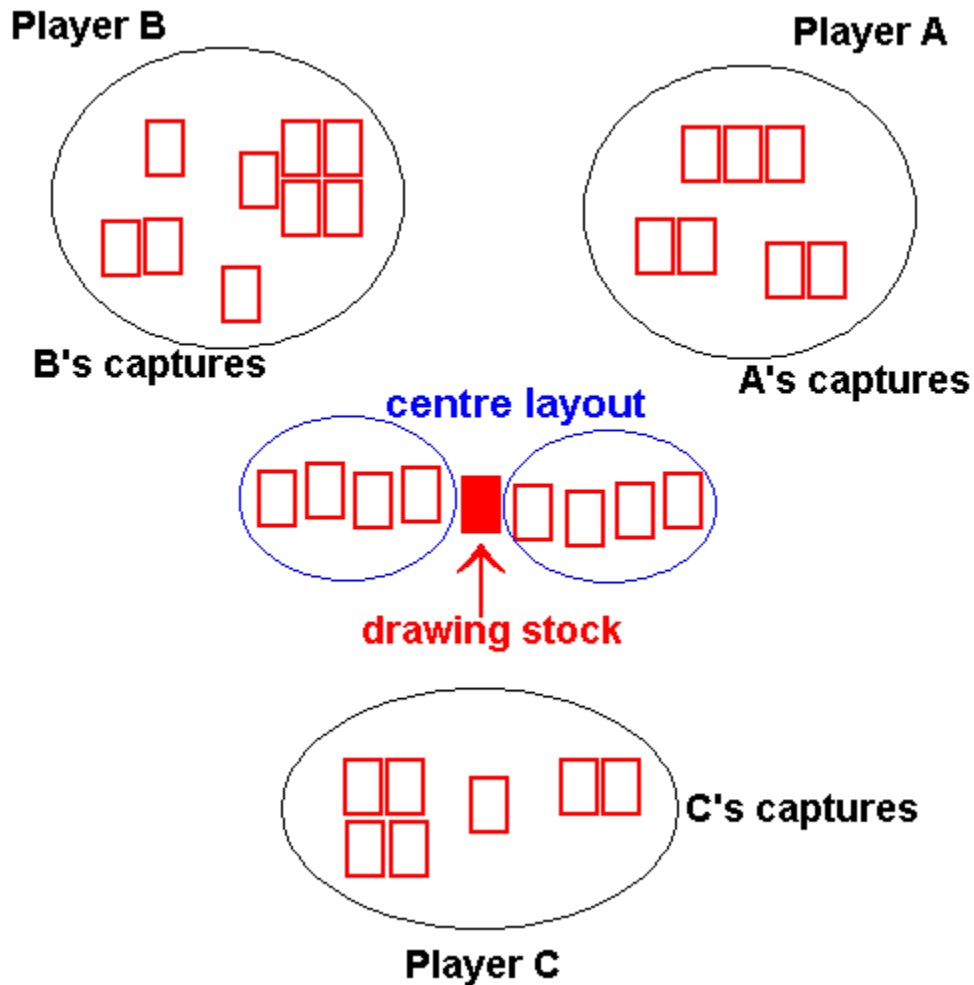
3 players: deal 7 cards to each player and 6 face up to the centre of the table as follows: 4 cards to each player, 3 to the table, 3 to each player, 3 to the table. The 3-player game is dealt and played counter-clockwise: the first cards are dealt to the player to dealer's right.

The remaining cards are placed face down in a stack in the centre of the table to form the **draw pile**.

As in most card games, the players pick up their cards and look at them, holding them so that the owner can see their faces but their opponents cannot.

The cards that were dealt to the table are laid out face up in the centre area so that all are visible, normally on either side of the draw pile. I call this the **field**. (sorry guys, I operate on TCG terminology) (*just imagine it's a field of flowers*) During the game cards will be added to and captured from this field.

Each player stores captured cards in front of him or her, but kept face up so that they are visible to all players. It is mandatory to group captured cards into brights, not brights, ribbons and trash, so that the state of the game is clear. I will refer to the area where a player keeps captured cards as the player's **capture area**. Captured cards normally remain in the player's capture area until the end of the play, but there are a few special events that require a player to surrender a captured card, moving it to another player's capture area.



Play

Before the play begins, players check for triples or quads (three or four cards of the same month) in their hands or on the table.

- If there are four cards of the same month on the table, the deal is void. The cards are reshuffled and dealt again by the same dealer.
- If you have four cards of the same month in your hand, you show them and win the round immediately, and each of your opponents takes 1 shot. *(If there are two or more players who have quads in their hand, the round is cancelled and nobody takes a shot)*
- If there are three cards of the same month on the table, they are combined into a stack, which is captured as a single unit.
- A player who has three cards of the same month in their hand may declare them at the start of any turn by showing them to the other player(s). This is known as *heundeum* (literally 'shaking'). It is a disadvantage to hold three cards of the same

month, and an even bigger disadvantage if your opponent(s) know that you have them. But if you choose to show your set of three cards before playing any of them, nothing special happens if you manage to win the game despite this disadvantage. (*Life is not fair.*)

The dealer plays first. A normal turn consists of

1. playing one card from your hand to the field, and then
2. turning the top card of the draw pile face up and adding it to the field.

This may result in the capture of some cards, as detailed below. The turn to play then passes to the right.

The aim of the game is to capture cards by playing cards that **match** cards in the field. Cards match when they belong to the same month (flower, as previously stated).

- **If the card you play from your hand does not match** any card in the field, you add it to the field as a separate card, and then turn over the top card of the draw pile.
 - If this card from the draw pile matches a card in the field, you capture these two cards - the card from the draw pile and the matching card from the field - and move them face up to your capture area.
 - If the card from the draw pile matches two cards in the field, you choose which of these cards to capture along with the draw pile card.
 - If the card from the draw pile matches a stack of three cards in the field, then it captures the stack, and you move all four cards to your capture area.
 - If the card turned from the draw pile matches nothing in the field, it is also added to the field as a separate card.
- **If the card you play from your hand matches** (is the same month as) a card in the field, you place it on top of the matching card. If there are two cards of this month in the field, you can choose on which one you will place your played card. You then turn up the top card of the draw pile. There are several possibilities:
 - If the draw pile card does not match any card in the field, you add it to the field as a separate card, and you capture the matching pair that you created with the play from your hand, moving them to your capture area, where they are stored face up.
 - If the draw pile card matches a card in the field but not the card you played from your hand, then you place the draw pile card on a card that it matches, capture both the matching pairs you have created, and move these four cards to your capture area.
 - If the draw pile card matches the pair you created with the card from your hand, and the fourth card of this month is not in the field, you are unlucky. You do

not capture anything this turn, but you must add this draw pile card to the pair you made, creating a stack of three cards. This incident is known as a *FFUUUUUUUUUUUUUUUUUUUUUCCCCCCCCKKKKKK*. The three-card stack remains in the table field and can only be captured by the fourth card of this same month.

- If the card you played from your hand matched two cards in the field, and the card you turn from the draw pile is also of this same month, you capture all four cards of this month. This is known as *ttadak*.
- If the card you turn from the draw pile matches a stack of three matching cards in the field, then you capture all four of these cards as well as the pair you made with the card you played from your hand.
- **If the card you play from your hand matches a stack of three matching cards** in the table field, then it captures this stack and all four cards are moved to your capture area. You then turn a card from the draw pile, which makes another capture if it matches anything on the table.

After you have played from your hand and from the draw pile, and taken any cards that you captured, you may have the opportunity to stop the game, if you reach 5 points. Otherwise the turn passes to the next player to your right.

The play continues like this until someone stops the game (see below) or until the cards run out.

Special events during the play

Certain special events allow the current player to capture one trash card from each opponent:

1. There are only two cards in the field, belonging to different months, and the player captures both of them, leaving the field empty (*sseul*).
2. The field includes two cards of the same month, and the player captures both of them using the other two cards of that month (one from hand and one from draw pile) (*ttadak*).
3. The player plays a card from hand that does not match anything in the field, and then draws a matching card from the draw pile, capturing the card just played (*chok*).
4. The player captures a stack of three cards (*FFUUUUUUUUUUUUUUUUUUUUUCCCCCCCCKKKKKK*) by playing the fourth card of this month from hand or draw pile.

If any of these four things happens, each opponent surrenders one trash card of their choice from their capture area, and the cards are moved face up to the player's capture area. A player who does not have any trash cards in their capture area takes a shot.

Nevertheless, capturing a three-card

stack (*FFUUUUUUUUUUUUUUUUUUUCCCCCCCCKKKKKK*) at the end of the play still counts.

Capturing a three-card stack that you created yourself in a previous turn is known as *ja-FFUUUUUUUUUUUUUUUUUUUUUUUCCCCCCCCKKKKKK*. For this each opponent takes a shot and gives you two trash cards instead of one.

Other special events:

- If you make a FFUUUUUUUUUUUUUUUUUUUUUCCCCCCCCCKKKKKK (create a stack of three cards) in your first turn of the game, each opponent yells "shiiiieeeeeeeet!" and play continues. (*opponents who do not do this and is caught must take a shot*)
- If you make a total of three FFUUUUUUUUUUUUUUUUUUUUUCCCCCCCCCKKKKKK during one hand, the play ends and each opponent takes 3 shots. To make a three-card stack is also sometimes called ssada (meaning "to take a shit"), so when several of these three-card stacks turn up during a game, people sometimes refer to them as sulssa, which means "diarrhea".

The bomb

If at the start of your turn you have three cards of the same month in your hand and the fourth card of that month is on the table, provided that you have **not** declared *heundeum* for your three cards you cannot play them all at once. One at a time please. (You cannot play them all at once even if you declared *heundeum*)

Playing jokers

Jokers are bonus cards that add an extra element of wastedness to the game. Whenever you play a joker - either from your hand or by turning one up from the draw pile - you place it directly into your capture area face up, either your opponents or you take a shot (depending on where the joker was played from), and you immediately turn up a card from the draw pile which you must play as a substitute for the joker. Therefore, on a turn when you play a joker, you actually turn up two cards from the top of the draw pile - one as a normal part of your turn and another as a result of playing the joker.

If there are any jokers dealt face up on the table at the start of the game, the dealer moves them to the captured cards in front of him or her and replaces them in the field by turning face up an equal number of cards from the draw pile.

Often the game is played with ~~twenty~~ twenty-two jokers, and each of them count as one trash in the capture area.

Ending the play and payments

The target score at which a player could stop a round is 5 points. Also, a player's score during a round cannot exceed 15 points (any scoring combination on top of 15 points is not counted).

Certain combinations of captured cards have a point score, as listed below. The first time that the total score of your captured cards at the end of your turn reaches 5 points, you have the opportunity to stop the game. You must either say "Stop", in which case the play ends and you claim payment as detailed below, or you say "Go" and the game continues.

After you have said "Go", you do not get another opportunity to stop the game until the score at the end of your turn is **higher** than it was the last time you said "Go". When this happens, you must again announce either "Stop" or "Go".

The scores for combinations of captured cards are as follows. Note that in several cases, cards of the December (rain) suit are less valuable than similar cards of other suits.

Bright cards (*kwang*)

A set of 5 bright cards scores **15 points**

A set of 4 bright cards scores **4 points**

A set of 3 bright cards **not including rain** scores **3 points**

3 bright cards **including rain** score **2 points**

Not bright cards (*yul* or *meoung*)

A set of 5 not bright cards scores **1 point**

Each additional not bright card beyond 5 scores **1 extra point**

The *kotori* combination of 3 bird cards scores **5 points** - these are the February, April and August not bright cards - the December (rain) not bright card is **not** part of this set.



Minami Kotori

Ribbon cards (*titi*)

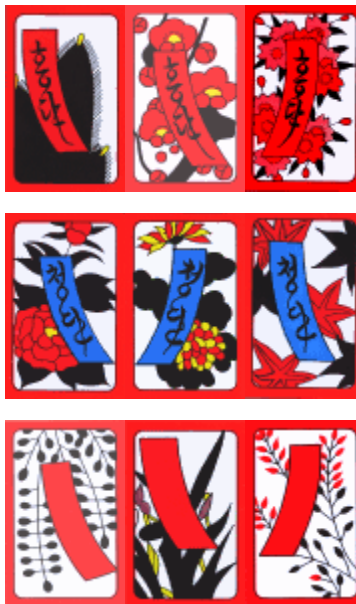
A set of any 5 ribbon cards scores **1 point**

Each additional ribbon card beyond 5 scores **1 extra point**

A set of 3 red ribbons with poems (*hong-dan*) scores **3 points**

A set of 3 blue ribbons (*cheong-dan*) scores **3 points**

A set of 3 red ribbons without poems (April, May, July) (*cho-dan*) scores **3 points** - the December (rain) ribbon card is **not** part of this set.



3-point ribbon sets

Trash cards (*piss*)

A set of 10 trash cards counts **1 point**

Each additional trash card beyond 10 scores **1 extra point**

The December (rain) trash card (Storm/Lightning) is counted as 0 trash card, and is worth **0 points**. (yeah, December cards suck, I know. Ho ho ho. Merry Christmas)

The September not bright card (chrysanthemum and sake cup) can be used either as a not bright card or as a trash card for the purpose of scoring. The player does not decide how to use it at the moment of capture, but can change its category as often as required, counting it as either not bright or trash (but not both at the same time), whichever will make the better score.



Not bright or two trash

Example:

The following set of not bright cards scores 7 points - 1 for five not bright, 1 for the 6th not bright and 5 for Kotori.



When a player stops the round, the other players take 1 shot for every 5 points the winner has. Note that when you stop the game, it does not matter if another player has more score than you. For example in a two-player game with a target of 5, if you achieve a score of 5 at the end of your turn while your opponent has 7 (having previously said "Go"), you can stop the game; your opponent takes 1 shot and you don't - the opponent's score is wasted.

It is possible for the play to end without a winner. This can happen for example if no player manages to reach the target score, or if a player says "Go" and then fails to increase his or her score (and no one else achieves the target score) before the cards run out. This is called *nagari*, and in this case, all players take 1 shot. The dealer shuffles the cards and deals again.

More than three players

Goo Stupe can be played by as many people as you want, but only three of them take part in the play at any one time, while the others wait for their turn to play.

The winner of the round will be replaced by the next person in the list who is not replaced in the round yet, and will become the dealer in the next round. If the end of the list is reached, it goes back to the top of the list again.