



**GUJUGUJU**  
Digital Instruction

- Contents:
- 30 Strawberry Cards
  - 30 Lemon Cards
  - 30 Pear Cards
  - 30 Banana Cards



1. **Gujuguju** is an easy party game. The goal is to get rid of all the cards in your hand.
2. Before the game starts, place 13 cards (facing up) on the table randomly after shuffling. Be sure to reserve some spaces between each cards.



3. Each player takes 20 cards, do not look at the cards. Return the rest of the cards back to the box. (Advanced user can decide to add more cards on table and take more cards in the hand.)
4. On your turn, choose a card on the table, call out its name (ex. 'Lemon!') and flip over one of your cards to cover that card (facing up).

5. If it turns out to be a different fruit, nothing happens and the game moves on to the next player. (Do not take your card back, leave it there.)
6. If it turns out to be the same fruit, all the players could start covering up ALL THE CARDS of that fruit (ex. all the lemons) on the table with one card each time facing up.



\*The blue cards are lemons

7. Note: If the card covering the other appears to be the same fruit again, it should be covered with another card again until it appears to be a different fruit.

8. The turn ends and moves on to the next player when all the cards with that specific fruit on are covered. (ex. no more lemons on the table)



9. The first player to get rid of all his cards wins.

#### SPECIAL CONDITION:

If a person covered up a wrong card, he has to take that deck back to his hand as a penalty and place one card on the table to replace the original deck.

#### ADVANCED RULE:

(Up to 4 players only)

Each player choose a fruit to be his/her own identity.

The game plays as normal and ends when one of the players gets rid of all his/her cards (however, it does not qualify him/her as the winner with the advanced rule). +10 will be granted to the player whose fruit appears to be the most on the table when the game ends. Each card remains in hand counts as -1 point. The winner is the person with the highest score.

Game Design:  
Ariel Yi Chi Chang

Illustration:  
[www.amyonachair.com](http://www.amyonachair.com)



 奇奇企業股份有限公司  
GeGe Co Ltd

[www.gegego.com.tw](http://www.gegego.com.tw)  
[www.gege.com.tw](http://www.gege.com.tw)



Gujuguju 咕啾咕啾

