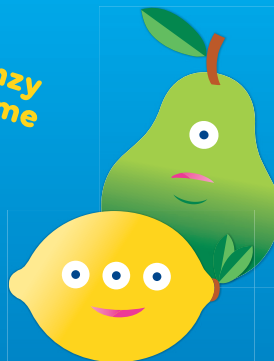


guju guju™

the fruit frenzy card game

ages 6+ • 2-5 players

Rules of Play



Contents

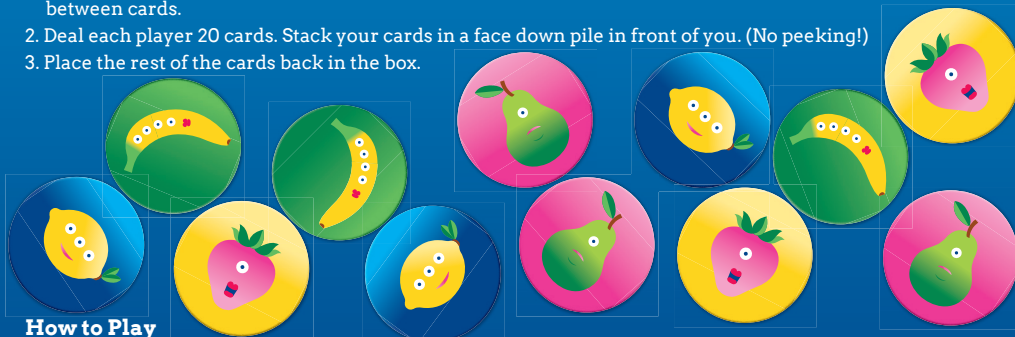
120 cards (30 each of pear, banana, strawberry, and lemon)

Object

Be the first player to get rid of all your cards by quickly placing them on piles when the picture matches the called-out fruit.

Set Up

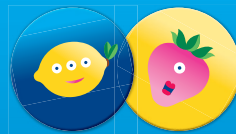
1. Shuffle the deck and deal 13 cards face up in the center of the playing area. Be sure to leave space between cards.
2. Deal each player 20 cards. Stack your cards in a face down pile in front of you. (No peeking!)
3. Place the rest of the cards back in the box.



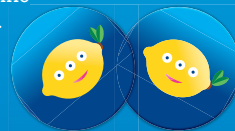
How to Play

The last person to have eaten a banana goes first and play continues to the left. On your turn, choose a card that is currently visible in play and call out the name of the fruit on it (eg. "Lemon!"). Then turn over your top card to cover that card (face up). One of two things may happen:

1. If the fruit you reveal is different from the fruit you called out, nothing happens and play passes to the next player. (Do not take your card back, it stays there.)



2. If the fruit you reveal is the SAME as the one you called out, all players, without taking turns, race to cover up ALL THE CARDS of that fruit (eg. All cards showing lemons) with the remaining cards in their piles. When all of the cards with that specific fruit are covered (eg, no more visible lemons), play passes to the next player.



Note: If you cover a card with a fruit that still matches the called out fruit, it needs to be covered again until it's a different fruit.

Mistakes

If you cover up the wrong card, you must take that pile and add it to the bottom of your pile as a penalty. Then add a card face up to replace the pile.

Ending the Game

The first player to get rid of all of their cards shouts out "guju guju!" and wins. For a longer game, play the best of three or five rounds.

Advanced Play (2-4 players only)

Each player chooses a fruit as their own. The game plays using the normal rules and ends when one player is out of cards. When this happens, each player counts the number of face up cards in play with their fruit. Whoever has the most scores 10 points. Then count the remaining cards in your pile, subtracting 1 point for every card. Whoever has the highest score wins.

A Word from Gamewright

We love fast-playing games, but guju guju just may be the fastest game we've ever published! Inventor Ariel Yi Chi Chang created a game that's easy to learn and plays in the blink of an eye. Speaking of which, as soon as someone's card matches the fruit they named, your eyes and hands have to move in perfect harmony in order to beat your opponents. The more time you play, the better your reflexes will get for flipping fruit fast!

Game by: Ariel Yi Chi Chang

Illustration: Adapted from the original artwork of amyonachair.com

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