

gudetama™

— THE TRICKY EGG CARD GAME —



Gudetama: The Tricky Egg Card Game

The Gudetama card game is a trick-taking game for 2–7 players where the goal is to avoid winning the final trick! The player who wins the final trick will score points equal to their card that won the trick (*you do not want points*). The game is played over the course of several rounds, where each round consists of 7 tricks.

Game Contents

- 63 Cards
(numbered 1 to 14)
- Rules sheet



This game is based upon a Northern European class of games known as Cucumber. There are many variations, and it is our hope that this variant becomes an instant classic with a new group of players.

—Steve Ellis, Ben Eisner
& Oni Games

Credits

Playtesters

Robin Herrera, Sonja Synak, Angie Knowles, Kate Z. Stone, Kaitlin Ellis, Amy Ellis, Brian Brokaw, Tim Eisner, the Fresh Games team from Rainy Day Games, and many more!



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Game Design
Steve Ellis
& Ben Eisner

Oni Games
Charlie Chu,
Steve Ellis,
Ben Eisner

Art By
Wook-Jin Clark

Graphic Design
Sonja Synak

Terms

- **TRICK**

Where each player plays a single card once around the table; high card wins and leads for the subsequent trick.

- **ROUND**

A round consists of 7 tricks.

- **TURN**

Each player will take a turn playing a single card from their hand for each trick.

- **LEAD**

The player who has the lead plays the first card in a trick.

Card Anatomy

Number Value



Ability

(only on the 1 and 14)

Frequency Indicator
(# of that card in the deck)

Setup

- 1) Shuffle all the cards.
- 2) Deal 7 cards to each player and set the remaining cards aside [*these will not be used in this round*]. Players should keep their cards secret from the other players.

Game Play Overview

ROUND

A round consists of 7 tricks. In the first round, determine the player to lead for the initial trick at random. After the first round, the player that took the final trick of the previous round will lead in the subsequent round.

If a player that was eliminated would have led, the next remaining player to their left will lead.



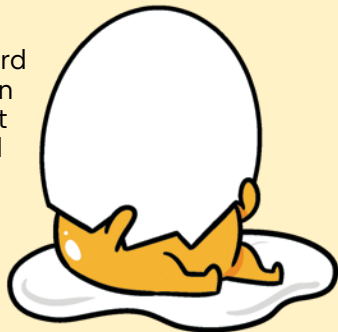
NOTE: The special 1 card does not change which player takes the lead in the next round. In the unlikely case a 14 wins the final trick, the player who won chooses who leads the next round.

TURN

The lead player may play any card from their hand. Subsequent players have the choice of the following two options for their play:

- 1) They may play a card with an equal or higher value than the highest card played thus far in this trick.
- 2) They must play their lowest value card.

The player who played the highest value card wins the trick and will lead the next trick. In case of a tie for highest-played card, the last played of those high cards wins the trick and will lead the next trick.



SCORING

The player that wins the final trick of the round will score the card that they won the final trick with and put it face up into their scoring pile so that everyone may see their point total. Scored cards will not return to the deck during a game.



NOTE: If any player plays a 1 card in the final trick, then all players will score the card they played in that trick [including the player who played the 1 card].



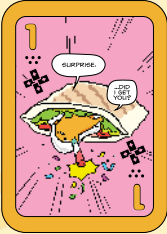
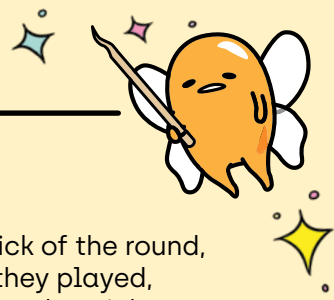
Game End

When any player(s) equal or exceed 21 points, the game end is triggered. The player with the lowest point total is the winner.

In case of a tie for the winner, all tied players play an additional round to determine a winner—in this case, at least one player will be eliminated every round.

[repeat until a sole winner is determined]

Special Cards



When a **1** is played in the final trick of the round, every player will score the card they played, instead of just the player who won the trick.

The **1** cards don't have any special effect when played in other tricks.



The **14** cards are the highest value, but when a player wins with a **14**, they must pick another player (*besides themselves*) to lead the next trick.

FAQ

- Q) What about players who attempt to cheat?
- A) We recommend not playing games with nefarious folk. Games should be competitive but fun!
- Q) Is a player forced to play their high cards if possible?
- A) No, the two options for card play on your turn are for you to choose from as you see fit.

