

がはくずかん ([Gahakuzukan](#))

Designer/Publisher: [Tsukuba Table Game Exchange Association](#)

Number of Players: 3-5 people

Time: 30 minutes

Age: 8 years old and up

Components:

25 cards (1 Hippo, 2 Gahaku, 5 grass, 5 water, 6 forest, 6 sea)
5 whiteboard markers

Description:

Gahakuzukan is a trick-taking game where players first draw animals on the cards. The suits of the cards are the animals' habitats and their rank is their weight.

After the card play is complete, players attempt to guess who drew the pictures on each of the cards they won. If they are correct, points are scored.

The player with the most points after two hands wins.

How to Read Cards:

At the bottom of each card is the name of the animal, the habitat they live in, their animal classification, and weight. The four habitats are the suits in this game: Forest (temperate, tropical, and boreal), Grass (temperate and tropical), Water (waterside), and Sea (ocean).

Game Overview:

The game is divided into three stages. In the first stage, players draw pictures of animals on whiteboard cards. In the second stage, cards are played as tricks and the winner of the trick collects the cards. In the third stage, players determine the artist of the cards won in each trick. Correct guesses win points.

Game Flow:

Stage 1: Drawing Time

Shuffle the cards face down and deal the same number of cards to each player without looking at the card faces. Place the remaining cards face down to the side. These cards will not be used for this game.

Each player then draws the animals they have been dealt on their whiteboard cards without letting others see their animal or drawing.

Once a player has finished their drawings, the drawings are placed in card sleeves (to prevent the drawing from smudging during play) and laid face down on the table so others cannot see their drawings.

When everyone has finished, collect the cards facedown, shuffle them, and then distribute the same number of cards to everyone. These dealt cards are each player's hand for the trick-taking stage.

Stage 2: Trick-Taking

The player who most recently visited a zoo is the start player. On the subsequent round, the player who won the last trick of the previous round will lead.

The start player plays one card of their choice. The habitat (forest, grass, water, or sea) on the card played becomes the main suit of the trick. Players then play one card clockwise following the rules below.

1. Players must follow the lead suit played when possible or play a Gahaku (artist/wild) card.
2. If you do not have the lead suit in your hand, then you must play your Gahaku card if you have one. If you do not have a Gahaku card, then you can play any card in your hand.
3. If you lead with a Gahaku card, the next player who plays a card will determine the lead suit.
4. The Hippopotamus has two suits. It can be played on either water or grass tricks. If used to lead, the lead suit is either water or grass. Once there is another card with a suit that matches the Hippo, the Hippo will use that same suit for the rest of the trick.
 - a. Ex. 1 – The Lion (grass suit) is played by the lead player. The next player plays the Hippo which now becomes a grass suit card as the Lion also has the grass suit.
 - b. Ex. 2 – The Hippo was used to lead. The next player plays the Blue Whale (ocean). As the Hippo does not match to ocean the Hippo is not assigned a suit yet. The next player plays the Platypus (water). The Hippo now becomes the water suit.

The winner of the trick is determined by first checking the suit with the most cards in the trick. The other cards that do not match that suit are placed to the side and will not be won. The highest value (weight) of the remaining cards is determined and go to the player who played that card. This player leads the next trick.

Stage 3: Guessing

Each player takes the cards they won in the trick and sorts them into face down piles for each player based on who they think drew the picture.

Starting with the player who won the last trick and moving clockwise, players will reveal the cards they think were drawn by that player. Each correct guess earns 1 point for the player who won that card. Players also receive 1 point for each card won that they drew.

End of Game:

Stages 1, 2, and 3 are repeated, and the participant with the highest total score wins.