

GAMBLE ZEBRA

ギャンブル ゼブラ

Number of players 3-5 people

Playing time 10-15 minutes

Target age group: 8 years-old or above

Contents

ZEBRA CARD	: 40sheets
SPECIAL ZEBRA CARD	: 10sheets
POINT CARD	: 10sheets
GAMBLE CARD	: 10sheets

Win requirements: After 5 rounds, those with the most points are the winner.

Preparing to play

- Deal ZEBRA cards (8) to each person with their favorite color, 1 color per person.
- Deal 2 SPECIAL ZEBRA cards to each person after shuffling well. With 8 ZEBRA cards + 2 ZEBRA SPECIAL cards, your hand will have a total of 10 cards.
- After shuffling the POINT cards well with the surface on which BLACK, WHITE is written face up, place the deck with the POINT surface face up.
- After shuffling the GAMBLE cards well, place the deck with the GAMBLE cards face up.

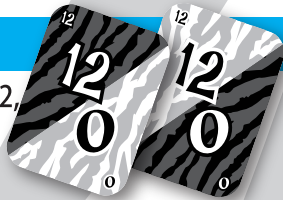


When you are ready to play, turn the cards over!

SPECIAL ZEBRA Card Description

12 CARD

With white 10 and black 12, each one is a high card. Use this when you are really going for broke!



Double card

This doubles one of the numbers.



※You cannot produce this card twice in one round.

Color change card

This changes the color on the reverse side of the POINT card. It changes white to black, or black to white. It changes all of the cards in that round.



※You cannot produce this card twice in one round.

There are no restrictions on what you can say while playing!

There are no restrictions on what you can say while playing! Feel free to bluff! Enjoy playing together!

Saying things like "I'm going for black next time and won't be beaten" while producing white can confuse those around you and is one strategy for winning!

Credit

Production/Design : SHUNROID
printing/processing : MANINDO

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U R L : <http://shunroid.com/gz>



Rules

① Check the card on top of the POINT card deck.
You will compete to get those points.

② Once each player has decided which card they will produce, everybody shouts "Zebra!" together and produces their card.
Choose which card to produce after guessing whether the reverse side of the POINT card is white or black. Produce either the white or black side face up, betting on which color card it will be. After you have produced the card, you cannot change the color.

③ When, after looking at everything, you have decided what card to produce next, everybody shouts "Zebra!" together and produces their card.

<Example 1>

1st time : The white 8, black 1 card is placed with white face up.

⇒Those producing white have bet 8.

2nd time : The white 4, black 5 is placed with black face up.

⇒Those producing black have bet 5.

Compete based on white:8 and black:5.

<Example 2>

1st time : The white 8, black 1 card is placed with white face up.

⇒Those producing white have bet 8.

2nd time : The white 6, black 4 card is placed with white face up.

⇒Those producing white have bet 6.

Compete based on white 14: black .

④ When everyone has produced 2 cards, turn over the top card on the POINT card deck and check whether it is white or black.
The person who has bet the highest number on the color that is on the reverse side of the POINT card will get that point card. Each person should make a disposal pile near them and throw away the 2 cards they produced on that pile.

<Example 1>

If you compete with White : 8 Black : 5, and the reverse side of the POINT card is black, unless there is somebody who has bet on black with a number larger than 5, you will get the point card.

<Example 2>

If you compete with white: 14 black 0, and the reverse side of the POINT card is white, in the same way, unless there is a person who has bet on white with more than white 14, you will get the POINT card.

In the following case, nobody will get the points, and the points will be added to the next POINT card (carry over)

- Where there is a draw on the highest number
- Where nobody can get it (everybody bets on black, but the reverse side of the POINT card is white etc.)

⑤ The person who gets the points, takes 1 card from the GAMBLE card pile.
Your points will be the POINT card you got + the GAMBLE card.
Lay down the POINT card you got + the GAMBLE card as a pair so everyone can see them.



* Even if you carry over, and are able to get multiple POINT cards at one time, you can only take one GAMBLE card.

<Example 1> You get a 5 POINT card, and the GAMBLE card is -3. In this case, you get 2 points.

<Example 2> You get a 2 POINT card, and the GAMBLE card was X 2 points. In this case, you get 4 points.

<Example 3> You get a 2 POINT card, and the GAMBLE card is -3 points. In this case, you will get -1 point.

Repeat steps ①-⑤ for 5 rounds (until your hand runs out), and the one with the most points is the winner. As your hand starts with 10 cards, you can compete for 5 rounds.

Alternative rules

If you get bored of the normal rules, try these alternative rules.

Play with the color side of the POINT card stack facing up.

All other rules are the same as the normal rules, so for that color card, the person who produces the highest number gets the POINT card. With these rules, you bet while knowing whether it is black or white but you do not know what number of points the card is you are betting on.

After getting the POINT card, turn over the point card and confirm how many points the card was. This increases the gambling aspect.