



# Gunjo Gradation

3-6 Players  
10-20 minutes  
Age: 8+

## 1. Objective of the Game

In the ocean, fish are battling for territory and feeding spots. The fish are replaced and change like a gradient of blue.

Play your cards wisely to ensure that all the fish in your hand can eat! You can play cards with a higher number than the fish currently in play.

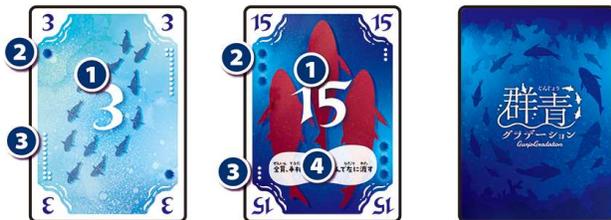
Fish with higher numbers are stronger, but even small fish can be powerful when they gather together! If you have identical cards, you can combine their numbers and play them together. By collecting the same cards in different ways, you can defeat the bigger fish! However, be cautious—fish that fail to eat will lose points!

This is a Daifugō-style card game where the goal is to be the first to play all your cards and win.

## 2. Contents

Cards (93 pieces)

- Basic cards: 75 pieces
- Expansion cards: 18 pieces



- ① Number: Indicates the strength of the card.
- ② Penalty icon: Indicates the number of penalty points if the card remains in your hand.
- ③ Number icon: Indicates how many identical cards you have.
- ④ Effect column: Shows the effect of the card.

Card type	Number	Penalty icon	number of cards	
種類	① 数字	② 失点	③ 枚数	
基本カード Basic cards	3	1 ●	12 ●●●●●●●●●●●●	
	4	2 ●●	11 ●●●●●●●●●●●	
	5	3 ●●●	10 ●●●●●●●●●●	
	6	4 ●●●●	9 ●●●●●●●●●	
	7	5 ●●●●●	8 ●●●●●●●●	
	8	5 ●●●●●	7 ●●●●●●●	
	9	4 ●●●●	6 ●●●●●●●	
	10	3 ●●●	5 ●●●●●●●	
	11	2 ●●	4 ●●●●●●	
	12	1 ●	3 ●●●●●	
	拡張カード Expansion cards	1	1 ●	4 ●●●●
		2	5 ●●●●●	5 ●●●●●
13		2 ●●	3 ●●●	
14		4 ●●●●	3 ●●●	
15	3 ●●●	3 ●●●		

### Score chips (72 pieces)

- 10-point chips (blue): 12 pieces
- 1-point chips (white): 60 pieces



Instruction manual: 1 piece

## 3. Game Setup

### 3-1. Prepare the score chips

Each player receives two 10-point chips and ten 1-point chips, totaling 30 points. Set aside any remaining chips.

### 3-2. Preparing your hand

Shuffle the 75 basic cards and deal each player a number of cards based on the number of players.

These cards form your hand, and you should keep them face down so that only you can see their front sides.

Note: You can also choose to add expansion cards. In this case, the number of cards in your hand will remain the same.

Players	3~4	5	6
Cards in hand	12	11	10

Because there are many cards, we recommend preparing your hand as follows:

- ① Spread the cards face down on the table.
- ② Shuffle the cards thoroughly with all players.
- ③ Each player takes the required number of cards for their hand.
- ④ Collect any remaining cards into a pile.



### 3-3. Preparing the deck

Place the remaining cards face down within reach of all players. This becomes the deck.

### 3-4. Preparing the revealed cards

Draw two cards from the deck and place them face up near the deck. These are called revealed cards.

### 3-5. Securing the play area and the discard area

Set up a space in the center of the table for playing cards, and a separate space for placing used cards.

The space for playing cards is called the play area, and the space for used cards is called the discard area.

Cards played in the play area during the game are called play cards.

### 3-6. Deciding who will go first

The player with the bluest outfit will go first. Alternatively, you can decide who goes first using any method, such as rock-paper-scissors. From the second round onward, the winner of the previous round will go first.

This concludes the preparations.

#### (Example) Game setup for 4 players



## 4. How to Play

This game is played over several rounds.

The winner of each round is the first player to play all their cards, and points are then calculated!

### 4-1. Performing an action

During a round, players take turns in a clockwise order.

On their turn, a player can choose and perform one of the actions listed below: "A," "B," or "C."

However, if there are no play cards in the play area, they may only perform "A" or "B."

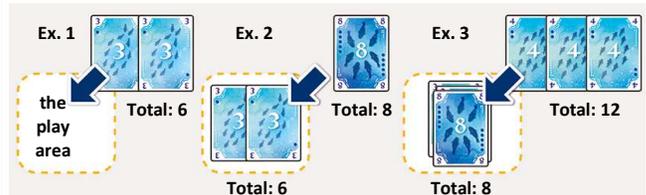
#### A. Playing a card

Choose a card from your hand and place it face up in the play area.

When playing a card, make sure to follow the "★Rules for playing cards" outlined below.

#### ★Rules for playing cards

- ① If there are no cards in the play area, you may play any numbered card.
  - ② If there are cards in the play area, you can only play a card if the total value of the cards you play exceeds the total value of the cards already in the play area.
  - ③ You can play a single card from your hand, or a set of multiple cards with the same number.
- When playing a set of multiple cards, the total value is calculated by adding up the numbers on the cards in the set, and the sum becomes the number of the card you're playing.



#### B. Draw a card from the deck and then play a card

Draw the top card from the deck and add it to your hand.

After that, choose a card from your hand and play it face up in the play area.

When playing a card, please follow the "★Rules for playing cards" above.

Note: After drawing a card, if you cannot or do not wish to play a card from your hand, you may choose not to play a card. However, if there are no play cards in the play area, you must play a card.

Note: If there are no cards left in the deck, this action cannot be selected.

### C. Pass

If you cannot or do not wish to play a card from your hand, you may choose to pass (not play any card).

When you pass, you may exchange one revealed card for one card from your hand.

Note: You may also choose to pass without exchanging a revealed card.

Note: Even if you pass, you can take a different action on your next turn.



### 4-2. End of Turn

Once the player whose turn it is has completed their action, the turn ends, and the turn passes to the player on their left.

### 4-3. Clearing the Play Area

If, after playing a card to the play area, all other players pass their turns without playing a card, and your turn comes around again, the play area is cleared.

All cards in the play area are moved to the discard area, and you begin your turn with an empty play area.

## 5. End of the Round

When a player runs out of cards in their hand (their hand reaches 0 cards), that player becomes the winner of the round. At that point, the round ends, and scoring is carried out.

### 5-1. Scoring for the Player Who Played All Their Cards

The player who runs out of cards earns bonus points. Check the penalty points of all players, take the highest penalty value from the set-aside score chips, and add it to your total score.

### 5-2. Scoring for Players Who Did Not Play All Their Cards

Players who still have cards in their hand must review the remaining cards.

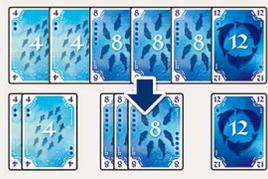
Their total penalty points are calculated by adding up the penalty icons shown on these cards.

However, cards with the same number may be stacked and counted as a single card, but only once.

After calculating penalty points, players set aside score chips equal to their penalty points from their total score.

If their total score goes below zero and they do not have enough score chips, they take the deficit in score chips from the set-aside pile to record their negative score.

Note: Score chips can be exchanged for different denominations at any time.

Ex.  At the end of the round, the player had 4 (two cards), 8 (three cards), and 12 (one card) remaining in their hand. Since cards of the same number are counted only once, the total penalty points are 2 points for the 4s, 5 points for the 8s, and 1 point for the 12, resulting in a total of 8 penalty points.

### 5-3. Next Round

After scoring is complete, prepare for the next round. Start the new round from "3-2. Preparing your hand"



## 6. End of the Game

The game ends either after completing a number of rounds equal to the number of players or when a player's total score becomes negative.

The player with the highest score at the end of the game is ranked first, and rankings are determined in order of total score.

If two or more players have the same score, the player with fewer penalty points in the last round ranks higher.

If they are still tied, they share the same rank.

## 7. Expansion Cards

You can add any expansion cards to the 75 basic cards during game setup.

By adding expansion cards, you can enjoy new strategies while keeping the same rules.

You may choose to add all types of expansion cards or select a few of your preferred ones.

★ Expansion Card Effects



**Number: 1**  
**Penalty Points: 1**  
**Number of cards: 4 cards**

**Effect: Can be played with other cards.**  
 This card can be played together with cards of different numbers.



**Number: 2**  
**Penalty Points: 5**  
**Number of cards: 5 cards**

**Effect: Win the round by playing 4 or more cards at once.**  
 If you collect 4 or more of these cards and play them at the same time, you win the round, even if you still have cards left in your hand.

Note: The player who wins the round with this card does not incur penalty points, even if they have remaining cards, and will earn bonus points as described in "5-1. Scoring for the Player Who Played All Their Cards."



**Number: 13**  
**Penalty Points: 2**  
**Number of cards: 3 cards**

**Effect: Odd number restriction**  
 Starting from the next turn after this card is played, all players must play cards such that the total value of their cards is an odd number, until the play area is cleared.



**Number: 14**  
**Penalty Points: 4**  
**Number of cards: 3 cards**

**Effect: Add the last played card to your hand.**  
 You add all the cards played immediately before to your hand.

Note: If you play multiple cards of this type, the effect does not stack. Only the most recently played card will be added to your hand.

Note: If there are cards in the play area when this card is played and you run out of cards, you do not win the round. The effect will still be carried out, and you will add the last played cards to your hand.

Note: If there are no cards in the play area, the effect does not activate.



**Number: 15**  
**Penalty Points: 3**  
**Number of cards: 3 cards**

**Effect: All players must select one card from their hand and pass it to the player on their left.**  
 Each player selects one card from their hand and passes it to the player on their left, without showing the card to other players.

Note: Even if more than one of these cards is played, the effect does not stack. Each player will only pass one card to their left neighbor.



Note: If this card is played and the player runs out of cards, they do not win the round. The effect still takes place, and all other players must pass a card to their left neighbor.

Note: If this action results in the left player running out of cards, that player wins the round.

**Credits**

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