

KUSOGE TRICK



In the frigid depths of Hokkaido's winters more than forty years ago, a peculiar struggle took place. When temperatures dropped low enough, the contents of pit toilets—human waste 🍌—would freeze solid. Worse still, the snow often blocked the roads, preventing vacuum trucks from collecting it. The only solution? Locals had to **chip away at the frozen waste with pointed sticks**, braving the cold in order to keep their toilets usable. This real-life anecdote—dating back over four decades—was first shared by a radio personality named **Kikuzo** on the Japanese web radio show **GAYA-RADIO**. It forms the unforgettable foundation of the trick-taking board game **KUSOGE TRICK**.

1. Object of the Game

This game is a trick-taking game you must follow the leading suit. After playing four rounds, the player with the fewest 🍌 (poop) chips accumulated in their pit toilet wins.

2. Contents

Number cards (# 1 - 8, 8 each of 4 colors) . . . 32 cards



🍌 cards (# 1 - 5, 4 each) . . . 20 cards



Abdominal pain check cards . . . 4 cards



Pit toilet cards . . . 5 cards



Round rules cards . . . 4 cards



Fly chip (Starting Player Marker) . . . 1 chip



🍌 chips . . . 65 chips



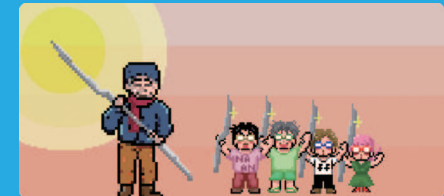
Card Summary . . . 1 card



Column (Flavor Explanation)



Pit Toilets ... Before modern flush toilets became common—particularly during the Showa era (1926–1989)—pit toilets were the standard type found in many Japanese homes. A vacuum truck would periodically come to collect the 🍌 that had accumulated in the underground tank. However, in Hokkaido's harsh winters, it is said that the 🍌 inside these pit toilets could even freeze solid.



The Legendary Stick ... Officially known as the "Poop-Chipping Stick" although no one quite knows where it was originally sold, this tool is said to have been passed down for generations in Kikuzo's family. If you're curious to see one in person, an actual poop-chipping stick is on display at the Hokkaido Museum in Sapporo. If you ever visit, be sure to take a look at this legendary artifact for yourself!

3. Game Setup

3 - 1 Preparation of Pit Toilet Card and 🍌 Chips

Each player takes one Pit toilet Card of their choice and places it in front of them. All 🍌 chips are placed within easy reach of everyone.

3 - 2 Preparation of the Cards

The number of cards varies depending on the number of players.

• For 3 players:

Take one card each from the 🍌 cards numbered 1 to 4, and return all 4 cards of number 5 to the box. Choose one color and return all cards of the chosen color (8 cards) to the box. Also, return the matching color of Abdominal Pain Check Cards to the box.

• For 4 players:

Return all 4 cards of number 5 from the 🍌 cards to the box.

• For 5 players:

In Rounds 1 to 3, use 2 cards of number 5 from the 🍌 cards, so return 2 cards to the box. In Round 4, use all 4 cards of number 5 from the 🍌 cards, so add the 2 cards you previously returned back to the game.

3 - 3 Determining the Starting Player

The starting player for the first round is the person who most recently used a pit toilet. If there is no such person, determine randomly. The starting player receives the fly chip and places it on top of their Pit toilet Card. **For subsequent rounds, the starting player moves clockwise**

4. Preparation for the Round

Prepare for the each round as follows:

1. Confirmation of the Round rules card

Read the Round Rule Card and confirm the rules for this round with everyone.

2. Deal the cards

Shuffle all the number cards and 🍌 cards face down, and deal them to each players equally. In Round 4, only deal the 🍌 cards.

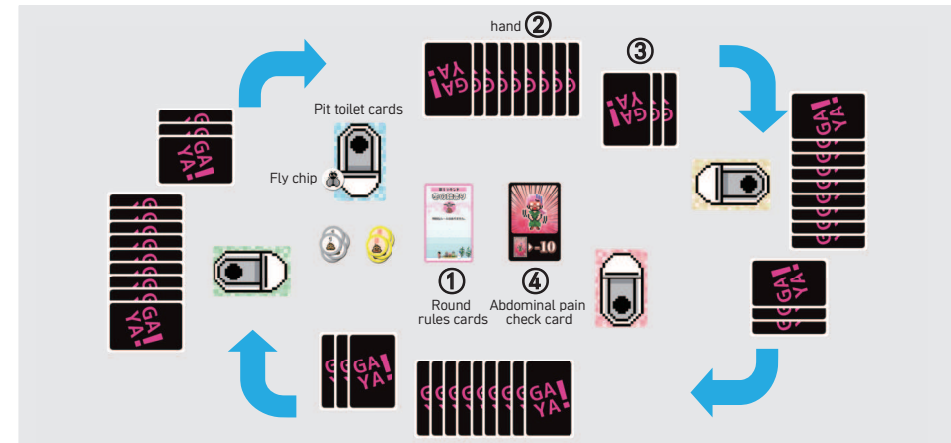
3. Pass 3 cards to the player on your left (only in Rounds 1 to 3)

Choose 3 cards from your hand, place them face down, and pass them to the player on your left. This step is not performed in Round 4.

4. Abdominal Pain Check Cards (only in Rounds 1 to 3)

The starting player shuffles all the Abdominal Pain Check Cards face down, choose one, and places it face up. The card of number 6 that matches the color of the chosen Abdominal Pain Check Card will be a -10 point (10 🍌) card for this round. Place the Abdominal Pain Check Card so that everyone can see it easily. This step is not performed in Round 4.

Example: In a 4 player game



5. Flow of the Round

Each player plays one card from their hand, and determines the winner. This process is called 'trick'. One trick consists of the following three steps, and the game progresses by repeating these steps. A round will end when the trick is completed and all players have no cards left in their hands.

5-1 Play one card from your hand

5-2 Determine the winner of the trick

5-3 Prepare for the next trick



🍌 cards are must-follow too!

Hold it in!
The starting player needs certain conditions before they can lead with a 🍌 card.



5 - 1 Play one card from your hand

Starting with the first player and then clockwise, each player plays one card face up from their hand. If a player has a card of the same color as the one played by the starting 1 player, they must choose one of those cards to play. Only if they do not have a card of the same color can they play a card of a different color or a 💩 card.

There are conditions when the starting player plays a 💩 card as their first card.

💩 cards cannot be played at the start of a round. The only time a 💩 card can be played first in a round is when the player does not have a card of the same color as the starting player. The first time you play a 💩 card in a round, it's called a "💩 BREAK."

If a player plays a 💩 card first, from that point onward, even the starting player can play a 💩 card as their first card in a trick during that round.

If the starting player plays a 💩 card, all subsequent players must play a 💩 card if they have one in their hand.

Example : 💩 BREAK

When Player A is the starting player

Player D does not have any green cards, so they are allowed to play a 💩 card. Since a player has already "💩BREAK" and played a 💩 card, the start player may now lead with a 💩 card in all subsequent tricks.

I can't hold the in anymore!

Player D's hand

5 - 2 Determine the winner of the trick

Once everyone has played one card, compare the strength of the cards to determine the winner of the trick. The player who played the card of the same color (including 💩 as one color) as the starting player and has the highest number wins. If two players play the same number of 💩 cards, the player who played it later wins. The winner of the trick should gather the cards played during the trick into a pile and place it face down in front of themselves.

Example: When a card of a different color from the start player's card is played

When Player A is the starting player

The highest-numbered card of the same color as the start player's card is the blue 7, so Player C wins the trick.

Win

Example: When the same number 💩 card is played

When Player A is the starting player

The highest-numbered 💩 card that matches the suit led by the start player is the 💩 card with value 4. Since later cards win ties among 💩 cards, Player D wins the trick.

Win

5 - 3 Prepare for the next trick

The player who won the current trick becomes the starting player for the next trick. The round ends when all players have no cards left in their hands.

6. End of Round Process

At the end of the round, the following steps will be performed.

6 - 1 Receive 💩 chips (negative points)

Calculate the negative points accumulated in this round and convert them into 💩 chips. Place the received 💩 chips on top of your Pit toilet Card.


Negative Point Cards

- **💩 Cards**
Negative 1 to 5 points
(the number of 💩 corresponds to the negative points)
- **Number 6 cards of the same color as the Abdominal Pain Check Card**
These are worth -10 points in that round.

Example: When you gain a negative-point card

When Player A is the start player

Abdominal pain check card



A




B



C



D



Win

The highest-numbered card of the same color as the start player's card is the red 8, so Player C wins the trick. Player C has gained a total of -15 points from the red 6 card and the 3 card. These negative points are converted into 3 toilet chips after the round ends.

6 - 2 Exchange of 3 chips

Five 1 point 3 chips can be exchanged for one 5 point 3 chip. The player with the fewest 3 chips (this means how many CHIPS they have, not the sum of the negative points) wins, so keep exchanging them!

6 - 3 Special Rules for Each Round

Return the 3 chips according to the special rules for each round.

6 - 4 Change of the Starting Player for the Round

The starting player for this round should pass the fly chip to the player on their left. The player who receives the fly chip will be the starting player for the next round.

7. How to Determine the Winner

After 4 rounds, the player with the fewest 3 chips wins. Please note that it is not the total of negative points. Stack the 3 chips on top of your Pit toilet Card and compare the heights. If multiple players have the same number of 3 chips, the one with fewer negative points wins.

8. Special Rules for Each Round

Round 1: The Beginning of Winter

There are no special rules.

Round 2: The Legendary Stick

The player who wins the most tricks in Round 2 can return 3 3 chips from their Pit toilet Card to the table, after calculating their negative points.

Round 3: The Winter Gift

At the end of Round 3, give all the cards you have acquired to the player on your right. The player who receives the cards should convert the negative points into 3 chips and place them on their Pit toilet Card. The 3 cards for round preparation should be passed to the player on your left as usual.

Round 4: The Arrival of Spring

In Round 4, only 3 cards are played. Please check the card summary to confirm which cards are used. The "pass 3 cards" step during round preparation is not performed in Round 4. The player who wins the most tricks in Round 4 can return half of the 3 chips placed on their Pit toilet Card to the table, after calculating their negative points. Round up the fraction. (For example: if you have 5 3 chips, you can return 3 to the table.)

What is GAYA RADIO?

GAYA RADIO is a web radio show hosted by Kikuzo, Nakato, Yama, and B.Pegg. The four of them broadcast live every Wednesday from 9:00 p.m. for three hours on the streaming platform stand.fm.

Credits

Produced by: Board Game Radio Study Group
(X Official Account: @Bodogepodcast)

Game Design: Waku / Illustration: Pipitapan

Development: Kamo, Riku, Sato (inu)

Special Thanks: To the personalities of GAYA Radio! (X Official Account: @GAYA_RADIO)



GAYA RADIO Episode 16
Clip Title:
"Toilet Life in Old Hokkaido"
By B.Pegg



GAYA RADIO wiki