Juicy Fruits

for 1 to 4 players, aged 10 and up

RULE BOOK

Components

4 island boards
1 for each player

front:

back: 4 different solo boards (only used in solo mode, *see supplementary sheet*)

1 business board

1 score board

front: basic side

back: juicy side (with juice factory)

100 fruits

20 x — *banana*

20 x — *lime*

20 x — *pomegranate*

20 x — *orange*

20 x — *mangosteen*

24 business tokens

front:

5 — 18 — +1 — ...

back:

6 large venue tokens

12 — 15 — 18 — 6 — 8 — 10

20 collector tokens
4 sets of 5 tokens each

front:

back:

50 ship tokens

front: ships

1 — 2 — 4 — 6 — 8 ...

back: solo boats

25 x orange

25 x green

The values on the solo boats are only relevant in solo mode.

13 ice cream markers

3 x — 7

3 x — 8

2 x — 10

2 x — 12

3 x — 16

4 milkshake markers

3

12 player discs

3 x (blue) — 3 x (yellow)

3 x (red) — 3 x (white)
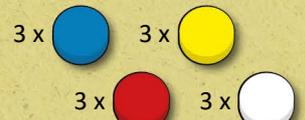
4 postcards

front:

back:

1 license marker

2 linen bags

2

Object of the game

Each of you has a small island paradise, where you make a living growing delicious fruit. Your goal is to gain the most points by supplying ships and by adding businesses to your island. Clever planning and timing is vital because until you supply the ships on your shores, they will block valuable island space which could be used to collect more fruit. But if you concentrate too much on the ships, the most promising businesses may get snatched by your opponents. Also, the sooner businesses are claimed, the quicker the game might end. Can you carry out all your plans before time runs out?

Setup

*Below, you can find the basic setup for 2 to 4 players. For the additional rules of **solo mode**, see the supplementary sheet.*

1 Place the **score board** (with the basic side up) and the **business board** next to each other in the middle of the table.

For your first few games, we recommend using this basic setup without the juice factory. If you want to include the juice factory, see "Juice factory" on page 7.

2 Form a *general supply* for the **fruits** where everyone can easily reach them.

Place the 6 **large venue tokens** beside the business board.

3 Shuffle the 24 **business tokens** face down. Then place a random token face up onto each of the following *waiting spaces* of the business board:

In a 2-player game: place a token onto each of the 2 leftmost waiting spaces of each row (10 business tokens in total)

In a 3-player game: place a token onto each of the 3 leftmost waiting spaces of each row (15 business tokens in total)

In a 4-player game: place a token onto each waiting space (20 business tokens in total)

Return the spare business tokens to the box.

The "lemonade stand" is only used in games with the juice factory. If it appears in the basic setup, just replace it with another random token.

waiting spaces

license track

ice cream spaces

milkshake space

4 Sort the 13 **ice cream markers** and place each onto the *ice cream space* that matches its value, forming 5 small stacks.
Place the 4 **milkshake markers** as a stack onto the *milkshake space*.

5 Place the **license marker** onto the space of the *license track* indicated by the player count:

2-player game: 7

3-player game: 11

4-player game: 14
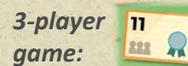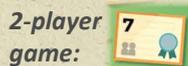
6 *Each player:*

• Take an **island board** and place it face up in front of you (in any orientation).

• Choose a **postcard** and place it face up next to your island board.

• Take 1 **player disc** of your postcard's color and put in on space 100/0 of the score track.

• Shuffle the 5 **collector tokens** whose backs match your postcard and place one face down onto each of your 5 *island spaces* with a *pond*. Then turn these tokens <u>face up</u>.
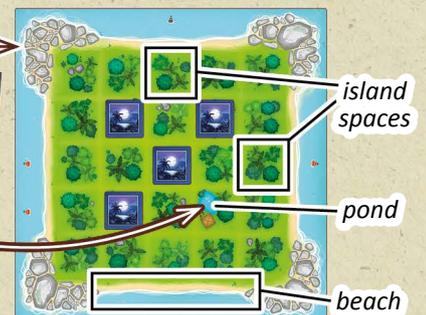
Return any spare island boards, collector tokens, discs and postcards to the box.

island spaces

pond

beach

7 Put the 25 **ship tokens** with orange boats on their backs into one of the **linen bags**. Put the 25 ship tokens with green boats on their backs into the other bag.

Each player: Take either of the bags. Draw a ship token and place it face up at the *black-striped buoy* on your island board (A) (so the ship lies on the beach and the adjacent island space is covered). Then (going clockwise from the black-striped buoy) keep drawing and placing a ship token face up at each of the other 5 buoys in the same way (B to F).

Afterwards, take the other bag. Then draw and place a ship token face up onto each of the 6 remaining island spaces on the beach, starting beside the ship at the black-striped buoy and going clockwise (G to L).

Once all island boards are set up, return the bags to the box.

After a few games, you might want to try a more random setup of the ships. For this, put all 50 ship tokens into one bag. When you set up your island, draw and place a ship token face up onto each island space on the beach (starting at the black-striped buoy and going clockwise) until all 12 spaces are filled.

8 The player who most recently ate a fruit (yes, tomato is a fruit) becomes the <u>starting player</u> for the rest of the game and marks this by flipping their postcard face down.

starting player

Playing the game

Juicy Fruits is played over a series of rounds. In every round, each player takes one turn, beginning with the starting player and then going clockwise. The game ends at the end of the round in which the license marker arrives at the X of the license track.

On your turn, carry out the following steps:

Step 1) Either: | **Move 1 of your collector tokens** a number of unblocked spaces and collect that many fruits of its type

OR | **Move 1 of your mobile business tokens** and use its special ability

Step 2) Then either: | **Supply 1 of your ships**

OR | **Claim 1 business token**

or do nothing

Then it's the player to your left's turn.

──────────────── **Step 1)** ────────────────

Move 1 of your collector tokens

Move one of the collector tokens on your island in a straight line through as many **unblocked** island spaces as you like. For each space it moves, gain <u>1 fruit of its type</u> from the general supply and place that fruit in your personal *reserve* beside your island board.

- You cannot move a token diagonally.
- Your reserve has unlimited capacity.
- The fruits in the general supply are considered unlimited. If you run out of a type, use something else as a replacement.

reserve

Example:
For moving your banana collector token 2 island spaces, you gain 2 bananas from the general supply.

──────────────── OR ────────────────

Move 1 of your mobile business tokens

Instead of moving a collector token, you can move a mobile business token that you claimed on an earlier turn and use its special ability (*see page 6*).

Supply 1 of your ships

Each of your ship tokens shows an *order*.
To supply the ship and fulfill its order:
1. Return the fruits shown on it from your reserve to the general supply.
2. Then remove the ship and place it beside your island board.
3. Finally gain the *points* depicted on the ship by advancing your player disc on the score track accordingly.

points

order

Example:
To supply this ship, you return 2 bananas and 1 orange from your reserve to the general supply.

Then you remove the ship…
…and gain 2 points on the score track.

OR

Claim 1 business token

On the business board, there are 5 rows where people with business ideas are waiting.

In front of each row sits a government clerk who is receptive to "fruity bribes": for a certain mix of fruits, they'll allow you to choose a business from their row and issue a business license with it.

To claim a business token from the business board:
1. Return the fruits depicted in front of its row from your reserve to the general supply.
2. Gain the points printed below the depicted fruits.
3. Then move the license marker 1 step down on the license track (towards the X).
4. Finally take the business token from its space and proceed according to its type (*see below*).

Example:
You want to claim the blue ice cream cart token and thus return 3 oranges and 3 bananas to the general supply.

You gain 5 points on the score track and move the license marker 1 step down on the license track.

Finally, you take the blue ice cream cart token from its space and place it onto your island board.

If you cannot or do not want to supply a ship or claim a business token, just skip step 2.

Types of business token

(For a complete list of business tokens, see page 8.)

Stationary business tokens

Once claimed, stationary business tokens remain on the island spaces you initially place them on (thus blocking those spaces for the rest of the game).

Small venue tokens
If you claim a small venue token, place it onto one of your **free** island spaces and gain the points printed on it.

Note: All venue tokens also show a number of *star icons*, which are only relevant for the "Info booth" stall token (*see page 8*).

Placeholder tokens
These tokens are placeholders for the **large venue tokens**. If you claim a placeholder token, return it to the game box and instead take the corresponding large venue token from beside the business board. Then place that large token onto a **free** area on your island that matches its shape (you may rotate the token). If you cannot do so, you are not allowed to claim it.
Once you've placed the large venue token, gain the points printed on it.

Example:
You claim the placeholder token of the Crocodile farm and return it to the box. Then you take the actual large venue token of the Crocodile farm and place it onto a free 2 by 2 area on your island board. Finally, you gain 12 points.

Stall tokens
If you claim a stall token, place it onto one of your **free** island spaces. Stall tokens pose tasks that are scored at the **end of the game** (*see page 8 for details*).

Mobile business tokens

Advanced collector tokens

If you claim an advanced collector token, place it onto one of your **free** island spaces and immediately gain **1 fruit** of **either type** shown on it. The token remains on its island space until you decide to move it **during step 1** of a later turn in order to use its special ability:

When you move it, do so as you would a normal collector token, except that for each space moved, you may gain **either** of its fruits. Also, after the entire movement is complete (as long as you moved it at least one space), gain **1 additional fruit** of either type.

Example: For moving your advanced collector token 3 island spaces, you choose to gain 2 bananas and 2 limes. (You could just as well have chosen to collect 3 limes and 1 banana or 4 bananas etc.)

Ice cream cart tokens

If you claim an ice cream card token, place it onto one of your **free** island spaces. The token remains on its island space until you decide to move it **during step 1** of a later turn in order to use its special ability:

When you move it, do so in a straight line through as many **unblocked** island spaces as you like. For each space moved, you may produce either:

1 ice cream marker **of the cart's type**   *or*   1 milkshake marker.

To produce an ice cream marker or milkshake marker:
1. Look at the *fruit sign* beside it on the business board and return the fruits shown from your reserve to the general supply (milkshake markers require 2 fruits of one type).
2. Then take the marker and place it next to your island.
3. Finally, gain the points depicted on that marker by advancing your player disc on the score track accordingly.

fruit signs

If you take the last marker from its space, a *license icon* is revealed. This means that you must move the license marker 1 step down on the license track.

- You cannot move the token diagonally.
- You may produce fewer ice cream/milkshake markers than spaces moved.
- Each ice cream marker you produce may come from either stack of its type (if there are more than one).
- If all markers of a type are gone from the business board, that type cannot be produced.

Example:
For moving your green ice cream cart token 4 island spaces, you decide to produce 1 milkshake marker and 3 green ice cream markers. For the milkshake marker, you return 2 bananas to the general supply and take it from its stack.

For the 3 green ice cream markers, you return 3 limes and 3 oranges to the general supply and decide to take two of value 8 and one of value 7 (because you don't want the license marker to move, which would happen if you took the last ice cream marker of value 8 from its stack). Finally, you gain a total of 26 points (3 + 8 + 8 + 7).

End of the game

When the license marker moves to the X on the license track, finish the **current** round (so that each player has the same number of turns in total). Then the game ends. Any further movement of the license marker is ignored.

Once the game has ended, gain points for any **stall tokens** on your island (*see page 8 for details*). There are no points for leftover fruits.

Afterwards, the player with the most points wins. Ties are broken in favor of the player who took their turn last.

Additional notes:
- If you forget to move the license marker, you can figure out where it should be by counting how many business tokens have been removed, how many ice cream and milkshake spaces are empty, and - if you are playing with the juice factory - how many of the two final circles are occupied.
- When you claim a business token and place it onto your island, be careful not to block all of your collector tokens (unless the end of the game is imminent). If you are unable to move a token during step 1 of your turn, you must forfeit that step and cannot collect any fruits.

Juice factory

If you want to include the juice factory in your game, make the following changes during steps 1 and 6 of the **setup**:
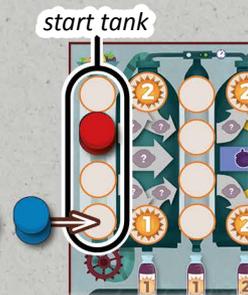
1 Place the score board with its **juicy side** up.

6 *Each player:* At the end of step 6, do not return the 2 spare player discs of your color to the box. Instead, place them both as a stack onto a free circle in the *start tank* of the juice factory. These are your "factory discs".

start tank

The game is played as usual with one addition: Each player's turn now includes a **third step**.

After you are finished with steps 1 and 2, you may then carry out:

——— Step 3) ———

Advance your factory discs by up to 1 arrow each

In general, the discs in the juice factory advance along the arrows from circle to circle. Each arrow shows a *fruit cost*: to advance a disc along that arrow you must return the fruit(s) shown from your reserve to the general supply.

fruit cost: *1 banana*

fruit cost:
1 fruit of any type
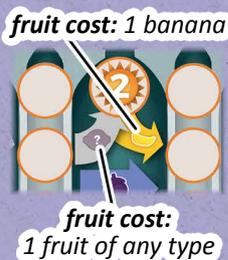
There are *single circles* and *tanks*. Tanks comprise 4 circles each. If a disc moves along an arrow that leads to a tank, any of that tank's free circles can take the disc. If a disc moves from a tank, it can do so along any of its outgoing arrows.

Example:
From the start tank, a disc could move to any of the red marked circles.

tank

single circle
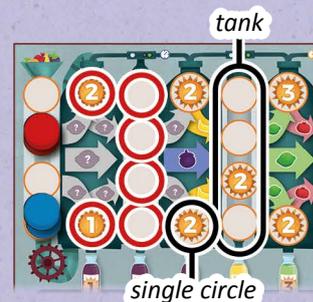
During this step, you may advance neither, one, or both of your factory discs by 1 arrow each.

To advance a disc, move it along **1 arrow** and pay the fruit cost depicted on that arrow. You can only use an arrow that leads to either a free circle or your second factory disc. Circles holding discs of other colors are blocked. If you move your disc to a tank that contains your other disc, you must place your arriving disc on top of it. Otherwise, place it onto any free space in the tank. Whenever you move to a free circle, gain any **points** you cover. You don't get points when you move your disc onto your other one.

Example:
For a fruit cost of 1 lime, disc A could either move onto disc B or to circle C (where it yields 3 points).

Disc D could move to any free circle of the next tank for a fruit cost of 1 pomegranate.

If you advance both discs on your turn, do so one after the other (in any order) as described above. However, if both of your discs **start the turn** on the **same circle** and you decide to advance them along the **same arrow**, pay the fruit cost **only once**. (If there are any points on the circle they arrive on, you still only gain those points once.)
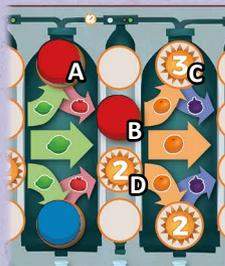
Example:
If disc B moves to circle C for a fruit cost of 1 orange first (and yields 3 points there), then disc A can move to circle D for a fruit cost of 1 pomegranate (and yield 2 points there).

Example:
For a fruit cost of only 1 banana, both red discs can move to circle A (where they yield 4 points).

The two final circles show a license icon. If your disc arrives on such a free circle, gain its points and then move the license marker 1 step down on the license track. For the rest of the game, that circle is blocked.

The bottles on the conveyor belt are only relevant for the "Lemonade stand" stall token (*see page 8*).

Overview

Juicy Fruits is played over a series of rounds. In every round, each player takes one turn, beginning with the starting player and then going clockwise.

On your turn, carry out the following steps:

Step 1) Either: | **Move 1 of your collector tokens** a number of unblocked spaces and collect that many fruits of its type *(page 4)*

OR | **Move 1 of your mobile business tokens** and use its special ability *(page 6)*

Step 2) Then either: | **Supply 1 of your ships** *(page 5)*

OR | **Claim 1 business token** *(page 5)*

or do nothing

Step 3) *If you are playing with the juice factory:*

Advance your **factory discs** by up to **1 arrow** each *(page 7)*

Then it's the player to your left's turn.

The game ends at the end of the round in which the license marker arrives at the X of the license track.

List of business tokens

Stationary business tokens *(page 5)*

Small venue tokens:

Viewing tower ★★★ 3

Museum ★★★ 4

Observatory ★★★ 5

Placeholder tokens:

Climbing park ★★★ 6

Diving school ★★★ 8

Thermal spa ★★ 10

Crocodile farm ★★★ 12

Bird sanctuary ★★ 15

Eco-hotel ★★ 18

Stall tokens:

Beach chair rental
At the end of the game, gain 4 points for each of your four beaches that has been cleared of all its ships.

Catering service
At the end of the game, gain 4 points for each mobile business token on your island with this symbol:

Info booth
At the end of the game, gain 1 point per star icon (★) on your island's venue tokens.

Lemonade stand
(use only if you are playing with the juice factory)

At the end of the game, gain the points shown on the bottle beneath each of your factory discs.

Mobile business tokens *(page 6)*

Advanced collector tokens:

Remember +1 means:
• When you **claim** the token: gain 1 fruit of either type.
• Whenever you **move** the token: gain 1 additional fruit of either type after the movement is complete.

Ice cream cart tokens:

2 x   2 x   2 x

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