



Fruit

How to play



What is Fruit?

Fruit is a game of growth and fruitfulness.

You are a seed that has fallen on fertile ground and begun to sprout!

At the start of spring you will put down roots, and as spring becomes summer you will grow a stalk and put out branches and leaves.

At summer's height flowers will blossom on your branches, and finally, as the temperature drops and autumn rolls around, you will turn those flowers into fruit.

What's the objective of the game?

The objective of the game is to grow the most fruitful plant.

Players achieve this by collecting rainfall and converting that rainfall into roots, stalks, branches, leaves, flowers and fruits, hopefully while avoiding the attacks of voles, wasps and caterpillars.

Different parts of the plant contribute different amounts to the overall fruitfulness score of the plant.

Players may also win Challenge cards that provide additional score.

At the end of the game, the player whose plant has the highest score is the winner.



How do I set up the game?

Place the **Winter** card face up on the table.

Take one **Pest** card per player, **plus one**, then shuffle the **Water** cards and deal 18 water cards onto the Pest cards. Shuffle all of these cards, then place them face down on the Winter card. This is the **Season** deck. Discard the remaining cards.

Deal one **Challenge Card** per player, **plus one**, all face up on the table.

Each player takes one **starter tile** and two **water tokens**. Each player places their starter tile face up on the playing area in front of them.

Players may find it helpful to sort the plant tiles into piles based on type: all roots together, all stalks together, and so on.



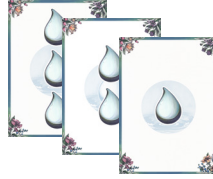
Starter tile



Winter card



Root



Water cards



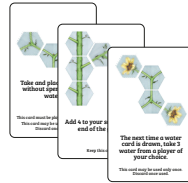
Stalk



Pest card



Branch



Challenge cards



Leaf



Flower



Water token



Fruit



Pest tokens

How do I play?

The player who owns the most plants goes first. Play then proceeds clockwise from the first player.

What do I do on my turn?

1. Take a card.

Take the card on the top of the Season deck and turn it over. If it is a Water card then each player then multiplies the number of raindrops shown on the card by the number of roots in play on their plant plus the starter tile. Each player then collects that many water tokens.

For example, if the first player turns over a card with three water droplets and you have the starter tile plus one root on your plant, then you collect $3 \times 2 = 6$ water tokens.

If the player turns over a Pest card then see **What happens if I turn over a Pest card?**

2. Use water.

Each player may then spend water tokens to get plant tiles. On each turn you may acquire as many plant tiles as you like, as long as you have sufficient water to pay for them.

Water costs:

Root:	3 plus the number of root tiles that you have multiplied by the number of root tiles that you have*
Stalk:	3
Branch:	4
Leaf:	5
Flower:	6
Fruit:	7

**For example, if you have two roots on your plant then an additional root would cost $3 + (2 \times 2) = 7$ water.*

Note: if you have no roots in play (other than your starter tile) then a root always costs 3 water, regardless of whether any other roots have been placed.

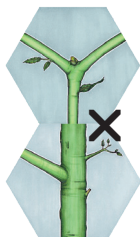
Note: do not count roots with voles on them when calculating the cost of additional roots (see **What if I turn over a Pest card?**).

You do not have to spend any water or acquire any tiles on your turn.

3. Grow.

If you acquired one or more tiles, place them on your plant.

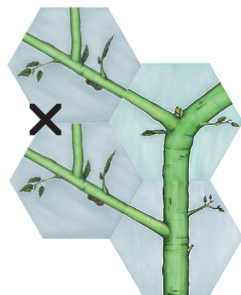
Each edge of each tile must match the edge of all other tiles that it touches. You may not place a tile that does not match on all edges. Plan the growth of your plant carefully!



Nope



Wrong



Don't do this

Note: you may only place a fruit tile by converting a flower tile. In this situation, replace the flower tile with a fruit tile and place the flower tile back on the pile of available tiles.

See **How do I place tiles?** for more information.

4. Grab Challenge Cards.

If your plant meets any of the criteria of the Challenge Cards in play, take the card.

All players grow their plant at the same time, so two players may complete the challenge on the same turn. In this case, whoever completes the challenge and declares it first is the one who wins the Challenge Card.

Do not deal any new Challenge Cards to replace cards that have been taken.

See **How do Challenge Cards work?** for more information.

5. Discard water.

All players may have no more than 6 water in their hand at the end of each turn. Discard any tokens until only a value of 6 remains.

6. Discard the Water card or Pest card.

After each player has completed their actions, place the card into the discard pile.

Play then moves to the next player, who begins at **1. Take a card** once more.

What if I turn over a Pest card?

If you turn over a Pest card then the following happens:

If it is the first card of the game, place the Pest card on the Discard pile and draw again. If you draw another Pest card, repeat until you turn over a Water card.

Otherwise:

Place one different fruit tile for each player face down on a flat surface. One player shuffles the tiles, and another player picks one. The player whose fruit tile is picked receives a pest; the other players then decide which pest he or she will receive.

Wasp: The chosen player must place a wasp token on one of his or her fruit tiles. A fruit with a wasp on it does not score. Once played, a wasp remains on the fruit and cannot be moved (unless permitted by a Challenge Card).

Caterpillar: The chosen player must place a caterpillar on one of his or her leaf tiles. A leaf with a caterpillar on it does not score. Once played, a caterpillar remains on the leaf and cannot be moved (unless permitted by a Challenge Card).

Vole: The chosen player must place a vole on one of his or her root tiles. A root with a vole on it is out of the game—it does not count when calculating water. Once played, a vole remains on the root and cannot be moved (unless permitted by a Challenge Card).

Note: a vole may not be played on a Starter tile.

No player may spend any water, acquire or lay any tiles on a turn in which a Pest card is turned over.

After a Pest has been placed, go to **6. Discard the Water card or Pest card** and continue play.



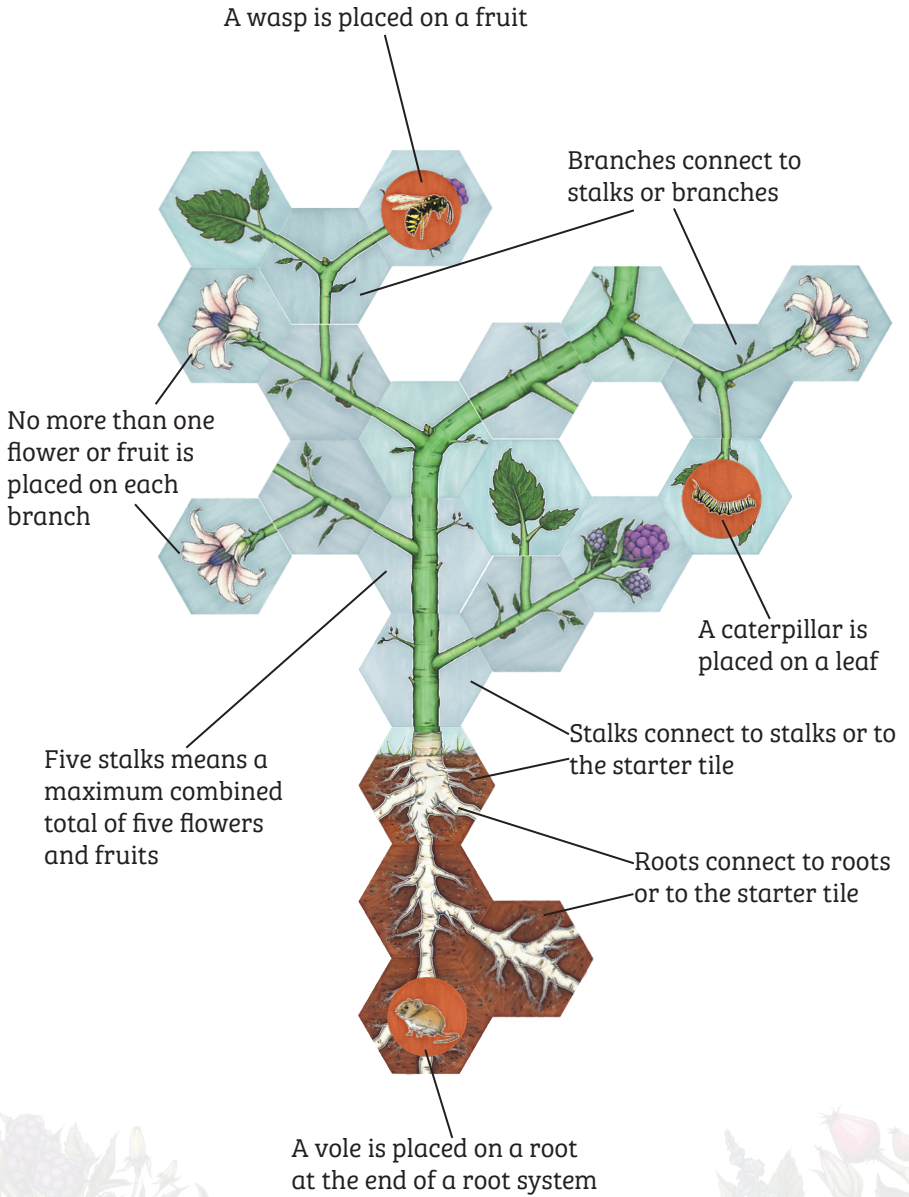
How do I place tiles?

- A **root** may only be placed adjacent to a **starter tile** or another **root**
- A **stalk** may only be placed adjacent to a **starter tile** or another **stalk**
- A **branch** may only be placed adjacent to a **stalk** or another **branch**
- A **branch** may have no more than one **flower** or one **fruit** adjacent to it
- A **flower** may only be placed adjacent to a **branch**
- A **fruit** may only be placed as a replacement for a **flower**
- A **vole** may only be placed on a **root** at the **end** of a series of roots
- A **vole may not** be placed on the **starter tile**
- A **wasp** may only be placed on a **fruit**
- A **caterpillar** may only be placed on a **leaf**
- Your **combined total** of flowers and fruits, including fruits with wasps, cannot be higher than the **total number of stalks** in your plant

For example, if you have three stalks then you may have a maximum of either three flowers, two flowers and one fruit, one flower and two fruits, or three fruits.



How does that actually look?



How do Challenge Cards work?

Challenge Cards present plant growing challenges, providing players with bonus points or actions that they may take if they are the first to complete those challenges.

Each Challenge Card displays either a **specific arrangement** of tiles or a **number of tiles** of a certain type. The first player to recreate these tile arrangements, or to have on their plant the number and types of tiles specified, wins the challenge and claims the card.

All players grow their plant at the same time, so two players may complete the challenge on the same turn. In this case, whoever completes the challenge and declares it first is the one who wins the Challenge Card.

Once a Challenge Card is taken it is out of play; only the player who first completed it benefits from the bonus specified on the card.

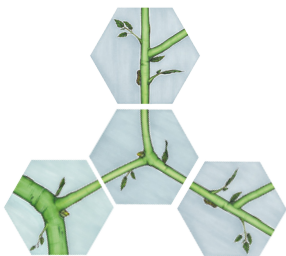
Only the Challenge Cards dealt at the start of the game are in play; do not deal new Challenge Cards to replace any cards that have been taken.

Challenge Cards generally take two forms: those you **keep**, and those you **play**.

Challenge Cards that you **keep** remain in your hand until the end of the game, at which point they may add points to your score. These cards usually have "Keep" in the instructions or "Keep this card" printed at the bottom.

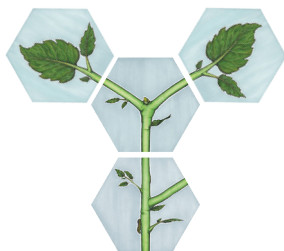
Challenge Cards that you **play** usually must be played either immediately, or on the next turn. This could mean that you'll have to judge when might be the right time to complete the challenge and claim the card.

Some Challenge Cards that you play may be kept and played later; these cards contain instructions to make that clear.



Convert one flower into a fruit without spending any water.

This card must be played immediately.
This card may be used only once.
Discard once used.



Keep to add 3 to your score at the end of the game.

OR

Play to place one stalk without paying any water.

If played, this card must be played immediately.
Discard once played.

When does the game end?

When players reach the Winter card the game ends. Players may not spend any remaining water tokens after this point.

How do I work out who wins?

At the end of the game, each player adds up the total score of each part of his or her plant (remember, tiles with pests on them do not count towards this score). The player with the highest score has grown the most fruitful plant and is the winner.

In the event of a tie, the player with the most undamaged fruits (without wasps) wins.

How do I calculate scores?

The player's total score is calculated by adding up the scores of each of the tiles of his or her plant, plus any bonus scores, plus any Challenge Card scores.

Score per tile (remember: tiles with pests do not score):

Starter tile:	0
Root:	0
Stalk:	2
Branch:	3
Leaf:	1 plus the total number of leaves*
Flower:	5
Fruit:	1 per Stalk, Branch, Leaf and Flower†

** For example, if a player has 2 leaf tiles then each leaf scores $1 + 2 = 3$ points, if a player has 3 leaf tiles then each leaf scores $1 + 3 = 4$ points, and so on.*

† For example, if a player has 2 Stalks, 1 Branch, 1 Leaf and 1 Flower, then each Fruit scores $2 + 1 + 1 + 1 = 5$ points.

Bonus scores

Longest stalk: the player with the most stalk tiles gets 5 additional points. If two or more players share longest stalks of equal length then no player receives this bonus.

Most flowers: the player with the most flowers gets 4 additional points. If two or more players share the most flowers then no player receives this bonus.

Challenge card scores

Some challenge cards add points to your score at the end of the game. Refer to each individual card for how many points to add.

Visit ridgeheadgames/fruitscore to calculate base scores quickly online.



Credits

Fruit was designed by Simon Cox. All artwork is by Marlies Draaisma.



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For more information about Ridgehead Games visit:

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For more information about Marlies Draaisma visit:

instagram.com/marliesdraaisma



Quick reference guide

Cost & Score	Cost	Score
	3 + (roots x roots)	0
	3	2
	4	3
	5	1 + total number of leaves
	6	5
	7	1 per stalk, branch, leaf and flower

Visit ridgeheadgames/fruitscore to calculate scores quickly online.

Water & Roots			
	1	2	3
	2	4	6
	3	6	9
	4	8	12