

(English)

Fruit Friends

For 2–5 players 15 minutes

CONTENTS

- * 5 start cards: Apple, Grape, Kiwi, white peach, yellow peach
- * 105 play cards: 17 apples, 17 grapes, 16 kiwis, 17 bananas, 9 white peaches, 9 yellow peaches, 10 oranges, 10 melons
- * 1 round marker

THE CARDS

How many points you get for how many fruits.



How many cards there are of this sort (the starting cards have an 's' here)

PREPARATIONS

1. Deal 1 random starting card, face up, to each player. On 3 players, use Apple, Grape and Kiwi. On four, add White Peach and on five players also add Yellow Peach. These indicate starting player for each round of the game.

2. Shuffle the playing cards and deal 7 to each player; the rest is a face down deck.

HOW TO PLAY

This game is played for 3 rounds – keep track of this with the round marker.

When the third round is over, points are counted, and the player with most points wins.

ONE ROUND

1: Divide cards

Each player divides his 7 cards into 3 pairs, placing the pairs face down before him. The remaining card is discarded. All players may do this at the same time.



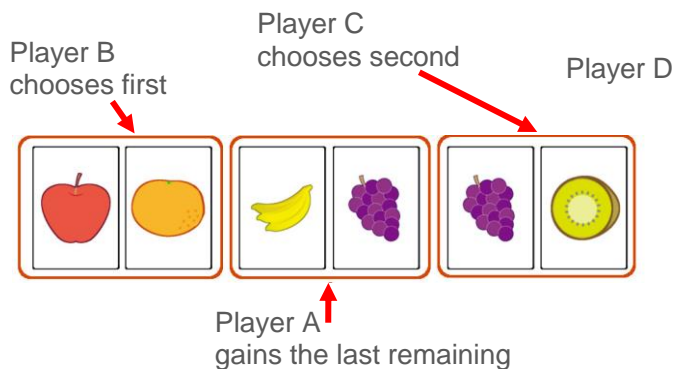
2: Reveal and gain cards

First of all, this round's starting player reveals his three pairs. The starting cards indicate which player is the starting player of which round.

Then, in clockwise order (round 1 and 3), or anti-clockwise order (round 2), the players take the revealed cards in this order:

- The player next to the active player, chooses one pair to gain.
- The player second next to the active players, chooses one pair to gain.
- The active player gains the last remaining pair.

Example: In a 4-player game, in the first round, player A reveals his cards. Round 1 is a clockwise round, so player B is first to choose what pair to gain. Player C then chooses what to gain. Player A gains the remaining pair.



Gained cards are kept face up before you.

Turn then goes to the next player to the left (rounds 1 and 2) or right (round 2), who reveals his card, and players gain the cards as per the same rules.

When all players have revealed their cards and gained cards accordingly, the round ends. After each round, each player will have gained 6 cards, that lie face up before them.

END OF ROUND

If this wasn't the last round, then re-deal 7 cards from the deck to each player, and flip the round marker.

END OF GAME

After the third round, the game ends. Each player will now have 18 cards and his start card. Count the points for each fruit, and total the points. The player with the most points wins. In case of a tie, it's a tie.

CARD POINTS

Fruit/Cards	1 card	2 cards	3 cards	4 cards	5 cards or more
Apple	0pts	2pts	5pts	9pts	14pts (max)
Grape	2pts	5pts	8pts	11pts (max)	11pts (max)
Kiwi	2pts	6pts	0pts	12pts	18pts (max)
Banana	3pts	7pts	12pts	0pts	0pts

White and Yellow peaches have the same point progression, but each player can only count his points for ONE of these types, not both.

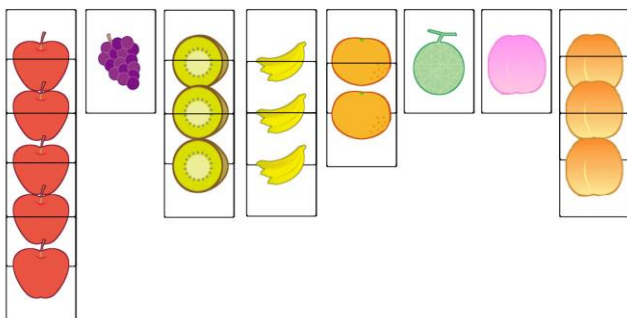
Fruit/Cards	1 card	2 cards	3 cards	4 cards	5 cards or more
White and Yellow peaches	2pts	5pts	9pts	14pts	20pts (max)

Oranges give 1 point per apple the player has, up to a max of 4 points per orange card.

Melons give 1 point per grape the player has, up to a max of 4 points per melon card.

Example: A player has 4 apples, and 3 oranges. Each orange is worth 4 points (4 apples), so the orange cards give 12 points total.

EXAMPLE OF SCORING



5 apples: 14 pts

1 grapes: 2 pts

3 kiwis: 0 pts

3 bananas: 12 pts

2 oranges: 8 pts

(4 per card, since the player has 4 or more apples)

1 melon 1 pt (1 per card, since the player has 1 grape)

1 white peach, 3 yellow peaches: 9 points

(the yellow peaches give more points, so they are counted, the white peach is not counted).

Total 46 points.

To facilitate scoring, you can remove cards that give no points (in the above example, kiwis).

OPTIONAL RULES

Option A: Remove cards for game balance. Remove cards according to below to make the game slightly less random:

3 players: remove 6 each of apples, grapes, kiwis and bananas, 3 each of the peaches and 4 each of oranges and melons.

4 players: remove 2 each of apples, grapes, kiwis and bananas, 1 each of the peaches, and 2 each of oranges and melons.

Option B: Expert rules

Only one of Oranges and Melons will count.

Option C: Secret (2–4 players)

Deal 8 cards in round 1. Players make 3 pairs and discard 1 as usual, but keeps the last card face down. This is revealed just before scoring, so each player will have 1 extra hidden card to score.

Option D: 2 player game

1. Use only Apple and Grape as starting cards.

2. Play 4 rounds. Apple starts rounds 1 and 3 and Grape rounds 2 and 4.

3. When gaining cards, the opponent first chooses a pair to gain, and then choose another pair to remove from the game. The active player gains the last remaining pair. This will cause the players to have 17 cards when scoring.

You can mix the options however you like.

Presented by COMET

info@cometgame.com/

URL: <http://cometgame.jimdo.com/>

Game design: Takaaki Sayama,

Toshiki Arai,

Graphic design: Takaaki Sayama