

# FRUITALE くだものがたり



## Rulebook

**Players: 4-10**  
5 or more recommended
 **Playing Time: 30 min**
**Age: 8+**

In this game, the players, as fruit farm owners, grow tasty fruits and deliver them to the market along with jam and honey to establish their farms.

### Components

**30 Fruit cards** (5 types of 6 cards)  
Apple / Orange / Pineapple / Cherry / Grape



- 1 Farm sheet**
- 7 pencils** (clip-on pencils)  
You may use other writing tools as you like.
- An eraser would be useful for making corrections.
- 1 summary sheet** (outlining the rules)

### Setup

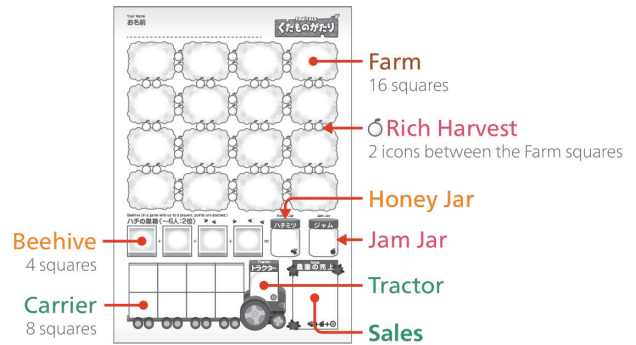
Shuffle the **Fruit cards** face down to form a deck and place the deck in the center of the table. You will make choices from drawn **Fruit**

**cards** and fill out your **Farm sheets** with the **fruits** you wish to grow in your **farm**.

After each player receives 1 **Farm sheet** and 1 **pencil**, start the game.

### Farm Sheet

The **Farm sheet** has squares to enter numbers as shown.



### How to Play

This game proceeds with the following 3 phases.

- 1 Cultivation Phase** → **2 Harvest Phase** → **3 Sales Calculation**

#### 1 Cultivation Phase

Each **Cultivation** counts as 1 week. Play it for 12 weeks.  
In this phase, choose the **fruits** to grow in your **farm**.

- Choose the Leader in whatever way you like. The Leader draws **2 Fruits cards** from the top of the deck and places them in an area visible to all players.
- Each player secretly makes a choice whether to **A Collect Honey** regardless of the revealed cards or **B Plant Fruits** indicated on the revealed cards.

**Note**  
In the 12 weeks, all players will select **A Collect Honey** for 4 weeks and **B Plant Fruits** for 8 weeks.

If you have made a choice, stretch out your fist to the center.

- When all players have stretched out their fists, at the call of "one, two, go!", have your fist "closed" or "open".

- A Collect Honey** ... Fist closed
- B Plant Fruit** ... Fist open

- Now, it is time for this week's work!  
Engage in the work you have chosen (**A** or **B**).

#### A Collect Honey

Collect **honey** while others are busy planting fruits!

Count the number of players who chose **B Plant Fruit** in Step ③ and enter a number in accordance with it in an empty **Beehive** square on your **Farm sheet**.

※ If all players have chosen **A Collect Honey**, enter "0".

**Note**  
In a game with **up to 6 players**, points are **doubled**.

#### B Plant Fruit

Plant **fruits** in your farm!

On any two empty **Farm** squares on your **Farm sheet**, enter the **types** and **values** indicated on the 2 revealed **Fruit cards**.

Two **Fruit cards** have been revealed, so enter the **types (sketch)** and **values** of the **fruits** on 2 squares.

※ You may indicate the **fruit** by a simple sketch as shown. If you are not good at drawing, you may indicate the **fruit** by its initial letter (like "O" for Orange and "P" for Pineapple).



If you manage to plant **fruits** effectively, your harvest may increase depending on the adjacent **Farm squares**!

Check each of the **squares** you have just filled out and their 4 adjacent **squares** (**top, bottom, left, and right**).

**B1 Type OR value of fruit is matching.**

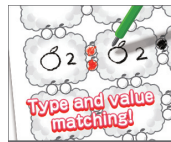
Color **one** of the Rich Harvest icons between these **Farm squares**.



**Note** The figure on the right shows that the value written in the horizontally adjacent **squares** is matching.

**B2 Both type AND value of fruit are matching.**

Color **both two** Rich Harvest icons between these **Farm squares**.



**Note** The figure on the right shows that both the type and value of fruit in the horizontally adjacent **squares** are matching.

**Note** In the **3 Sales Calculation** Phase later, the colored Rich Harvest icons will be added to your score! Try to plant the same **type** and **value** of fruits adjacent to each other.

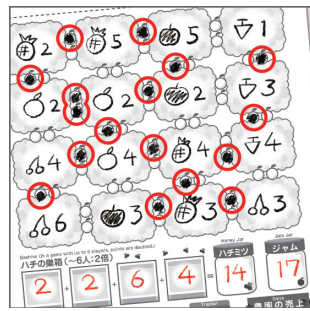
- ⑤ Place the revealed **Fruit cards** face up in an area visible to all players. Then the Leader switches to the next player in clockwise order. Perform Steps ① to ⑤ 12 times (12 weeks). All **Farm** and **Beehive** squares will be filled out in 12 weeks.

## 2 Harvest Phase

After all players finish the 12-week

**1 Cultivation Phase**, enter the Harvest Phase as follows.

- ① First, deliver the collected **honey**! Add up the values written in your **Beehive** squares and write the total value in your **Honey Jar**.



Honey Jar and Jam Jar entry example

- ② Next, make jam with the surplus **fruits**! Add up the number of your colored Rich Harvest icons and write the total value in your **Jam Jar**.
- ③ Now, it is time to deliver the **fruits** from your farm! The **Fruit cards** not revealed in the 12-week **1 Cultivation Phase** will not be used. Put them back into the box. Collect the **Fruit cards** revealed in the **1 Cultivation Phase**, shuffle them and place them face down in the center of the table.
- ④ The players take turns to flip 1 **Fruit card** face up until **14 cards** are revealed. The **fruits** in any players' **Farm squares** with the fruit **type** and **value** both matching those on each flipped card can be delivered to the market! The players who have such matching Farm squares can write the matching **value** in one of their empty **Carrier** squares.

You may also choose not to write the value, because you cannot enter any more values after **Carrier** squares become full. You may need to choose not to deliver some **low-value fruits**.



"Cherry 3" is matching, so the player enters "3" on their **Carrier** square.

**Note** It would be recommended to indicate the used **Farm squares** with crosses. (Refer also to the **summary sheet**.)



- ⑤ After flipping **14 Fruit cards**, add up the values in your **Carrier** squares and enter the total value in your **Tractor** square.



## 3 Sales Calculation

Add up the values in **Honey Jar**, **Jam Jar** and **Tractor**. The total value is the sales achieved by your farm this year. Write the total value in the **Sales** square.



The player with the highest sales wins as this year's best fruit farm owner!

## Notes

Even if two of your **Farm squares** match a **Fruit card** revealed in Step ④ of the **2 Harvest Phase**, you can only write the matching value in one, not two, of your **Carrier** squares. The other **Farm square** is counted as "matching" only if the same **Fruit card** is revealed again.

## Drawing/writing examples in Farm squares

You can draw/write **fruit** like this on the **Farm sheet**.

If is acceptable so long as you can differentiate the **fruits**.

Be sure to make a distinction between the apple and orange.

| Apple | Orange | Pineapple | Cherry | Grape |
|-------|--------|-----------|--------|-------|
|       |        |           |        |       |
| A     | O      | P         | C      | G     |
|       |        |           |        |       |
|       |        |           |        |       |

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Support: Masahiro Yoshida English translation: Saigo

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