A game by Christian Stöhr

Juicy Fruits



for 1 to 4 players, aged 8 and up

RULE BOOK

DEEP PRINT GAMES

Components

4 island boards
1 for each player

front:



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

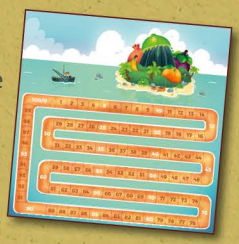


1 business board



1 score board

front: basic side



back: juicy side (with juice factory)



100 fruits

20 x  *banana*

20 x  *lime*

20 x  *pomegranate*

20x  *orange*

20 x  *mangosteen*

24 business tokens

front:



...

back:



6 large venue tokens



20 collector tokens
4 sets of 5 tokens each

front:



back:



50 ship tokens

front: ships



...

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 

3 x 

2 x 

2 x 

3 x 

4 milkshake markers



12 player discs

3 x 

3 x 

3 x 

3 x 

4 postcards

front:



back:



1 license marker



2 cloth bags



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.



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* that is indicated by the player count:

2-player game: 

3-player game: 

4-player game: 

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 face up.

Return any spare island boards, collector tokens, discs and postcards to the box.



7 Put the 25 **ship tokens** with orange boats on their backs into one of the **cloth bags**. Put the 25 ship tokens with green boats on their backs into the other cloth 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 it aligns with the beach and covers the adjacent island space). 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 cloth 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 cloth bags to the box.



***After a few games**, we recommend using 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 starting player for the rest of the game and marks this by flipping their postcard face down.



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 1 fruit of its type from the general supply and place that fruit in your personal *reserve* beside your island board.

- You can not 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.



Example:
For moving her banana collector token 2 island spaces, Lin gains 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*).

Step 2)

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.

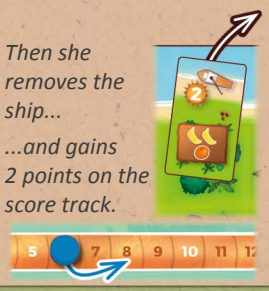


Example:
To supply this ship, Lin returns 2 bananas and 1 orange from her reserve to the general supply.



Then she removes the ship...

...and gains 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, there is a counter with 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:
Lin wants to claim the blue ice cream cart token and thus returns 3 oranges and 3 bananas to the general supply.



For doing so, she gains 5 points on the score track and moves the license marker 1 step down on the license track.



Finally she takes the blue ice cream cart token from its space and places it onto her island board.



If you can not 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*).

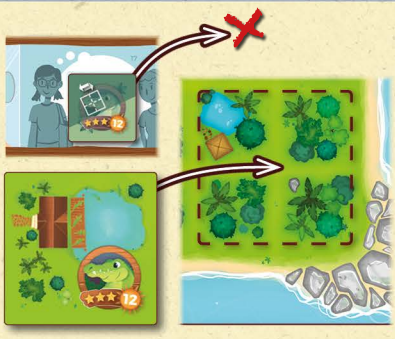




Placeholder tokens

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 can not do so, you are not allowed to claim it.
Once you've placed the large venue token, gain the points printed on it.

Example:
Lin claims the placeholder token of the Crocodile farm. She returns it to the box and takes the actual large venue token of the Crocodile farm, which she places onto a free 2 by 2 area on her island board. Then she gains 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

When you claim a mobile business token, place it onto one of your **free** island spaces. It remains on that space until you decide to move it **during step 1** of a later turn in order to use its **special ability**:



Advanced collector tokens

When you move an advanced collector token during step 1, move it in a straight line through as many **unblocked** island spaces as you like. For each space moved, gain either of its fruits.
Also, after the movement is complete, gain **1 additional fruit** of either type.



Example: *For moving her advanced collector token 3 island spaces, Lin chooses to gain 2 bananas and 2 limes. (She could just as well have chosen to collect 3 limes and 1 banana or 4 bananas etc.)*





Ice cream cart tokens

When you move an ice cream cart token during step 1, move it 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:



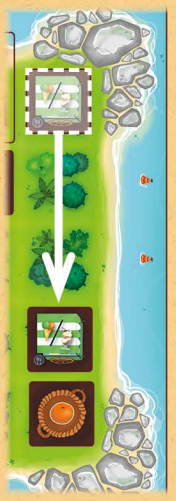
1. Look at the *fruit sign* beside it on the business board and return the fruits shown from your reserve to the general supply (milkshake markers require 2 fruits of one type).
2. Then take the marker and place it next to your island.
3. Finally, gain the points depicted on that marker by advancing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

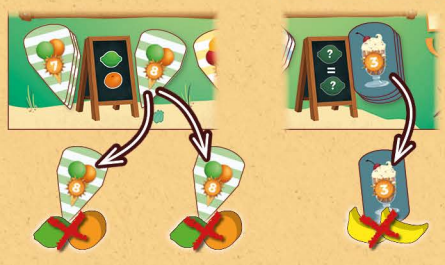


If you take the last marker from its space, a *license icon* is revealed. This means that you must move the license marker 1 step down on the license track.

- You may produce fewer ice cream/milkshake markers than spaces moved.
- For each marker of a produced type, you can choose separately from which of its stacks you want to take it (if there are more than one).
- If all markers of a type are gone from the business board, that type can not be produced.

Example:
For moving her green ice cream cart token 3 island spaces, Lin decides to produce 2 green ice cream markers and 1 milkshake marker.
For the 2 ice cream markers, she returns 2 limes and 2 oranges to the general supply. For the milkshake marker, she returns 2 bananas.
Then she takes these markers from their stacks and gains 19 points in total (8 + 8 + 3).





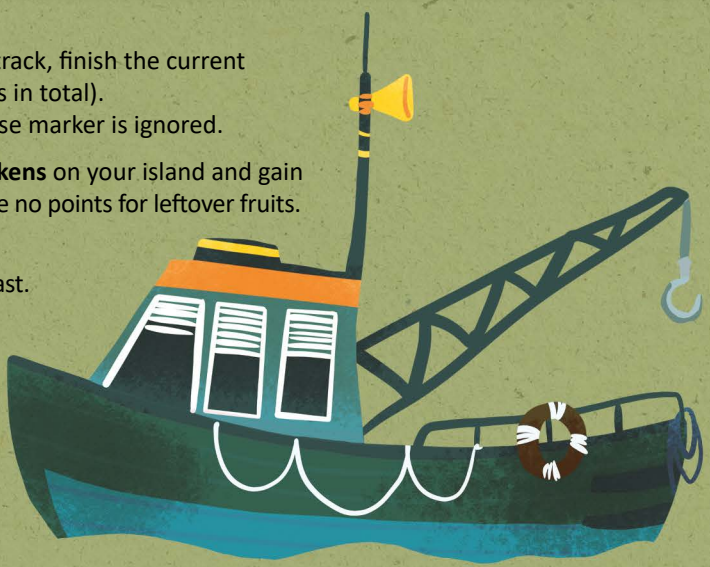
End of the game



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, check if you have any **stall tokens** on your island and gain their points accordingly (*see page 8 for details*). There are no points for leftover fruits.

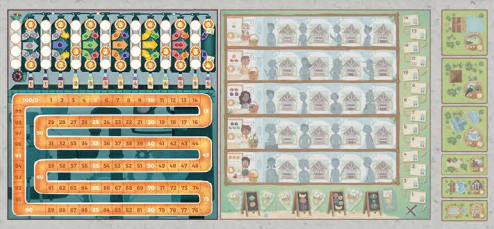
Afterwards, the player with the most points wins.
Ties are broken in favor of the player who took their turn last.



Word of advice: 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 can not collect any fruits.

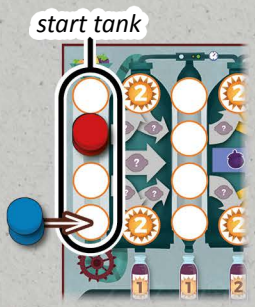
Juice factory

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".



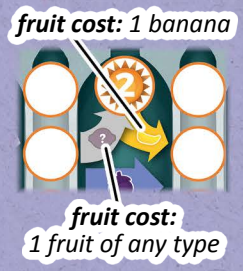
The game is played as usual with one addition: Each player's turn now includes a **third step**.

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

Step 3)

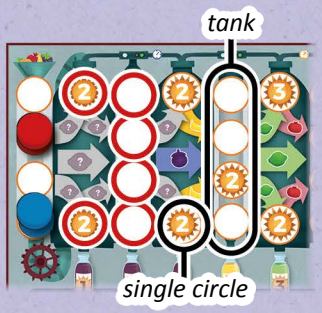
Advance your factory discs by up to 1 arrow each

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.



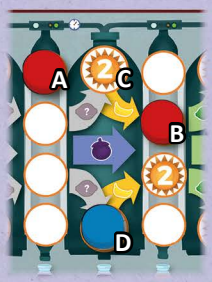
There are *single circles* and *tanks*. Tanks comprise 4 circles each. If a disc moves along an arrow that leads to a tank, any of that tank's free circles can take the disc. If a disc moves from a tank, it can do so along any of its outgoing arrows.

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



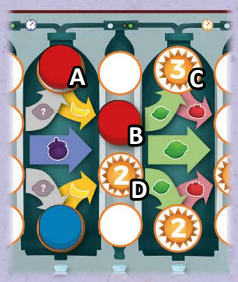
During this step, you may advance neither, one or both of your factory discs by 1 arrow each.

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:
Disc A could either move onto disc B or to circle C (where it yields 2 points).
Disc D could move to any free space of the next tank.

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 lime first (and yields 3 points there), then disc A can move to circle D for a fruit cost of 1 banana (and yield 2 points there).



Example:
For a fruit cost of only 1 orange, both red discs can move to circle A (where they yield 3 points).



The two final circles show a license icon. If your disc arrives on such a 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 play 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

Small venue tokens *(see page 5)*:

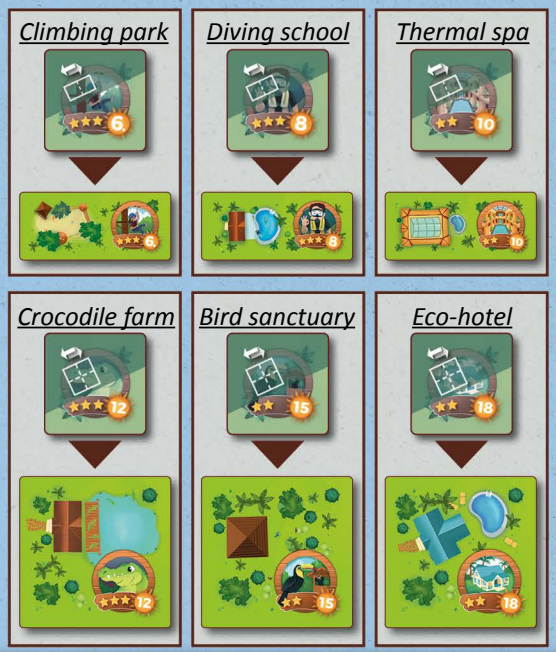
Viewing tower *Museum* *Observatory*



Placeholder tokens *(see page 5)*:

Climbing park *Diving school* *Thermal spa*

Crocodile farm *Bird sanctuary* *Eco-hotel*



Stall tokens *(see page 5)*:



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:

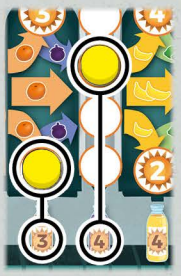


Info booth
At the end of the game, gain 1 point per star icon ( ) on your island's venue tokens.



Lemonade stand
(use only if you play 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

Advanced collector tokens *(see page 6)*:



Ice cream cart tokens *(see page 6)*:



DEEP PRINT GAMES

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