

BACKYARD OF FRUITABAJA

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RULEBOOK



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Some gnomes have decided to start their businesses in the Backyard of Frutabaja, to be able to do this they must know how to manage their money and obtain terrains to place their little businesses. However, in Frutabaja dwells the dirty Blorrrdo, who is willing to get everything dirty so that the gnomes' businesses fail and never have neighbors.

COMPONENTS

- 20 Terrain Tiles
- 4 Special Tiles
- 21 Lucky Cards
- 33 Business
- 20 Dirt Tokens
- 4 Sold Tokens
- 5 Lucky Cards Tokens
- 1 Market Prediction Tracker
- 14 Life Goals Cards
- 32 Monies
- 12 Clovers
- 6 Dices
- 1 Blorrrdo

Game Modes

"Family Business" Mode:

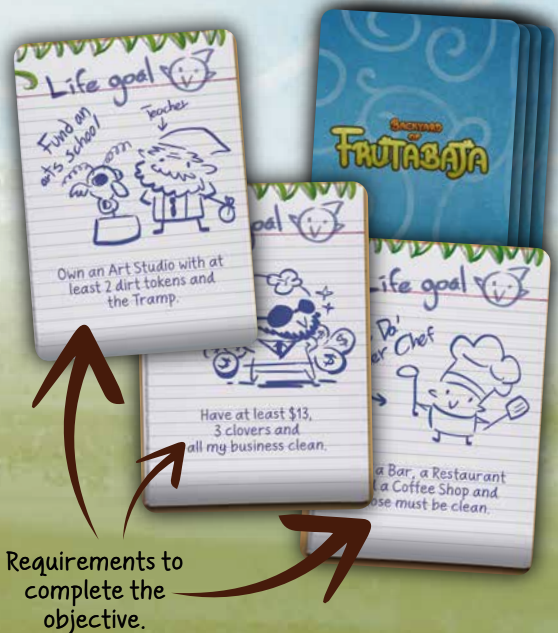
The winning player will be the first to have all of their businesses clean and pay \$20 monies to remove the Blorrrdo for forever at the end of their turn.

In this mode the objectives tiles are not used.

"Life Goal" Mode:

At the start of the turn each player get 3 random "life goal cards", those cards are secret for other players. If a player has two identical cards, he may swap one of those cards with one of the remaining cards at random. The first player who achieves one of their life goal cards is the winner.

Backyard of Frutabaja has two gameplay modes. In both modes there can be only one winner, but if the Blorrrdo succeeds in placing all of his dirt tokens, everyone loses.



Requirements to complete the objective.

Every time a player finishes their turn they can claim the points of the objectives that they want to. Some objectives have a cost to claim them, which is indicated at the top of the tile. A player can only claim each objective once.

The game can end in three different ways:

- When a player places his last claiming plastic cube in an objective.
- When 4 different objectives have been claimed.
- When the objective of removing the Blorrrdo is claimed.

When one of these three things occurs, all of the players that still have a turn left to complete the round will have a last turn.

The winner will be whoever has the most points at the end. In case of a tie the winner will be whoever caused the game to end.

Number needed to produce



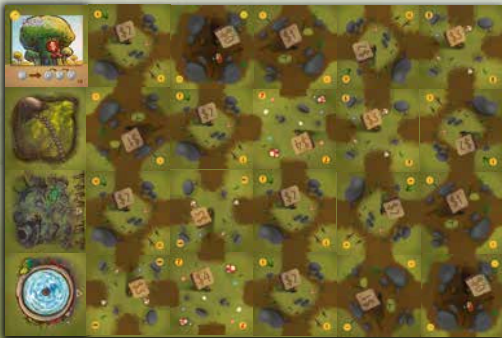
Tile Cost

Set up

First, a row is made in random order with the bank, the fountain, the Blorrrdo's cave and the cemetery.

Then, next to those, the rest of the terrains are randomly placed forming a board of 4x6.

Special Tiles



Terrain Tiles forming a square board of 4x5.

For the rest of the game, the starting player will be the first that has started their own business in real life. In case of a tie the starting player will be the person with the most money in their wallet.

Next, each player will be given \$3 monies, a clover, a Initial business and a "Sold" token. You will take turns in order, buying a terrain and placing your starter business on that space.

Each player will start the game with the monies that they have left during this step.

You will notice that each "Sold" token corresponds to each color of the dice; this will help you to remember whose turn it is. For two players you can use 4 dices of two colors instead.

In the case of three players this can be complicated because they won't coincide in the next round, but that is your fault for not having a fourth friend.

The Blorrrdo:



20 Dirt Tokens



Each turn this monster will go about placing a piece of dirt on the board, it will also chase away customers and make disasters in your businesses. The Blorrrdo prevents whichever business where it is placed to produce monies.

Now you need to separate the tiles of the other businesses in 2 piles (brown and green), shuffle them, then take 4 of them randomly from each pile and place them face up next to the piles.

Finally, you will shuffle the "Lucky Cards" then take 4 of them randomly from the pile and place them face up next to the pile.



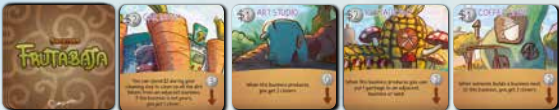
Doesn't produce if the Blorrrdo is on the business.



Produces.



Doesn't produce and its ability is disabled.



Business



Lucky Cards

ADVICE:

Don't wait for your business to fill up with dirt to clean



To begin playing

A turn has the following steps in this order:

1. Production
2. Buy and build
3. Cleaning

1. Production

During the first turn the dice are thrown and then placed on the Market Prediction in order depending on the color of the players dice. The color of the dice will remind you whose turn it is.

The dice that are at the end of the row will indicate which businesses will produce income at the beginning of the turn.

So, for example, if the dice at the end of the row show 3 and 6, the businesses on tiles that are marked with a 9 will produce income. The abilities of the businesses will immediately activate.

Only the sum of the first two dice decides the production number of the turn.



The player in turn can pay with 1 clover to change the result of the dice placed on this square.

The Blorrrdo leaves 1 dirt token in one of the terrain that has the production number. In this case on any terrain with the number 9.

After producing and make the abilities, the player needs to move the Blorrrdo and place it and a dirt token on one of the tiles that is marked with the number that was the result of the dice.

The Blorrrdo has to be moved, it cannot stay on the same tile.

All of the businesses with the Blorrrdo or with 3 pieces of dirt do not produce monies nor do they have abilities.

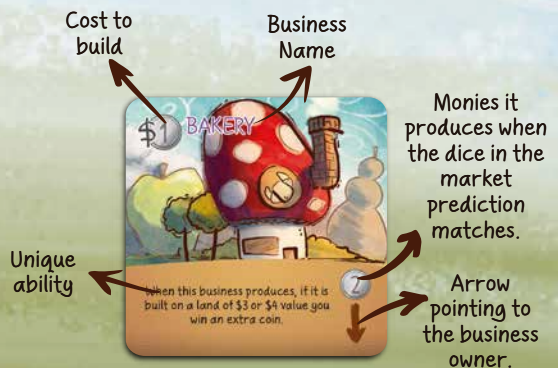
You will notice that the Bank has numbers. It can also get dirty and lose its abilities.

WARNING!

If the Blorrrdo manages to place the last dirt token from his cave, all the players lose. So, you should place the pieces of dirt strategically, not just out of spite. Sometimes you must get your hands dirty to win.

2. Buy and build

Now the player can use their monies to buy any terrain and build a business from the stock on it, but they must do it in one movement only. Only one business can be built per turn. It is not possible to build a business without a terrain.



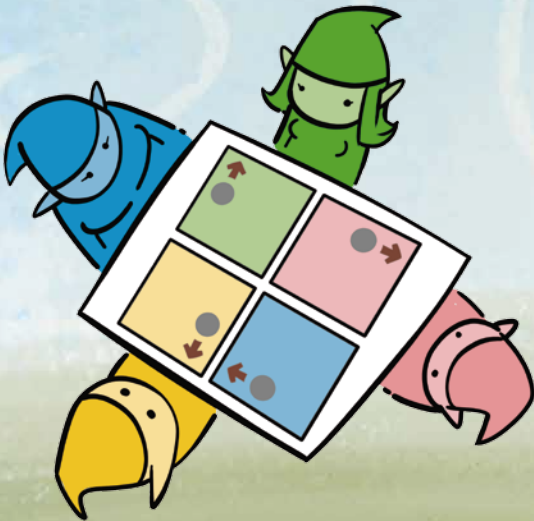
Monies it produces when the dice in the market prediction matches.

Arrow pointing to the business owner.

It is also possible to buy a terrain and keep it reserved to build a business on it on a later turn, this is what the "Sold" token is used for. It is not an obligation to build on a reserved terrain; but, if this tile, at the end of anyone's turn, has three dirt tokens or more on it, the owner will lose it without moneys refund and they get their "Sold" token back. Each player can only have one reserved terrain without a business on it. When a player builds a business on their reserved terrain, they get their "Sold" token back.



Every time a player places a business, including the "Initial Business", they need to place it with the arrow pointing towards its owner to be able to differentiate it from the other businesses and the next business from the stock pile should be revealed.



A player can always place a new business on top of one of their old businesses and then putting the old business at the bottom of their pile.

When building a business or reserving a terrain, the dirt tokens that are already there stay until they are cleaned up. During this step the player can also pay \$1 or 1 clover to change the row of Lucky Cards for 4 new ones from the pile, and then put the old ones on the bottom of the pile.

The same applies to any row of businesses.

"Lucky Cards"

During this step it is also possible to trade in the monies or clovers to use the Lucky Cards that the player whose turn it is wants to. All of the Lucky Cards must be used in the moment they are bought and replace that card for a new one from the pile so it is always four.



Some cards have their own Token. These are placed on top of the business so as not to forget the extra skill.

Every time that one of these cards are played, the card should be placed at the bottom of the pile. With the exception of the "Propaganda" and "Food Cart" cards, these cards should be returned to the box.

There are some cards whose effects last for one round, place the card on top of the business/businesses that is/are being affected while the effect lasts. When the effect is done, place the Lucky Card at the bottom of the pile.

“Clovers”

The clovers, in addition to allowing a player to change a row from the stock of businesses and/or the Lucky Cards, also allow a player to change the dice that is in the second space in the market prediction tile to one number higher or lower.

For example, if you pay a clover you could change a 5 to a 6 or to a 4. A 6 can be changed to a 1 and vice versa.



3. Cleaning

During this step, the player can pay \$1 to clean up 1 dirt token from their businesses or reserved terrain, this can be done as many times as they want.

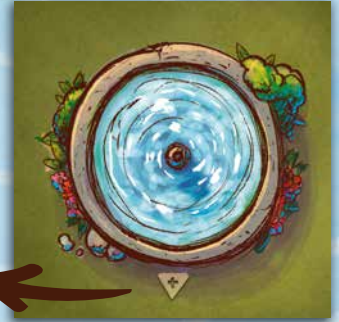
Every time a player cleans up a dirt token, the token is returned to the Blorrrdo's Cave.

Finally, take the die of your color from the market prediction space, throw it and place it at the start of the prediction row and move all the other dice forward.



Special Tiles

Special tiles are not up for sale.



The arrow should point to the terrain adjacent to the fountain.

“Fountain”

The price of the terrain that is adjacent to this tile is raised by \$1, and also the monies the business produces.

For example, if the business normally produces \$3 it now produces \$4.

The fountain can become dirty from the effect of the cards or businesses. If at some point it has 3 or more dirt tokens on it, it loses its abilities.



“Blorrrdo's Cave”

This tile holds all of the Blorrrdo's dirt tokens. It cannot be cleaned (because all of the dirt tokens that get cleaned up from other tiles are returned here); it also cannot be affected by the abilities of the businesses or the Lucky Cards.

If the last dirt token from Blorrrdo's cave is placed in the garden, all of the players lose.



This icon indicates the side of the tile to be used depending on the number of players.

"Bank"

The bank has two version depending on the amount of players.

2 or 3 players: During the buying and building step, the player can invest \$2, to be able to earn \$1 at the start of their next 3 turns.

4 players: During the buying and building step, the player can invest \$2, to earn \$3 in two turns.

These abilities are available to all of the players when it's their turn. To be able to use this ability again, the player must wait until they have received all of their pending monies, this means, three turns.

The Bank counts as a tile with the numbers 2 and 12, but it cannot be bought nor does it belong to any player.

The Blorrrdo may be placed here and also dirt tokens too. As with the businesses, if it at some point has 3 or more dirt tokens on it, it loses its abilities. This means that if a player is expecting to receive money, they won't receive it until The Bank gets cleaned.

The arrow should point to the terrain adjacent to the cemetery.



"Cemetery"

This is the counterpart to the fountain. The price of the terrain that is adjacent to this tile is lowered by \$1, and also the monies the business produces, for example, if the business normally produces \$3 it now produces \$2.

The cemetery can become dirty from the effect of the cards and the businesses, but this doesn't affect this tile at all, on the contrary, the spirits and phantoms of the cemetery will pursue you and stalk you for the rest of the game.

Monies and Clovers

The exchange tokens that exist in the game are the monies and the clovers. The clovers are used to exchange for some cards during the buying and building step.

A player may not have more than 3 clovers.

Clovers are earned with the abilities of some businesses.



Frequent questions

- The adjacent tiles are the ones that are orthogonal, that is to the sides, up and down.
- A player must wait to receive their third payment from the Bank to be able to play its special ability again.
- A terrain or a business can have more than 3 dirt tokens.
- Placing a business on a terrain that already has 3 or more dirt tokens means that the business will not have its ability.
- With the "Bad move" card you can move the tramp token too.



"Tramp"

"The Tramp counts as 1 dirt token. If you pay \$1 you can move the Tramp 1 space during your cleaning phase."

The active player can pay the amount they want to move the Tramp the same amount of orthogonal spaces. That is, to the sides, up or down.

Businesses and cards that can generate questions:

Lucky Cards



"Relocation"

"Exchange your Sold tile for one of your businesses"

With this card it is possible to have a business change places with a terrain that is reserved with your Sold token. And the Sold token is put on the terrain where the business was.



"Food cart"

"Place a cart on any tile. This cart can produce \$1 as long as the tile is clean".

With this card you can place the Cart token on any space of the board, whether it is occupied or not, and it doesn't matter who occupies it. This business produces \$1 but only if there is no dirt tokens on the tile where the cart is placed. When this card is bought, return it to the box. The cart counts as a business. The cart does NOT count as an adjacent business to the business it shares a tile with. Like any other business, its owner may pay \$1 to clean the terrain. You don't need to pay for the terrain you place the card, just put it there.



"Publicity"

"As long this card is available on the stock, players may pay moneys to change the dice at the start of the prediction market during their building step."

This card works exactly the same way as the clovers does in the Market Prediction tile, but instead you can only change the first dice in the line. This card doesn't go to the bottom when a player uses it, it will stay in the table until someone pays a clover to put all the cards in the bottom of the deck.

Businesses



"Bar"

If it has 3 dirt tokens or more it loses its ability, you can clean the bar first to be able to use its ability on the same turn.



"Art Studio"

If it is placed next to the cemetery it simply does not produce money.



"Restaurant and Factory"

When these businesses produce, if they place the last dirt token, all the players lose.



GLOSSARY


- Space: Any tile in the backyard.
- Move one space: Move the "stuff" one orthogonal space.
- Terrain: Any tile with or without a business on it.
- Row: A sequence of tiles in one direction from side to side.

SPECIAL RULE

Players can loan money, sell terrains or properties to other players by making deals as a free action at any time during the turn, as long each player has agreed that they will play with this rule at the start of the game.

Example: "Player A" may sell a \$4 terrain for \$6 to "Player B". "Player B" may ask loan \$2 to "Player C" but "Player C" wants \$3 and 1 Clover token in return later. Or whatever, you put the price and you do the deal as you wish, be creative!



-  Gnomosapiens Studio
-  <http://gnomosapiens.com>
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Backyard of Frutabaja was designed and illustrated by Iván Escalante Victoria (2017)
The product in the illustrations as well as the colors may vary.