

Fruit Picking



Look at you up in that tree! Picking fruit on your island at sea!
Pack it up and send it out via Market Island to build your clout!
Remember! Seeds make fruits and fruits make sets!
So pick your fruit with no regrets!

🍏 Overview

The players become farmers who will plant and pick fruit on their Fruit Island and trade them with Market Island. The goal is to collect a set of Market Cards and claim a title from one of the 4 districts of Market Island.

🍏 Components

- 24 Farm Cards



4 sets of different colors (Purple, Blue, Orange, Yellow)



Each set contains 6 cards
(Raindrops, Pineapple, Pear, Plums, Bananas, Strawberries)

- 72 Seeds



4 different colors (18 of each color)

- 2 Rulebooks(Kor/Eng)

- 30 Market Cards



6 of each fruit (Pineapple, Pear, Plums, Bananas, Strawberries)

- 1 Market Island Board



- 4 Fruit Island Boards



🍏 Setup

1. Each player takes a Fruit Island Board and a set of 6 Farm Cards in their chosen color.
2. The player who most recently ate fruit is the starting player.
3. The starting player shuffles their 6 Farm Cards and randomly lays a card face up in each of the round spaces of their Fruit Island Board. The other players then lay their cards in exactly the same way, copying the order of the starting player.
4. Each player takes the 18 Seeds in their chosen color and places them in the space in the center of their Fruit Island Board. This space is called Storage.
5. Each player takes 6 Seeds from their Storage and puts 2 Seeds on each of the first 3 Farm Cards, clockwise from the Harvest House.
6. Place the Market Island Board in the center of the table. Shuffle all the Market Cards and place them face down in the center of the Market Island Board. Then, draw 4 cards from the top of the Market Card deck and place them face up in the slots marked on the Market Island Board.



* 4 player setup



🍏 Gameplay

Flow of the game

The game starts with the starting player and then turns proceed clockwise. A player's turn is divided into 2 phases that take place in the order shown below.

(1) Planting Seeds

The player chooses 1 Farm on their Fruit Island Board that has at least 1 Seed on it. **The Harvest House cannot be chosen.** The player picks up all the Seeds from that Farm and, clockwise, redistributes 1 Seed onto the next space, 1 Seed on the next space following that, and so on, until no more Seeds are left in their hand. The last space a player puts a Seed on becomes their Active Farm for this turn.

***Example:** Sophie chooses the Banana Farm which has 3 Seeds on it. She picks up all 3 Seeds, and going clockwise she puts 1 Seed on the Raindrop Farm, 1 Seed on the Harvest House, and 1 Seed on the Strawberry Farm. In this example the Active Farm is the Strawberry Farm.*



(2) Using the Active Farm

After the Active Farm has been decided, a player chooses 1 of the following 2 actions: [a] Water plants, or [b] Collect a Market Card.

If the Raindrops Farm is the Active Farm then you must choose the Water plants action.

If the Harvest House is the Active Farm, the player does not do action [a] or [b]; instead, they get another turn, starting with (1) Planting Seeds phase. If the Harvest House becomes the Active Farm again, the player gets another turn, and so on. **A player cannot pass their turn.**

a. Water plants

The player takes a number of Seeds from their Storage equal to the number of fruit or Raindrops depicted on their Active Farm (3 for Strawberries, 2 for Bananas, Plums and Raindrops, 1 for Pineapple and Pear), and adds these to the Active Farm.

If there are not enough Seeds in the Storage, the player takes all remaining Seeds from the Storage and adds them to the Active Farm.

b. Collect a Market Card

The player can collect a Market Card from the Market Island Board as long as the Market Card depicts the same fruit as the player's Active Farm and they have enough Seeds available in their Harvest House. The cost of a Market Card is the number of fruit depicted on the Market Card plus its Market Premium. The Market Premium is determined by the Market Card's current position on the Market Island Board. The Market Premium of each slot on the Market is is, from left to right: +3, +2, +1, and +0. To collect a Market Card, a player takes Seeds from their Harvest House equal to the cost of the Market Card and returns those Seeds to their Storage. **Additionally, all Seeds on the Active Farm must be returned to the Storage as well.**

If the player does not have enough Seeds in their Harvest House to collect any of the Market Cards, they cannot choose this action and must instead choose [a] Water plants.

Example: David redistributes the last Seed in his hand onto the Banana Farm to make it the Active Farm for his turn. He may collect a Banana card from the Market. The cost of the Banana card in the Market is $2+1=3$, because 2 is the number of Bananas on the card and 1 is its Market Premium. David returns 3 Seeds from his Harvest House to his Storage and returns all the Seeds on his Banana Farm to his Storage. He lays the collected Market Card face up next to him.



After collecting a Market Card, the player puts it next to them so that everybody can see it.

All Market cards to the left of the one collected shift to the right, and the top card from the Market Card deck is placed face up in the leftmost market slot.

Example: The Strawberry and Plum cards are shifted to the right to fill the empty market slot. Then, the top card in the Market Card deck is placed face up in the leftmost empty slot.

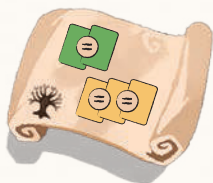


Note: There may be rare situation at the start of a player's turn, where the player has no Seeds left on any of their Farm Cards (all Seeds are on the Harvest House and Storage). In that case, that player takes 3 Seeds from their Storage, and starting clockwise from the Farm right of the Harvest House, redistributes 1 Seed to each of the first 3 Farm Cards. Then, the player ends their turn.



🍏 Game end

Once a player completes any of the Market Card sets shown on the Market Island Board, complete the current round so that each player has played the same number of turns. Then, the game ends.



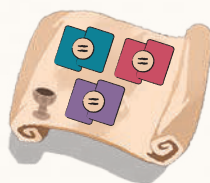
Family:

A pair and three of a kind



Monopolists:

Four of a kind



Lovers:

Three distinct pairs



Merchants:

All five different kinds

The player who completed a set is the winner. In the case of two or more players completing a set, the player with the largest number of fruit depicted on their Market Cards wins. In case of a continued tie, the player with the most Seeds on their Farm Cards (including their Harvest House) wins. If there is still a tie, the tied players share victory.

🍏 Variant rules

Small children variation

Don't use the Market Island Board. From the Market Card deck, reveal the first three cards to be used as the Market. The price for each Market Card will simply be the number of fruit depicted on it. The game ends when any player buys 5 Market Cards.

Random setup variation

During step (3) of the setup, instead of every player copying the same card configuration as the starting player, every player shuffles their Farm Cards and lays down the cards randomly on their Fruit Island Board.

🍌 Solo rules

Setup:

Follow setup steps (1) to (5) from the original rules setting up the game for only 1 player. Then, make a Market Card deck with only 5 cards in it. The deck should be made up of 5 different Market Cards (one card from each fruit). Shuffle the deck and lay it face down on the table. Draw the top card of the deck and lay it face up on the table. This will be the first Market Card you will try to collect.

Gameplay:

Similar to the multiplayer game, gameplay will consist of repeating the (1) Planting Seeds and (2) Using the Active Farm phases, with some rule changes:

- 1) If the Harvest House becomes the Active Farm, there will be no additional turn, because additional turns are meaningless in solo play.
- 2) There is only one Market Card available for you to collect at any one time. In order to collect it, you must pay its price (number of fruit on the card) **plus any remaining Seeds that may be in your Harvest House**. All the Seeds from your Harvest House go onto the Market Card you collected and are never used again in the game. Put the collected Market Card (with Seeds on top) to the side. The seeds on the Active Farm still go back to the storage. Then, draw the next card from the top of the Market Card deck and the game continues.

Game end:

The game ends with one of the following three conditions.

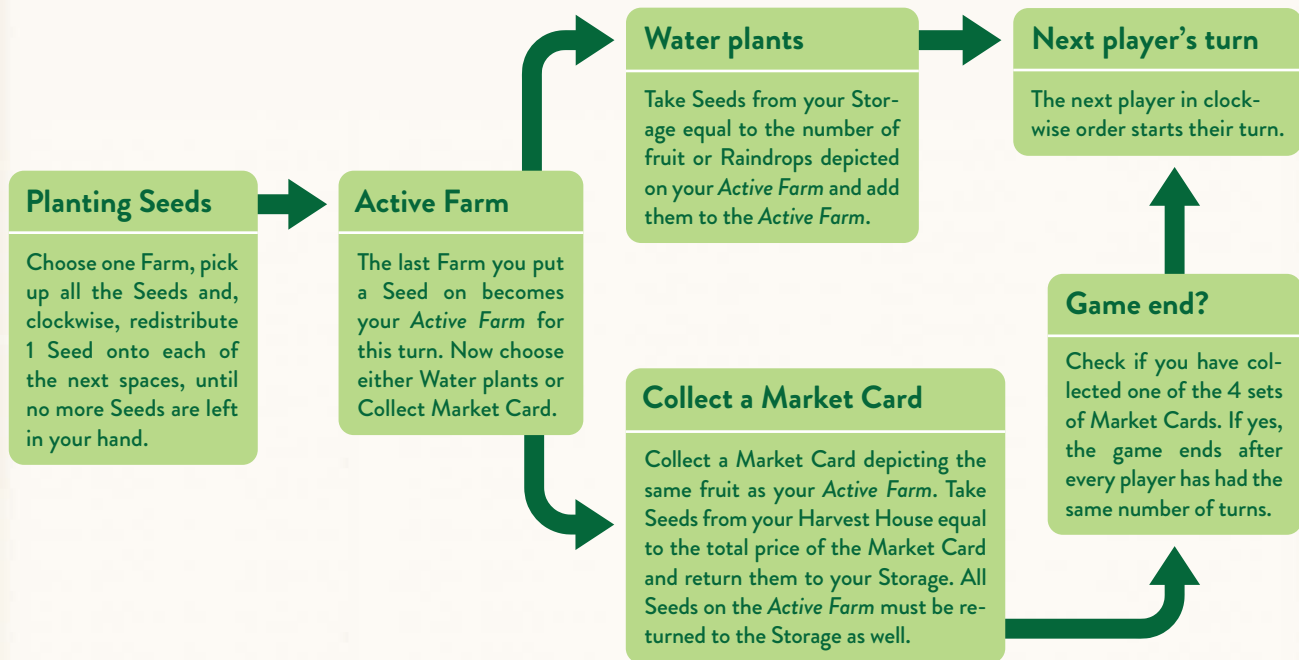
- 1) There are no Seeds left in the Storage.
- 2) There are no Seeds on your fruit Farms, only in the Harvest House.
- 3) You collected all five Market Cards.

If you collected all five Market Cards, you've won! If not, try again!
If you get used to the single player game try it with less starting Seeds next time.

If you win three times in a row with a specific number of Seeds removed you can claim your designation amongst the elite titles on the right.

# of Seeds removed	Title
0	Banan-apprentice
1	Pear to the Throne
2	Queen Berry of Straw
3	Lord of the Plums
4	Alexander the Grape
5 and more	Fruit Pickasaurus Rex

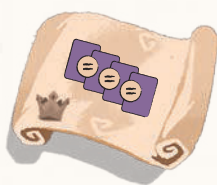
🍏 Turn overview



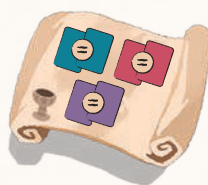
🍏 Victory conditions



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A pair and three of a kind



Monopolists:
Four of a kind



Lovers:
Three distinct pairs



Merchants:
All five different kinds



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