



# FRUIT FRENZY

In Fruit Frenzy, players are caterers collecting fruit from a market to build the most appetizing and diverse plate for their customers. The player with the most valuable plate wins!

## Components:

54 cards with 6 fruits available in varying quantities on each card:



1 scoring card with star-shaped  
scoring token



1 First Player token  
(shaped like a bunch of grapes)



10 ability cards & 6 specialty fruit





**Shuffle the deck of 54 Fruit Cards and deal 2 to each player face down.**

**Take the remaining cards and place them face down into a deck in the middle of the table.**

**Create a market of 4 cards next to the deck with room for a discard pile.**

The below picture is an example setup for a 2 player game. Set the Game Timer card and token aside. These will be used to determine which round you are currently in.



Fruit Frenzy is a game played over multiple rounds. During a round, all players must play a Fruit Card to their plate unless doing so would cause them to illegally play a card.



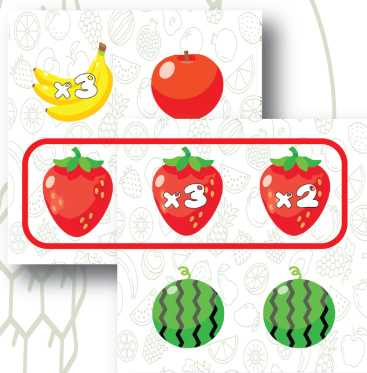
On a turn you must choose 1 of the following:

- 1) **Swap a card** from your hand with one from the Fruit Market.
- 2) **Discard a card** from your hand to the discard pile to **take the top card of the face-down deck**.



Then, you must do each of the following to finish your turn:

- 1) **Place one card so that you cover 1-3 fruit symbols on a card(s) already played.** This can be in any orientation.



In the above example, the bottom right symbol of the starting card was covered by the new card.

Now they have 3 🍓 in a row worth a total of 6!

- 2) **End your turn with 2 cards by drawing the top card of the Fruit Deck.**

(The Fruit Market will always have 4 cards.)

As a special action when playing a card with 3 or 4 different fruit symbols, a player may select one ability card of their choice.



3 different  
symbols



4 different  
symbols



2 different  
symbols

At the start of the game, **make a row of all five different types of ability cards next to the market.**

When an ability card is acquired, it may be used immediately or on a future turn. **After using an ability, turn it horizontally and set it aside.**

Each ability card can only be used once. You receive no end game bonuses for individual ability cards.

There will only be 2 of each of the **five abilities.** Choose wisely.



If you want to reference what each Ability Card does, they are explained in more detail below:

#### Cover 4-

You may cover 4 fruit symbols instead of 3.



4

#### Cover 0-

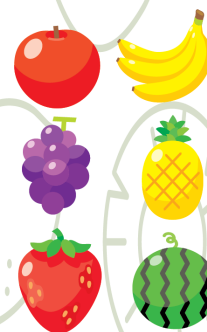
You may cover 0 fruit symbols instead of 1-3. This card must be played adjacently to another already in play.



0

#### Specialty Fruit-

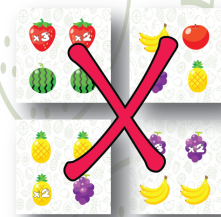
Pick an available Speciality Fruit. If you have the most of this type at the end of the game, gain 3 pts.



Place the 6 Specialty Fruit above the card within reach of all players.

## Clear The Row-

You may move all of the Fruit Cards in the Market to the discard pile. Then, deal 4 new ones from the deck and resume play.



## Search The Discard-

Take any card from the discard pile and add it to your hand. Discard one of the 3 in your hand back to the discard pile.



This cannot be done instead of a normal move.

There are two cards of each of the five abilities. Abilities cannot be selected if there is no ability card to take.

Balancing abilities with high value fruit cards can lead to victory if done properly. Be careful not to take abilities you cannot use.



Some cards have the following symbols indicating extra of those fruit types:



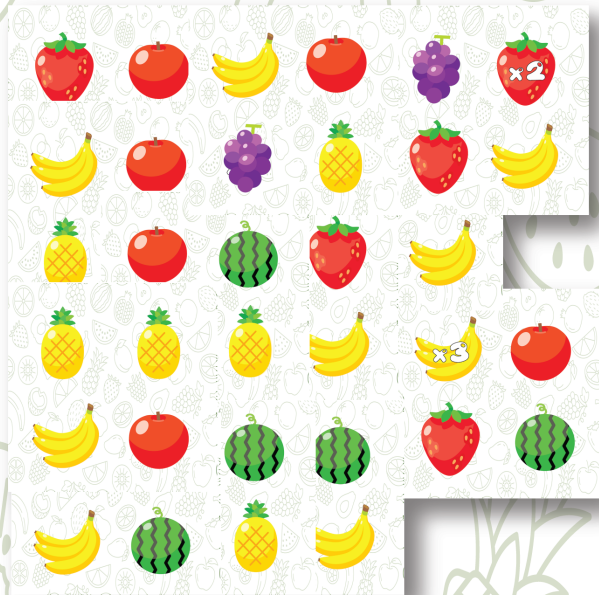
**When counting quantities, these are worth either 2 or 3 of the fruit they are printed on.**

**$x2 = 2$ ;  $x3 = 3$**

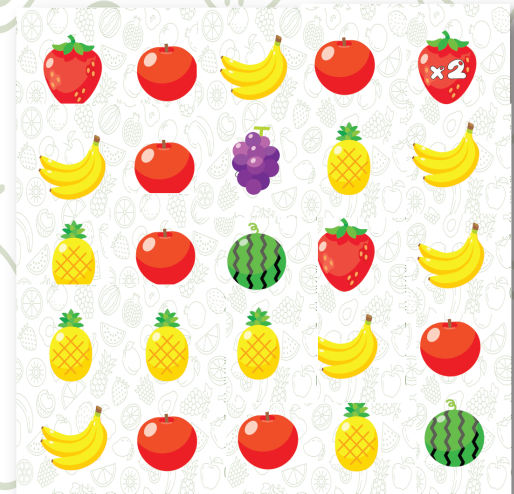
The more of these you have in a continuous group, the higher scoring the group of fruit can possibly be.

Players will be selecting cards that they feel will help them build large, diverse groups of fruit on their plate.

Your plate cannot exceed a certain size based on the player count:



6x6 fruit symbols  
1-2 Players



5x5 fruit symbols  
3-4 Players

In the instance that your only option is to play a card outside the boundary of your plate, you cannot play a card during that turn. Instead, finish the current round with all remaining players in turn order and the game is over.

If you ever run out of cards in the Fruit Deck, shuffle the discard pile and continue play.



The Game Timer determines the current round and the length of the game. Give someone the First Player token. They will be in charge of tracking the round.



Every time all players in turn order play a card to their plate, move the Star Token up one space.

For example, if all players have played the first card of their plate, place the Star Token on the 1 space. The Game Timer counts the # of cards played. Once you reach a certain total, the game is over.

2 Players- 12  
3 Players- 12  
4 Players- 11

If playing solo, you will count discarded cards only. See pg. 14.

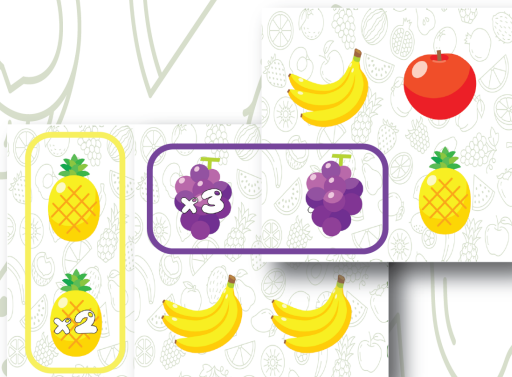
## How To Score:

Players will count how many fruit they have of each of the 6 types in their **largest section of that variety.**

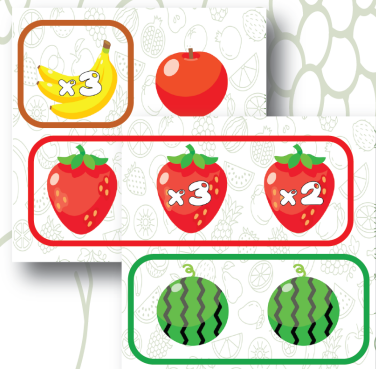
The player with the most **scores** **points equal to the difference** **between their total and the** **player with the second most of** **that variety.**

Tiebreaker: Largest area of 1 fruit.

Player 1



Player 2



In this very limited example, Player 1 has the most 🍇 with 4. Player 2 has 0. Therefore, player 1 will score 4 points.





Player 1 has 3. Player 2 has 0.

This means Player 1 scores 3 points.



Player 2 has 6. Player 1 has 0.

This means Player 2 scores 6 points.



Player 2 has 3. Player 1 has 2.

This means Player 2 scores 1 point.



Player 2 has 2. Player 1 has 0.

This means Player 2 scores 2 points.

Both players have 1  so neither of them score any points.

Player 2 would win 9-7.

### End Game Bonuses:

- 1) The player with the largest total of one fruit type scores 5 points.
- 2) Players with fruit groups that are 5 symbols or larger score 3 pts. for each.

## Solo Variant:

Play the game as normal but you must pick one card from the Fruit Market to discard to the discard pile each turn. Once 14 cards are discarded or you can't legally play a card, the game immediately ends.

When counting points at the end of the game, the opponent's "score" is the number of fruit on symbols on cards discarded throughout the game divided by 2 (rounded up).

Score as you would in a regular game + 1 point for each fruit with 5 or more symbols in one area. Ignore all other end game bonuses.

If the AI scored more points, you lose.  
If you won, rate yourself on the below scale:

25+ Fruit Master  
19-24- Ripe  
14-18- A Little Mushy  
13 and Below- Rotten