

EN



6-99



2-4



15'

# TUCANO

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## GAME MATERIAL

70 cards, including  
12 toucan cards  
58 fruit cards

## IDEA OF THE GAME

Will you be the most gourmet bird? The tropical forest is full of tasty fruits, but be careful: some may not actually be that good for you ... Harvest the best fruits and use toucan cards wisely to protect your collection... or to steal from your opponents!

## GOAL OF THE GAME

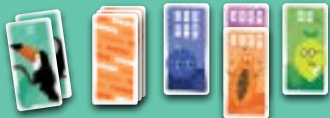
Collect fruit cards, earn points and get the most points to win.

## SETTING UP THE GAME

Set toucan cards aside. Shuffle all other cards, and divide them into two decks.

Shuffle the 12 toucan cards with one of the decks, then place the other deck on top to form a draw pile.

Lay out 3 cards face up to start 3 columns then add another face up card on the middle column as illustrated below. Place the draw pile next to the face up cards.



discard  
pile

draw  
pile

Do you recognize all the fruits used in the game? *Acai berry, avocado, banana, carambola, coconut, fig, lime, lytchee, orange, papaya, pineapple, pomegranate, rambutan.*

Always make sure the tops of the cards are visible when laying them out on top of each other.

## HOW TO PLAY

Whoever last ate a fruit starts the game.

Players take turns clockwise. When it is your turn, pick one column and take all of its cards. Place the cards face up in front of you. It is recommended to group identical fruit cards together.

Toucan cards give the players access to special abilities. If you take a toucan card, use its effect **immediately** and discard it afterwards. If you take two or more toucan cards, use their effect in the order of your choice.

The turn ends with adding one card to each column from the draw pile, always in the same order: start with the column nearest to the draw pile and finish with the farthest.



## END OF THE GAME

Play until there is only one column left on the table (every player should have played the same number of turns).

**Note:** when the draw pile is empty, the last players take cards without adding to the columns. Consequently, the last player will have a choice between two columns, not three. Discard the remaining column of cards.

Count up the points from collected fruit cards. The player with the most points wins the game.

## EXAMPLE OF SCORING

Player 1 has the joker, she adds it to the papaya set: she now has 4 papaya cards, therefore 20 points. She is not the player with the most banana cards, so she wins 0 point per card. However, she has more pomegranate cards than her opponent, so she wins 1 point per card, meaning 3 points in total. Her total score is 37: she wins the game.

## FRUIT CARDS

The points you win for each set of fruit cards depends on the number of cards collected, as indicated on the pictogram.



-2 0 9 16

Here, if you collected...

1 card = -2 pt  
2 cards = 0 pt  
3 cards = 9 pt  
4 cards = 16 pt

The number of card piles shown on each fruit card corresponds to the total number of cards of this fruit in the game. For example, there are 4 fig cards.



-1/ 1/

Cards with the above pictogram function differently. You win points per card depending on who has the most cards for each of these fruits. Here, if you have more of these fruit cards than anyone else, you win 1 pt per card. If not, you lose 1 pt per card. In the event of a tie, all players lose 1 pt per card.



This is a joker card. At the end of the game, you can decide which fruit cards set you add it to. It will count as one of these fruit.

## TOUCAN CARDS



There are 3 types of toucan cards. Toucans have special abilities. When you take one, use it immediately, then discard it and continue the game as usual. If you cannot use the effect, discard the card without using the ability. If you have more than one toucan card at the same time, use them in the order of your choice.



Give one of your face up cards to another player who cannot refuse it.



Take a face up card from another player who cannot refuse to give it to you.



Flip all your fruit cards in front of you and form a single pile, face down.

**Note:** you cannot look at your face-down cards again once they have been flipped. This also means that they cannot be given to, or stolen by, another player.

Player 1

Total = 37 pt



Player 2

Total = 32 pt



Scoring sheet  
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