

FROOTOKRI

INTRODUCTION

The fruits in the orchard have ripened, signalling the start of the harvest season! As a Fruit Gatherer, your task is to pick the fruits that will create the most valuable combinations in your tokris (traditional baskets used for gathering). Success comes from carefully choosing the right mix of fruits to maximize the potential of your tokris, rather than simply grabbing whatever is available.

However, your fellow gatherers may throw rocks into your tokris, making it harder to complete your harvest. Stay sharp and plan your selections wisely to ensure your tokris are filled with fruitful combinations.

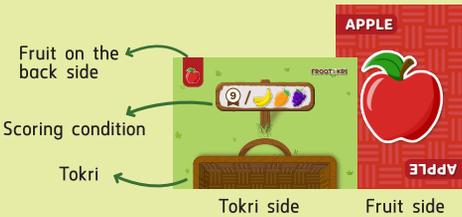
Will you create the most valuable harvest, or will those pesky rocks cost you the win? Show your skills as the top Fruit Gatherer in this exciting race to complete your tokris!

OBJECTIVE

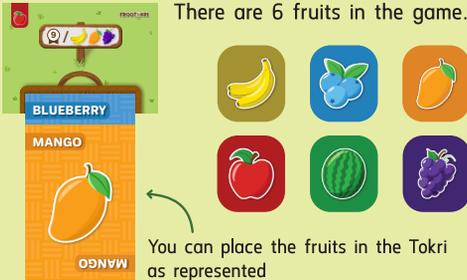
Score the highest number of points to win the game before the orchard is completely picked out.

GAME COMPONENTS

Tokri-Fruit cards are double sided



There are 6 fruits in the game.



Rock cards have rock on both sides



Bounty cards give extra points



GAME SETUP

1 PREPARE THE DECK

The total number of cards used in each game depends on the number of players. Take all the cards and randomly select the number of cards listed below:

- **FOR 2 PLAYERS**, use 6 cards of each fruit and 4 rocks
- **FOR 3 PLAYERS**, use 9 cards of each fruit and 6 rocks
- **FOR 4 PLAYERS**, use 12 cards of each fruit and 8 rocks
- **FOR 5 PLAYERS**, use all the fruit and rock cards

Put all unused cards back in the box, they won't be used for this game.

Combine the selected fruit and rock cards into a single deck and shuffle thoroughly.

SCAN FOR HOW TO PLAY



2 CREATE DRAW DECKS

After shuffling, split the combined deck into three, roughly equal, piles and place them side by side with the Tokri side facing up as shown in the image.

3 CREATE FRUIT ORCHARD

From each Draw Deck, flip and reveal the top two cards, placing them below their respective piles. If any Rocks are revealed this way, leave them there, they are part of the Orchard too!

4 SET BOUNTY CARDS

Shuffle all the Bounty cards, then reveal a number of cards equal to the number of players and place them face up near the Orchard. Put the remaining Bounty cards back in the box.

The player who ate a fruit most recently, starts the game.



GAME PLAY

On your turn, perform only one of the following actions:

TAKE A TOKRI

or

PICK TWO FRUITS

or

GATHER ALL ROCKS

TAKE A TOKRI

Take one tokri card from the top of any of the three draw decks and place it in front of you. Each tokri can hold up to three fruits, in any combination. You may have any number of tokris during the game.

PICK TWO FRUITS

Pick any two fruits from the orchard. These can be the same or different. Place the fruits in any of your tokris, either in the same tokri or split between different tokris. Once a fruit has been placed in a tokri, it cannot be moved for the rest of the game.

If you have no space in any of your tokris, the fruit is discarded. Wasting food is bad, so each discarded fruit is **-1** point at the end of the game. You must place a fruit in a tokri if space is available.

Note: Rocks cannot be picked as part of this action

GATHER ALL ROCKS

Collect all visible rocks in the orchard and the draw decks. Then, choose one of the following:

- 1 Throw the Rocks:** Place the Rocks into the tokris of any other player(s) of your choice. You may split them between players and tokris in any way. Rocks take up one of the three spaces in a tokri.
- 2 Discard the rocks:** Place all the rocks in your discard pile. Each rock in your discard pile is worth **1** point at the end of the game.

Once you complete your action, refill any empty orchard spaces with new cards from the corresponding draw decks (flip the top cards from the decks). If Rocks are revealed while refilling, they remain a part of the Orchard.

When a Draw Deck runs out, take one of the remaining decks, split it in half, and use the bottom half to replace the empty deck.

HOW TO GAIN POINTS?

Every tokri is a little scoring basket! Each one tells you how to earn points by collecting certain fruits or meeting a special condition. You don't have to completely fill every tokri, if the condition is met, the tokri still scores. Rocks take up space in a tokri but do not negate your points.

BOUNTY CARDS

At any point in the game, if you complete one of the unclaimed Bounties, immediately claim that card and place it in front of you. Each claimed Bounty gives you **5** towards your final score at the end of the game.

Note: Discarded fruits do not count towards bounties.

The game ends when the fruit orchard is completely empty and there are no more cards to refill it. Proceed to end game scoring.

END GAME SCORING

At the end of the game, calculate your total points using the following:

- **Total points** gained from tokris
- **5** for each claimed Bounty
- **1** for each Rock in your discard pile
- **-1** for each discarded fruit
- **-2** for each completely empty tokri

The player with the highest total wins the game!

APPENDIX

 <p>2 points for each mango</p>	 <p>5 points for a pair of banana and blueberry</p>	 <p>9 points for a banana, mango and grapes</p>	 <p>5 points for 3 different fruits</p>
 <p>3 points for each mango, -2 for each banana and -1 for each blueberry</p>	 <p>6 points for mango and 2 more fruits. Same or different.</p>	 <p>4 points for the tokri. -2 for each mango and -1 for each blueberry</p>	 <p>-3 for odd number of mangoes, 7 for even number of mangoes, 0 is neither even nor odd</p>