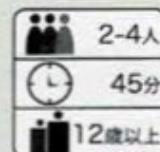


# THE FRUIT HARVEST

## 果実の収穫



There is a mysterious apple forest and the fruit harvest has come.  
Grow trees, grow apples, and protect the, from birds and worms.  
Harvest all the apples.

### Components [158 cards]

#### Basic Cards

[Apple Cards: 36]

[Tree Cards: 101]

#### Special Cards

[Pigeon Cards: 3]

[Woodpecker Cards: 3]

[Worm-ridden Cards: 3]

#### Bonus Cards (used at end of game)

[Golden Apple Cards: 3]

#### [Apple Card]



#### [Tree Card]



#### [Golden Apple Card]



#### [Special Card]



### Game Setup

After shuffling all the cards except the golden apple card, lay them face down in the center of the table. Next, take 8 cards from the top of the deck (12 when there are 3 players) face down and place to the side/in the box. These cards are not used.

Deal 5 cards from the [Deck] to each player [Hand].

Decide the starting player (rock-paper-scissors, etc.) and play clockwise from that player.

### How to Play (Creating Your Apple Orchard and Harvesting)

From the start player, choose two cards from your hand and play them face up. Place the apple card on the left and the tree card on the right, and stack cards of the same type vertically. Stacked tree cards are called the [Trunk], stacked apple cards are called the [Fruit], and the combination of these two is called [Apple Orchard].

After drawing 2 cards from the [Deck], it is the next player's turn, they can/will start another orchard in front of them.

-Aim for the total value [100] of the [Trunk] of tree cards. When the total value is exactly [100], it is a good harvest. You can harvest all the apple cards that are stacked. (\* Refer to the item on how to harvest apples during a good harvest).

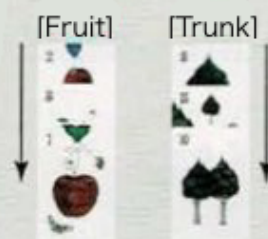
-If the total value of [Trunk] of your [Apple Orchard] exceeds [100], only the apple card on the top of [Fruit] pile can be harvested.

The harvested apple cards are placed in plain view so other's can see.

\*\*\*Order matters for end of game scoring so keep your pile neatly overlapped.

After a harvest, discard all [Trunk] cards. Repeat playing and drawing 2 cards, when the [Deck] runs out, the [Last Harvest Festival] will start.

After the game is over, the one with the highest total of harvested apple



Harvested apple cards are always stacked on top, if you harvest multiple cards at once, you can stack them in any order



## 🍏 Creating [Branches] and [Bunches]

Apple cards and tree cards can be stacked side by side if they match numbers. However, only the top-most card can have [Branches] and [Bunches] be made on them.

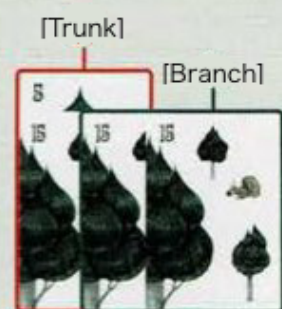
## 🍏 How to Make a Tree [Branch]

Placing matching Tree cards side by side is called a [Branch]. If you create a [Branch], you can choose to calculate the total value of the [Trunk] by just counting the [Trunk] cards or including the [Branch] cards.

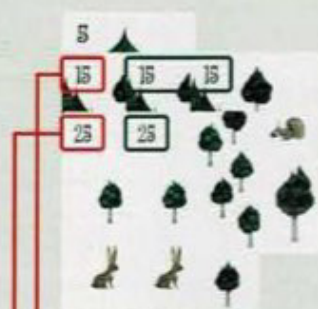
When discarding tree cards after harvest, do not discard any [Branch] cards, it will be used as the start of the next [Trunk]. If there are multiple [Branches], stack them vertically.

\*\*So long as the [Trunk] total does not exceed [100], Tree cards can't be discarded.

### [Calculating Branches]



2 [15] Tree cards are placed side by side and become branches.

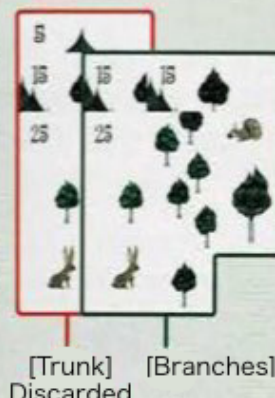


Either count just the [15] Trunk or with the branches  $[15 \times 3 = 45]$ .

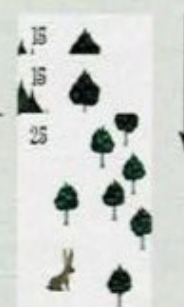
Either count just the [25] Trunk or with the branches  $[25 \times 2 = 50]$ .

\*Counting all the [Branches] and [Trunks] gives a total value of 100.

### [How to Arrange After the Harvest]



[Trunk] Discarded



You start the next [Trunk] with the leftover [Branches].

## 🍏 How to Make an Apple [Bunch]

Placing matching apple cards side by side is called a [Bunch].

[Bunches] Are treated as a single apple. When the total value of a [Trunk] exceeds [100], you can harvest each [Bunch] as one apple. If there is a Good Harvest (exactly [100]), you can only harvest up until the first [Bunch]. Any apples behind it cannot be harvested. But, if a [Bunch] is on the very top, only the bunch is harvested.

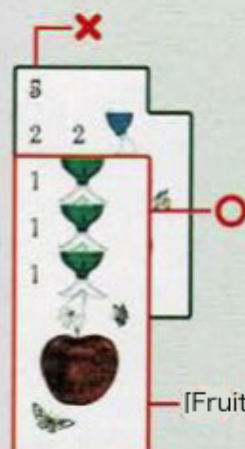
### [How to Harvest During a Good Harvest]



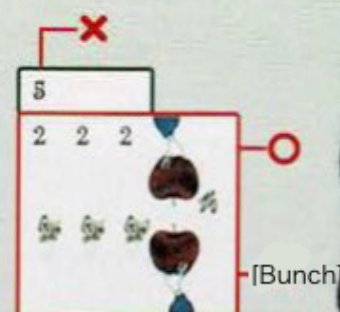
Side by side cards are called a [Bunch]



During a Good Harvest, all apples stacked vertically can be harvested.



If there is a [Bunch] (the two 2's), only the cards in front can be harvested.



If a [Bunch] is on top and a Good Harvest occurs, only the [Bunch] is harvested.



## 🍏 Using Your Cards to Harvest Other's Apple Orchards

The cards in your [hand] can be played not only on your own Orchard, but also on other players' Orchard. You can delay and mess-up other's plans in this way. You can also help with other's harvest. When helping to harvest apples, calculate the total value of the [Trunk] tree cards NOT including [Branches]. If the total value of [Trunk] is a [100] and you help harvest multiple apples, you get half the harvested apple cards. (If the number is odd, discard the extra). The division of apple cards is decided by the orchard's owner.

If the total value of the [Trunk] exceeds [100] and only one apple card can be harvested, the player who helped the harvest and the player who harvested will start a [Auction] of the apple card.

(\*If you help harvest a [Bunch], only the right-most card will be harvested/auctioned.

## 🍏 [Auctioning] Apples From Helping to Harvest

Place the [Auction] apple card face up in the center. Both players involved replenish their [Hand] from the [Deck] so that they have 5 cards. Each player chooses one tree card from their [hand] and puts it face down. Reveal it, and the player who put out a larger tree card can harvest the apple.

The tree card bids are discarded. If a [50] tree card is in play, [5] tree cards are the largest card.

If the same bid appears, continue the [Auction] with another bid.

If it is still not decided, the [Auction] is canceled and the apple card will be carried over to the next [Auction]. If there is ever no tree cards in [Hand], they must play an apple card or special card from their [Hand] and will lose the auction.

After the [Auction] is over, each player involved replenishes from the [Deck] so that they have 5 cards in their hand.

## 🍏 Last Harvest Festival <Chance of a Comeback>

If there are unharvested apple cards left in the field when the deck runs out, the [Auction] of the [Last Harvest Festival] begins with everyone involved.

The person with the lowest total value of harvested apple cards chooses one of the Apple Orchards to start bidding.

If there are people with the same total value of apple cards, decide by an appropriate method (rock-paper-scissors, etc.), and the winning player will specify the starting [Auction Apple Orchard].

The apple card at the top of [Fruit] pile is put up for [Auction] in order. You [auction] one card at a time, but the apple cards that were not bid for or had unsuccessful auctions, will be carried over to the next [Auction]. When there are no more apple cards in that [Apple Orchard], proceed to the next [Apple Orchard] in clockwise order to continue the auction. The game ends when there are no more cards in any [hands].



In this case, player B has the highest number [25] and will harvest the apple. Player C who played a special card is ineligible to harvest the apple card.

In this case, the players who tied with [15] would not be able to harvest the apple card, and player A who played an apple card is ineligible to harvest the apple. Player B who played [5] harvests the worm-ridden apple.

In this case, the largest number (50) is played so player D who played [5] harvests the apple.



## Special Cards <Effects>



### [Pigeon Cards]

Harvest the top apple card of yourself or another player's Fruit pile (if it is [Bunch], only harvest the apple card at the top (right-most of the bunch.) You can also move the worm-ridden apple card to the top of another player's pile. (It does not matter where it is located in the [Fruit] pile you take from). Discard after use.



### [Woodpecker card]

You can discard one of your or another player's top [Trunk] card. If [Branches] are present, discard the [Branch] cards too.

You can also eliminate the worm-ridden apple card. (It does not matter where it is located in the [Fruit] pile you take from). Discard after use.



### [Worm-Ridden Apple Card] An apple minus card.

You can give someone this penalty by stacking it on the opponent's fruit pile. (You can put an apple in their fruit stack even if the player doesn't have an apple)

## How to Earn Golden Apples at the End of the Game

If you harvest matching apple cards that are adjacent at the end of the game, you will get a "golden apple card".

### [Counting Matching Apple Cards]



They have 3 [1] apple cards, so they earn a [3] golden apple card. (3 [2] apple card would also count towards this golden apple card).



### [Types of Golden Apple Cards]



[3] Golden Apples are obtained when 3 matching cards are collected.



[6] Golden Apples are obtained when 4 matching cards are collected.



[12] Golden Apples are obtained when 5 matching cards are collected.

## Alternate Rules 1 (Team Battle)

Team up with the player opposite of you and compete for the most number of apples between the teams. Play as you normally would, but you cannot reveal to your team what is in your [hand] or tell them what cards to play.

## Alternate Rules 2 (Adding Golden Apples)

Treat the golden apple cards the same as any other apple card and mix it with the [Deck] to play. However, golden apple cards can only be harvested by other players. (It would just stay in your fruit pile if you harvest your own Orchard).

### [Golden Apple Cards Added]

2 players: 4 [3] apple cards  
3 players: 4 [3] apple cards  
              2 [6] apple cards  
4 players: 5 [3] apple cards  
              3 [6] apple cards

## 【ルール・お問い合わせ】

## GALLERY OUCHI

企画・制作・販売元：ギャラリーおうち  
〒760-0067 香川県高松市松福町2-2-9 1F  
Tel&Fax：087-813-2005  
e-mail:ouchi@qf6.so-net.ne.jp

イラスト：yuuco  
テキスト編集：岩佐 京・安岡 知昭  
ゲームデザイン：ギャラリーおうち