The Fruit Rage! a game that captures the nature of a zero sum two player game with strict limitation on allocated time for reasoning.

The Fruit Rage is a two player game in which each player tries to maximize his/her share from a batch of fruits randomly placed in a box. The box is divided into cells and each cell is either empty or filled with one fruit of a specific type.

At the beginning of each game, all cells are filled with fruits. Players play in turn and can pick a cell of the box in their own turn and claim all fruit of the same type, in all cells that are connected to the selected cell through horizontal and vertical paths. For each selection or move the agent is rewarded a numeric value which is the square of the number of fruits claimed in that move. Once an agent picks the fruits from the cells, their empty place will be filled with other fruits on top of them (which fall down due to gravity), if any. In this game, no fruit is added during game play. Hence, players play until all fruits have been claimed.

Figure 1 depicts a sample 10 x 10 game board with 4 types of fruits denoted by digits 0, 1, 2 and 3 in the cells. Figure 2 shows the result of executing this action: all the horizontally and vertically connected fruits of the same type (here, the selected fruit is of type 0) have been replaced by a \* symbol (which represents an empty cell). The player will claim 14 fruits of type 0 because of this move and thus will be rewarded 14^2 = 196 points.

 