

2 Players, ages 8+

10-20 min

Frutas

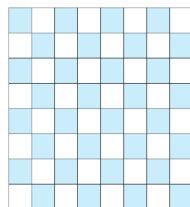
by Ryan Moylan

Overview

Frutas is a 2 player abstract strategy game about making and eating fruit salad which uses a stacking mechanism. The game is played in two phases; in the first phase, players alternate turns placing each other's fruit tokens on the board. In the second phase, players then alternate turns moving their own fruit tokens, and attempt to form stacks of each of their three preferred fruit types before their opponent.

Components

- Game Board x 1, showing 8x8 grid



Represents the fruit bowl where you will be making your fruit salad; you may play on any chess/checker board you have available

- Fruit tokens in 6 different colors:

- Strawberry tokens x 10



- Kiwi tokens x 10



- Orange tokens x 10



- Blueberry tokens x 10



- Pineapple tokens x 10



- Grape tokens x 10



Feel free to use substitute tokens, as long as they are stackable and 6 different colors are available

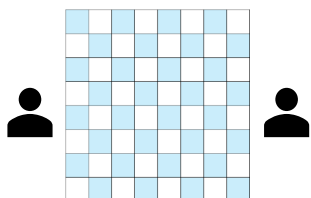
- Fruit Preference cards x 2:



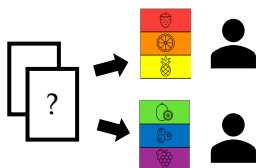
These are used as a reminder of which colors you need to stack to win, since you will be placing your opponent's pieces for them in the first phase of the game

Setup

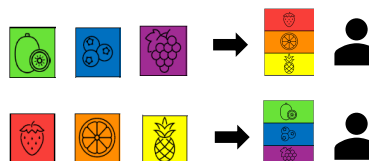
1) Place the game board on the table between both players



2) Shuffle the two Fruit Preference cards face down and deal one to each player



3) Take all of the Fruit tokens matching the types shown on your **opponent's** Fruit Preference card

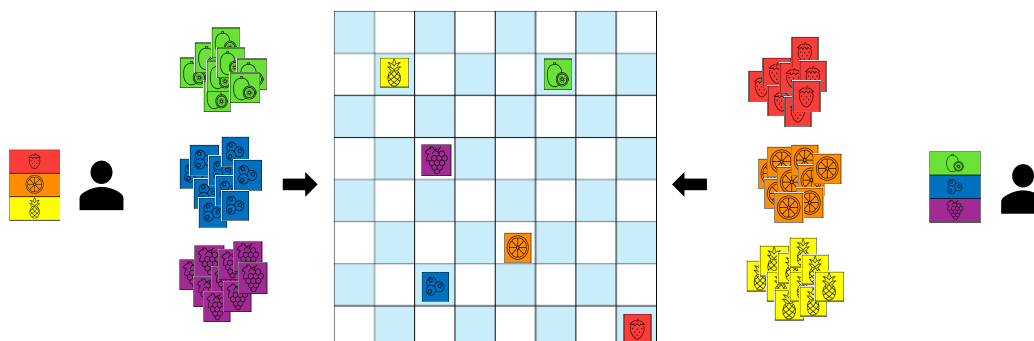


How To Play

Frutas is played in two different phases; in the first phase, you and your opponent make the fruit salad. In the second phase, you eat the salad by gathering all of your preferred fruits.

1) Making The Salad:

A) The player with the Fruit Preference card showing strawberry, orange, and pineapple (*hereafter referred to as "Warm Color player"*) takes the first turn. They place one kiwi token, one blueberry token, and one grape token on the board on any 3 empty spaces available.



B) The player with the Fruit Preference card showing kiwi, blueberry, and grapes (*hereafter referred to as "Cool Color player"*) then places one strawberry token, one orange token, and one pineapple token on the board on any 3 empty spaces.

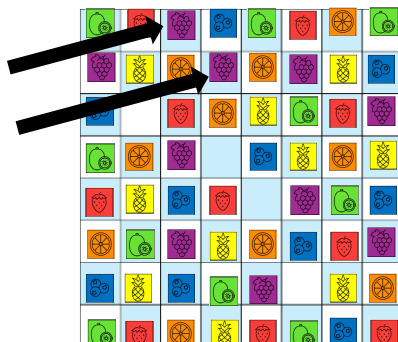
C) Play alternates in this manner until all fruit tokens have been placed on the board. Since you are placing your opponent's pieces, and their objective will be to stack these pieces as quickly as possible, you will need to place them in such a way that they are difficult for your opponent to consolidate into stacks.

2) Eating The Salad:

A) Once all fruit tokens have been placed, the the board will be full of fruit tokens except for 4 empty spaces, and the second phase begins. You will scoop up your preferred fruits to eat them.

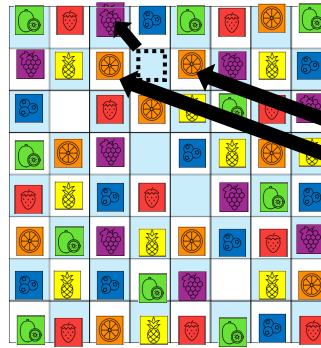
B) Starting with the Cool Color player, alternate turns moving your fruit tokens in an attempt to create stacks of your three preferred fruit types (*i.e. Cool Color player can move any kiwi, blueberry, or grape token/stack on the board, while Warm Color player can move any strawberry, orange, or pineapple*).

In this sample board setup, the Cool Color player might want to start their first turn by moving either of these grape tokens to create their first stack



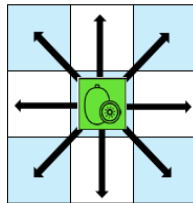
At the start of the game, your movement options will be limited. As the game progresses, the board starts to empty and you will have more freedom to move fruit tokens

After the Cool Color player moves their grape token to form a stack of two tokens, the Warm Color player takes their first turn



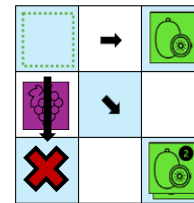
The Warm Color player may want to consider moving one of these orange tokens, since they have three tokens adjacent to each other that will be easy to form into a stack

C) You can move any of your fruit on the board by sliding in a straight line in any direction orthogonally or diagonally through any number of empty spaces (like a chess queen).

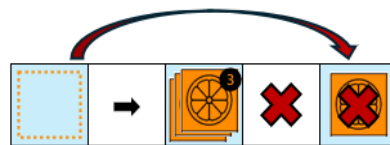


D) You can slide your fruit to an empty space, or to another space containing the same kind of fruit. In this case, place your fruit on top of the other fruit tokens to form a stack.

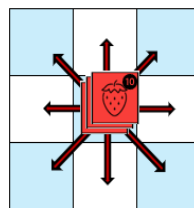
You cannot move through other types of fruit



E) You must stack on a fruit of the same type once entering its space; you cannot move through it to reach a space beyond it.

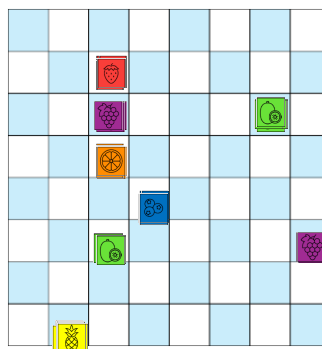


E) Once a full stack of 10 fruit is formed (e.g. 10 strawberry s), that stack can no longer move. Stacks can only ever contain a single type of fruit.



F) Alternate turns moving fruit and forming stacks, until one player wins by forming a stack of each of their three preferred fruit types, with each stack containing all 10 fruit tokens of that type.

This match ends in a win for the Warm color player, who has successfully created a stacks of 10 strawberry, 10 orange, and 10 pineapple tokens



If you wish, you can use a scoring system to compare wins. Your score is equal to the minimum number of moves your opponent would need to stack their remaining fruit tokens.

In this example, the Warm color player wins with a score of 4.