"Fruttirelli" Quick Start

Object:
Each player must collect an apple, a mushroom and a berry with their animal and bring them back to their animal family.

Setup:

1) **Select animal**: each player selects an animal and places it on the patch of earth in the center of the board
2) **Place supplies & trees:** place the mushrooms, berries, and apples in the spaces provided for them on the board (between the circles). Place the trees on the three forest clearings in pairs (between the circles).

How to Play:
1) **Start Player:** Player who has eaten an apple most recently starts, then clockwise
2) **Move animal:** On your turn, roll the dice & move your animal forward the number indicated. You may jump over animals but count the space. You also may land on the same space. You may not move pass trees under any circumstance (forfeit the remaining number of pips rolled).

Spaces:
- **Tree spaces:** When you land on a tree space, you may remove a tree and place it anywhere on the forest track (except on special fields: food, destination & tree spaces).
- **Food spaces:** When you land on a food space with an exact roll, you may pick up 1 piece of food. Each player is only allowed to take 1 kind of food.
- **Filching food:** If you land on a space (except a special field space) with another animal, you may take 1 piece of food from them if you don't already have it.
- **Blocked in:** A player is 'blocked in' if <u>trees</u> are on both adjacent spaces immediately next to your animal. A player is also 'blocked in' if there are no tree spaces between the trees that your animal is caught between. In this case, roll the die 3 times to try to get a "1". If you roll a "1" you may move 1 of the trees 1 space & move forward 1 space.

Completing the Game:
- As soon as you have collected all 3 pieces of food, you are allowed to make your way back to your family (unique animal destination spaces with foot print tracks). When you reach your goal with an exact die roll, you have won this round of the game.