

Cover spread front

SCORING

Add up all the dice to get your total harvest score.

If you have Rotten Fruit then subtract 3 for each cube used from your score.

HOW FRUITFUL WAS YOUR HARVEST?

< 25	Pal-tree
25-29	Forget-apple
30-34	Satisfac-tree
35-39	Remark-apple
40-44	Tree-mendous
45-49	Plum-believable
50+	Pretty Pear-fect (take a bough)

This game is colour-blind-friendly.

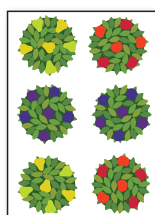
RULES V.1.1 ©2018 MARK TUCK



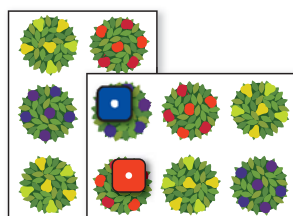
ویدیوی آموزش فارسی در اینستاگرام
@boardgamecenter



fold

EXAMPLE TURNS

Start of the Orchard



Turn 1

Draw the top card (flip it) and place it in the middle of the play area to form the start of the Orchard.

Draw two cards (and flip them). This is your initial hand.

ON EACH TURN

1. Play one card from your hand to add to the Orchard. It must overlap one (or more) of the cards already in play.

2. Place a die on each tree of your played card that overlaps a tree on a card underneath it.

3. Draw another card.

1. PLAY A CARD

You may rotate the card 180 degrees or 90 degrees (either way) before adding it to the Orchard. You **cannot** flip it in order to use the back of the card.

At least one tree on the card must overlap a tree already in the Orchard.

The fruit of any overlapping tree must match the fruit of the tree underneath it.



Centre spread front

Cover spread back

COMPONENTS REQUIRED

9 Orchard cards (showing 3 types of fruit tree)
 15 six-sided dice in 3 different colours (5 'Apple' dice – ideally red, 5 'Pear' dice – ideally yellow and 5 'Plum' dice – ideally blue or purple)
 2 'Rotten Fruit' cubes or tokens (ideally black)
Note: If you don't have dice colours that match the fruits then you can use any other colours. Just remember which dice 'match' which fruit.

THE AIM OF THE GAME

To harvest fruit (score points) by playing cards so that the fruit trees overlap other trees in the Orchard that bear the same fruit.

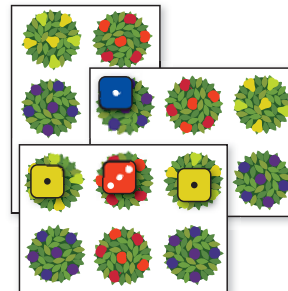
SET UP

Place the dice & cubes in a pile within easy reach.

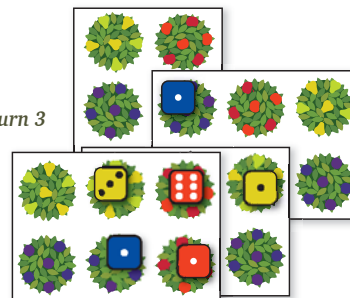
Shuffle the 9 cards (flipping some of them over as you do so) and place the deck within easy reach. The sides of the cards in the deck facing up are considered the 'backs' of the cards. Whenever a card is drawn, flip it to show its 'front' face.

2

Turn 2



Turn 3



7

fold

2. PLACE DICE

For **EACH** tree on the played card that overlaps a tree in the Orchard:

Either

If there is no die on the tree underneath it then place a die on the overlapping tree, with its '1' face uppermost. The die colour must match the tree's fruit. If you have no dice remaining of that colour then you do not place a die.

Or

If there is already a die on the tree underneath it then lift up the die, add your card to the Orchard and place the die back down on the newly overlapping tree.

If the die shows a '1' rotate it to show a '3'.

If the die shows a '3' rotate it to show a '6'.

If the die shows a '6' then leave it showing a '6'.

The dice indicate how much fruit has been harvested.

4

3. DRAW ANOTHER CARD

from the top of the draw deck (and flip it) to bring your hand back up to two cards.

ROTTEN FRUIT

Twice per game you may place a card such that an overlapping tree's fruit does NOT match that of the tree underneath it.

If tree underneath has a die on it, remove the die and return it to the dice pile.

Place a Rotten Fruit cube on the overlapping tree to show that its fruit is spoiled.

You may use both Rotten Fruit cubes on a single card.

Note that a tree with rotten fruit cannot then be overlapped by another tree.

GAME END

If, at any time, you are unable to legally place a card, then the game ends.

Once you have placed the final card (and any dice on it) the game ends.

5

Centre spread back

Print this page on the reverse of the first page.
 Cut out both spreads.
 Fold each in half.
 Insert centre spread into cover spread.

