



Grow your grove and pick as much fruit as you can by playing cards so that the fruit trees overlap other trees bearing the same fruit. The more trees you overlap, the greater your harvest will be.

Components:

18 cards

Each card shows 5 trees (orange, lemon and lime) and one open space - a 'glade'.

Each tree has either 1 or 2 fruits.

The backs of the cards show 'recipes'. These are only used for 'Recipe Challenges', so are ignored for the standard game.

15 dice (5 orange, 5 lemon, 5 lime)

These will be custom dice, each having a 2, 3, 4, 5, 6 and basket of 10 face.

For PnP, standard D6 are used, with the '1' face representing the '10'.

Squirrel and Wheelbarrow tokens

These will be custom, screen printed, wooden tokens.

For PnP, any small tokens can be used to represent them.



Set up

Shuffle the cards. For each game you will only be using 9 of the 18 cards, so divide them into two, 9 card, decks. Place one deck face down (recipe side up) and within easy reach.

Put the other deck to one side (once you've finished the game you can immediately play again using this deck).

Draw the top card and place it face up in the middle of the play area to form the start of the Grove.

Draw two cards. This is your initial hand.

On each turn:

1. Play a card

You may rotate the card 180 degrees or 90 degrees (either way) before adding it to the Grove.

At least one tree or glade on the card must overlap a tree or glade already in the Grove.

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

If a tree overlaps a glade with a die on it then the tree's fruit must match the die colour. Any tree can overlap an empty glade.

A glade can overlap any type of fruit tree or another glade.

2. Place dice

The dice indicate how much fruit has been harvested.

For **each tree** on the played card that overlaps a **tree** in the Grove:

Either

If there is no die on the tree below then place a die on the overlapping tree with its value equal to the total amount of fruit shown on both trees (this total will be 2, 3 or 4). For example, if a tree with 2 fruits overlaps a tree with 1 fruit, the die should show a '3'.

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 below then place it on the overlapping tree and increase its value by the amount of fruit shown on the overlapping tree. For example, if a tree with 1 fruit overlaps a tree with a die showing '4', the die should increase by 1 to show a '5'.

If the die value would exceed '6' then rotate it to show a basket of '10'.

If a '10' is overlapped by a matching tree then replace the die with the wheelbarrow token (if available). This represents a 'wheely good' haul of 15 fruit! Return the die to the dice pile. If the wheelbarrow has already been used then leave the die showing a '10'.

Glades

A tree may overlap a **glade** that has a die on it **only if the tree's fruit matches the die colour**. Place the die on the overlapping tree, increasing its value by the amount of fruit shown on the tree.

If the die value would exceed '6' then rotate it to show '10'. If a '10' is overlapped then replace the die with the wheelbarrow token (if available).

If a **glade** overlaps a tree (or another glade) that has a die on it, place the die, **without** changing its value, on the overlapping glade.

If a glade overlaps a tree (or another glade) without a die on it then **do not** place a die on the overlapping glade.

3. Draw another card

from the draw deck (if available) to bring your hand back up to two cards.

The Squirrel

Once per game you may place a card such that an overlapping tree's fruit does **NOT** match that of the tree (or die colour on a glade) underneath it.

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

Place the Squirrel token on the overlapping tree to show that the fruit has been snaffled by the cheeky creature.

Note that a tree with the squirrel on it cannot then be overlapped by another tree or a glade.

Game end

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

Scoring

Any dice that are on a glade **do not score** (that fruit has fallen to the ground and is spoiled).

Add up all the remaining dice in your Grove to get your final score.

If the Squirrel is in your grove then **subtract 1** from your score **and also subtract 1 for each die** that is on an adjacent (not diagonally) tree to the Squirrel (so you will be subtracting between 1 and 5 points).

How fruitful was your harvest?

< 40	Pith-iful	50-54	Jaffa-bulous
40-44	You need a pip talk	55-59	Sub-lime
45-49	Juiced enough	60+	You're simply the zest!

Recipe Challenge

Shuffle the 18 cards. Randomly set 2 aside, next to each other, with their recipe sides face up.

Each recipe shows a scoring condition for the game and the bonus points or score modifier you receive for meeting the condition.

Each recipe card has a number at the top. Add together the numbers on the two cards to give the **Target Score** for the game.

Deal yourself 9 cards and play the game following the standard rules.

At the end of the game add any bonus points, and apply any modifiers received, to your dice score to get your final harvest score. If this equals or exceeds the Target Score, you win!

Note: For meeting recipe conditions, the Wheelbarrow is considered to be a 'die' - **except** for the following recipes: Fruit Cocktail, Tutti Frutti, Lime Cordial, Orange Juice and Lemon Soda.

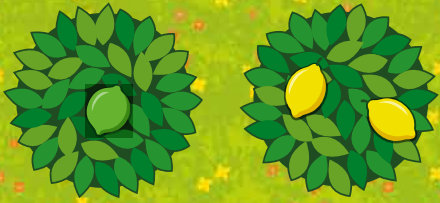
Multiplayer Grove

Both the standard game and recipe challenges can be played multiplayer.

Each player has a copy of the game and, using the numbers on the cards, draws the same cards in the same order (as in **Orchard** multiplayer, with one player calling out the numbers).



Look out for the
KICKSTARTER
coming later this year



3



5



1



7



9



11



13



15



17

35



Tutti Frutti

At least 4 dice of each colour are in play
Bonus 10pts

30



Lime Cordial

All 5 Lime dice are in play
Bonus 5pts

44



Key Lime Pie

All Lime dice score double
Bonus x2

30



Orange Juice

All 5 Orange dice are in play
Bonus 5pts

44



Limoncello

All Lemon dice score double
Bonus x2

40



Fruit Punch

Lowest scoring fruit (before bonuses) scores double
Bonus x2

30



Lemon Soda

All 5 Lemon dice are in play
Bonus 5pts

26



Lime Pickle

Play a Lime die on your first turn
Bonus 1pt

27



Fruit Basket

At least 1 basket is in play
Bonus 3pts



4

2



6



8



10



12



18

16



14



29



Fruit Cocktail

All 15 dice are in play
Bonus 5pts

26



Orange Marmalade

Play an Orange die
on your first turn
Bonus 1pt

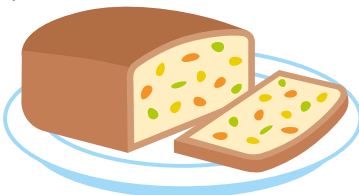
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Orange Jellyo

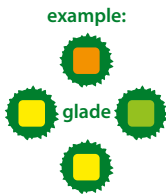
At least 1 Orange die
has a value of 6
Bonus 6pts

26



Fruit Cake

At least 1 glade
is surrounded by
4 adjacent dice
(glade may have a die on it)
Bonus 4pts



31



Lime Jellyo

At least 1 Lime die
has a value of 6
Bonus 6pts

26



Lemon Curd

Play a Lemon die
on your first turn
Bonus 1pt

28



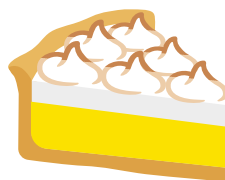
Fruit Salad

At least 3 dice of the same
fruit are on adjacent trees

Bonus 6pts



31



Lemon Meringue Pie

At least 1 Lemon die
has a value of 6
Bonus 6pts

44



Orange Liqueur

All Orange dice score double
Bonus X2