



A game by Juan Carlos Pérez Pulido – Illustrated by
Chhuy-Ing Ia
2 players – ages 10 and up

Contents

- 24 tokens with green backs:
 - o 12 green apple tokens
(4x 5 apples, 3x 3 apples, 2x 2 apples,
3x 1 apple)
 - o 12 red apple tokens
(4x 5 apples, 3x 3 apples, 2x 2 apples,
3x 1 apple)
- 1 apple picker token
- 2 green basket cards
- 2 red basket cards
- 3 rule cards

- 8 tokens with brown backs (used in a variant)
- 1 dog token (used in a variant)

Goal of the game

- Be the first player to collect exactly 11 green apples and 11 red apples in his baskets,
- or
- Force the opponent to collect more than 11 green apples or more than 11 red apples.

Setup

Remove the dog token and the 8 brown-backed tokens from the game as they will be used only in variants.

Place a green basket card and a red basket card in front of each player.

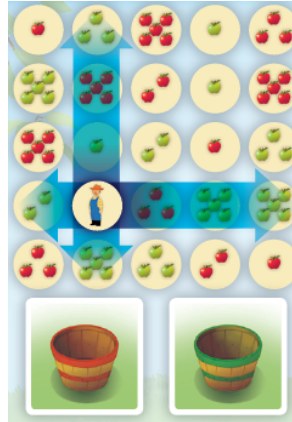
Shuffle the green-backed tokens (the apples and the picker) face down, arrange them in a 5x5 square (leaving space around each token), then flip the tokens face up.

How to play

The player who has most recently picked an apple begins, then players alternate turns. During his turn, a player must execute two actions:

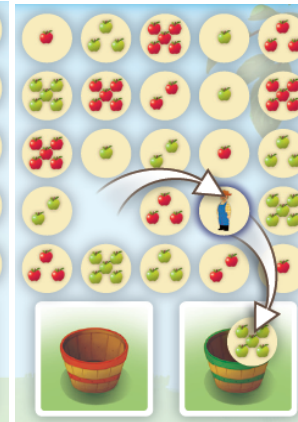
- 1/ Select a token in the row or column in which the picker stands. (Picture 1)
- 2/ Place that token in his basket of the corresponding colour, then move the picker to the spot where this token was located. (Picture 2)

Picture 1



The picker can choose a token from the highlighted row or column.

Picture 2



After placing the token in the basket, the picker moves to this now empty location.

During his turn, a player **must** pick a token. The tokens in a player's baskets are divided into two distinct groups (greens and reds) and must remain face up and countable.

End of the game

The game can end in two ways:

- 1) A player has collected exactly 11 green apples and 11 red apples in his baskets. (The number of tokens is not important.) This player wins the game.

- 2) A player is forced to pick a token that gives him more than 11 green or 11 red apples. This player's opponent wins the game.

When playing multiple games consecutively, keep score to determine a winner: Collecting 11 green and 11 red apples is worth 2 points, while forcing an opponent to exceed the allowed maximum is worth only 1 point.

Note: If the picker moves to a location that has no tokens in its row and column, the game ends immediately. The player who has collect the most apples of each colour (without going over 11) wins the game.

Variant: Orchard Dog

Use the dog token as follows: Before the game begins, the player who does not start places the dog on any token other than the picker. The dog prevents a player from choosing the token underneath it. On each turn, after his actions, the player must move the dog to a **different** token. The player may not place the dog on the last available apple token in the row and column where the picker currently stands.

Variant: Elongated Orchard

Set the picker aside, then place the apple tokens face down in a 3x8 rectangle. Align the picker with any row of three tokens, then turn the apples face up. The starting player must pick one of the three tokens in the row adjacent to the picker.

Variant: Mystery Harvest

Remove a 5 apple token and a 1 apple token of each colour from the game. Place the eight brown-backed tokens face down, then randomly select four of them and shuffle them among the remaining green-backed tokens. Play the game according to its original rules.

For further information: info@cocktailgames.com
English rules editing: W. Eric Martin,
BoardgameNews.com