



Rulebook

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OVERVIEW

In Frutticola you take on the role of a jam producer who will have to optimize his efforts and maximize his earnings to be the richest at the end of the game.

In each round you will send your farmers and workers to carry out their actions in the various areas and improve your structures and equipment. Selling at the best price is important but selling the highest quantity of jams is even more important. Sometimes it will be profitable to sell unprocessed fruit directly.

At the end of the game, the player with the most money will be the winner.



COMPONENTS

1 double-sided game board

4 starting warehouses

28 pawns (3 farmers and 3 workers in each player color, plus 4 apprentices)

12 goal markers (3 in each player color)

74 fruits (11 per type and 8 additional oranges)

42 jams (7 per type)

32 development tiles (I and II)

15 pesticides

15 fertilizers

12 goal tiles

28 action cards

1 season marker

20 1\$ bills

20 5\$ bills

20 10\$ bills

20 50\$ bills

6 double-sided cardboard trees

1 double-sided cardboard bush

Before your first game, assemble the 3D elements as explained in the Appendix at the end of the rulebook.



SET UP

1. Place the game board on the table showing the correct face for the number of players. Place the trees and bush on the side, showing the correct face for the number of players. Place the fruits and jams near the corresponding plants.
2. Divide the Development tiles into two groups: I (tiles 1 to 16) and II (tiles 17 to 32). Shuffle them separately and place the Development tiles I in a stack near the game board; set aside the Development tiles II, they will be used in the third round. Place the first 5 Development tiles I face up on the Town Store, to fill all the available spaces.
3. Sort the goal tiles by color and shuffle them separately. Draw one goal tile per color and place them near the center of the table.
4. Place the season marker on the first space (spring) of the year track.
5. Place one fruit per type as selling price markers on the selling price track, on the following spaces: oranges at 6, lemons at 8, apples at 10, peaches at 12, strawberries at 14 and blueberries at 16.
6. Place the apprentices, dollars, pesticides and fertilizers near the game board to form the supply.
7. Each player chooses one color and receives all of their components:

- 1 starting warehouse tile
- 3 goal markers
- 6 pawns (3 farmers and 3 workers)

8. Then each player receives:

- 2 oranges
- 2 pesticides
- 2 fertilizers
- 10 \$
- 5 action cards (choose method A for beginners or method B for experienced players):

A) Deal 5 cards at random to each player.

or

B) Draft 5 cards: each player receives 5 random action cards, chooses 1 to keep and passes the remaining four





to the player on their left. Now each player chooses 1 to keep and passes the other 3 to the player on their left, and so on, until they receive their 5th and last action card from the player on their right.

9. Then the first season (spring) starts.



GAME FLOW AND GOAL

A game of Frutticola lasts 1 year (4 rounds, or seasons) and at the end of the year you will sell all of your goods in the Christmas sale. At the start of each season, every player chooses an action card to play in the current season. Each action card shows how many farmers and workers you will place and which advantage or disadvantage you get in the current season.

Then, starting from the first player and proceeding clockwise, each player takes a turn to place one of their farmers or workers in order to complete 1 action.

When all the players place their last farmer or worker, the season ends and the players prepare for the next season.

During the game players gain money selling their jams and fruits and achieving goals.

At the end of the game, the player with the most money is the winner.





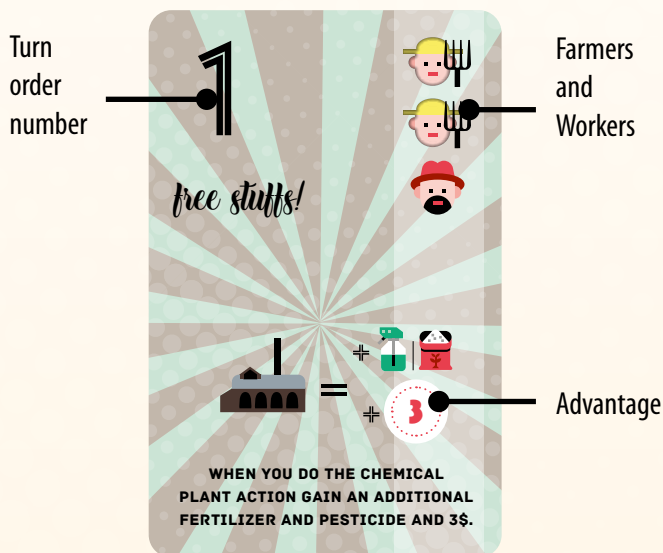
PLAYING A SEASON

Each player chooses one of the remaining cards in their hand and places it face down on the table. Then all players reveal their cards simultaneously and determine the turn order: the first player for the current season is the player with the lowest number on their Action card, followed by the one with the next lowest number, and so on.

Your action card describes how many farmers and workers you will have during that season and their order.

Each action card has an advantage or a disadvantage that applies to its owner for the entire season.

Action card



Every player places the appropriate number of farmers and workers on top of the corresponding icon on the action card.

Starting with the first player and proceeding in turn order, each player chooses one action area and places their pawn on the corresponding action space, taking it from the first available position on their action card.

Then the player immediately performs the chosen action.

When placing your pawn, you have to check if the space you choose is exclusive or not, if it is available for your type of pawn, and if there is a bonus or a penalty on that space.

There are two kinds of action spaces: exclusive ones (the small grey circles) and open ones (the wider grey spaces). Only 1 pawn can be placed on an exclusive space per season, while any number of pawns of 1 or more players can be placed on an open space.

Action space



This action space is exclusive and may be occupied only by one pawn.



This action space is open, so it may be occupied by any number of pawns.





ACTION AREAS

There are 6 Action areas:

ORCHARD (composed by 6 trees and 1 bush):

Place a pawn here to harvest the fruits depicted on the plant.

Every plant has 2 action spaces and both are exclusive.

When you harvest 1 or more fruits, you have to store them in your warehouse (1 fruit per space); so if you don't have enough available spaces in your warehouse you cannot harvest all the fruits shown on the space (you choose which fruits to harvest).

Fruits in the supply are limited, so you may only take up to the currently available quantity.

When you place your pawn on the chosen space, you have to pay the fertilizers or the pesticides shown on that space.

If a farmer or worker is depicted on the space, you may only place the corresponding pawn.

Example:



The white player places his farmer (only a farmer may be placed on this tree) on the action space on the left, pays 3 fertilizers and gains 3 oranges and 1 blueberry.

The next player who wants to harvest 3 oranges and 1 blueberry will have to place his farmer on the other space and pay 2 pesticides.

TOWN STORE

Place a pawn here to buy development tiles.

The cost of each development tile is equal to the sum of the price shown above the development tile and the price on the action space you choose.

If you buy development tiles with a farmer, you get a discount

of 2 dollars on the total amount to be payed. After buying a tile, immediately shift the remaining tile to the right to fill any empty spaces, and draw another tile from the stack.

Example:



The turquoise player places his worker on the 2\$ action space and pays 5\$ to buy the 3rd development tile from the right.

NOTE: In the very rare case that the first level development tiles (I) finish before the end of summer, don't use the second level development tiles (II), which enter the game only in autumn.

CHEMICAL PLANT

Place a pawn here to buy fertilizers and pesticides. You may choose to take 3 fertilizers or 3 pesticides, but you may not choose a combination of the two.

If you buy fertilizers or pesticides with a farmer you can also take an additional one of your choosing.

Fertilizers and Pesticides in the supply are limited, so you may only take up to the currently available quantity.

Example:



The white player places his farmer in the exclusive space and gains 3



fertilizers, then chooses an additional pesticide as a bonus for having placed a farmer.

KITCHEN

Place a pawn here to produce jam. You produce 1 jar of jam by spending 2 fruits of the same kind.

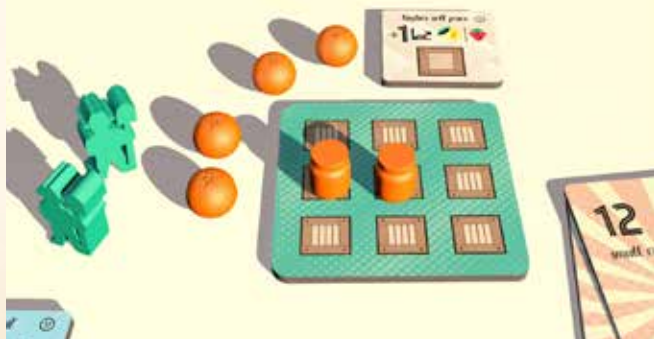
When you produce 1 or more jars of jam, you have to store them in your warehouse (1 jar per space).

The maximum number of jams you may produce (if you have enough fruits) with a single action is shown near the action space chosen. If you produce jams with the worker this number is increased by 1.

Example:



The turquoise player places his farmer on the exclusive x2 space.



He then pays 4 oranges, produces 2 jams and puts them in his warehouse. Having used a farmer he could have produced another jam, but he doesn't have enough fruits for this.

MARKET

Place a pawn here to sell jams or fruits.

You may sell 1 jam or 3 fruits of the same kind at a time; the number of times you can sell with a single action is depicted near every action space.

When you sell 1 jam or 3 fruits, you move them from your warehouse to the general supply and gain an amount of money equal to their selling price.

NOTE: the selling price is for the entire group of 3 fruits, not for each single fruit!

After the player turn, decrease the selling price of each kind of fruit sold (consider both jams and fruits) by 1 space. Each single selling price may decrease only by 1.

If you sell with a worker, you may sell 1 additional time.

Example:



The turquoise player places his worker on the open space to sell 2 times (having placed a worker, he may sell an additional time). He discards 3 lemons and 1 apple jam from his warehouse and gains 18\$ (8 for the 3 lemons and 10 for the apple jam).



He then lowers the price of lemons and apples by 1 space.

HOUSE

Place a pawn here to recruit 2 apprentices.

The apprentices are not specialized, so they do not count as a farmer or a worker for any purpose.

You will use the apprentices in your last two turns of the season.

If you recruit the apprentices with the farmer, you have to pay 3\$ to the general reserve, while the worker can recruit them for free.

Example:



The white player places their worker on the space and gains the 2 apprentices for free.



He places them at the end of his line of workers and farmers.



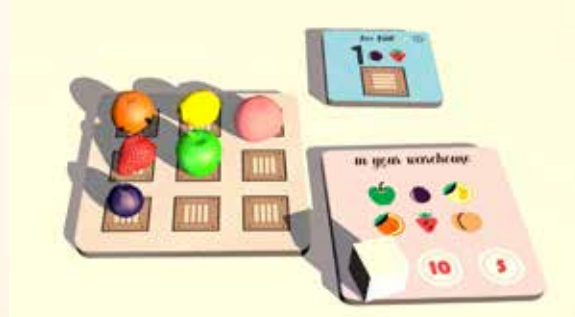
GOAL TILES

During set up, you place 3 goal tiles on the table. The first player who achieves the goal shown on a goal tile places 1 of their goal markers on the highest value in dollars depicted on the tile and adds that number of dollars to his total.

A player can place only 1 goal marker per single tile, even if he achieves the goal more than once.

The following players who achieve the goal on a tile place their goal markers on the highest value in dollars left available on that goal tile.

Example:



The white player has all the kinds of fruits depicted on the goal tile in his warehouse and places one of his goal markers on the first empty space of the goal tile, immediately gaining 15\$.



END OF THE SEASON

When all the players have placed their last pawn (so they have placed all the farmers and workers depicted on their action card plus any apprentices), the season ends.

At the end of each season perform the following steps:

- The players recover all of their farmers and workers from the action areas.
- Advance the season marker by 1 space on the season track.
- Increase the selling price of each kind of fruit by 1 after Spring, Summer and Autumn.

NOTE: in a 2 or 3 player game, not all the seasons cause an increase of prices. See the 2-players game and 3-players game sections for more information.

- Put the apprentices back on their action area.

After the second season (summer) remove any remaining first level developments tiles (numbered 1 to 16) from the Town Store and replace them with the stack of second level tiles (numbered 17 to 32). Then draw 5 development tiles from the stack to fill the area. After the fourth season (winter) skip all the steps above and immediately proceed with the Christmas sale.



FOLLOWING SEASONS

In the following seasons, players do not recover the action card used in the previous season(s), so they have to choose 1 new action card for the current season among those remaining in their hand. After winter they will remain with 1 action card in their hand.



CHRISTMAS SALE

At the end of the fourth season, the Christmas sale starts and the selling price of each kind of fruit is decreased by 1. Then all players sell all their jams and fruits (remember that you can only sell fruits if you have 3 of the same kind) they still have in their warehouse at the current selling price.

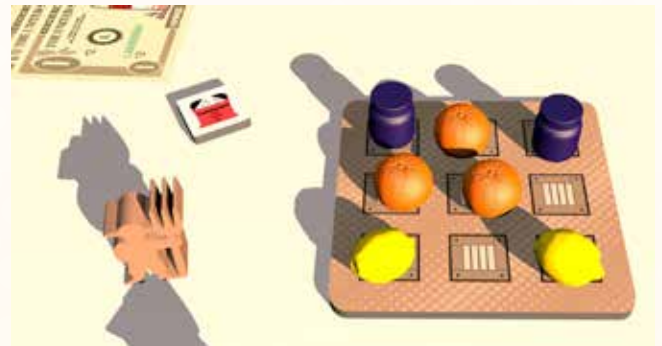
The Christmas sale is not a normal sell action, so:

- The selling prices never decrease;
- Selling advantages or disadvantages never apply;

You may not achieve goals;

Bonuses for the Christmas sale (from Development tiles) always apply.

Example: Christmas sale



The player sells 2 blueberry jars of jams, gaining 28\$ (14 each) and 3 oranges, gaining 5\$. The player may not sell his 2 remaining lemons (because you may only sell groups of 3 fruits of the same kind).



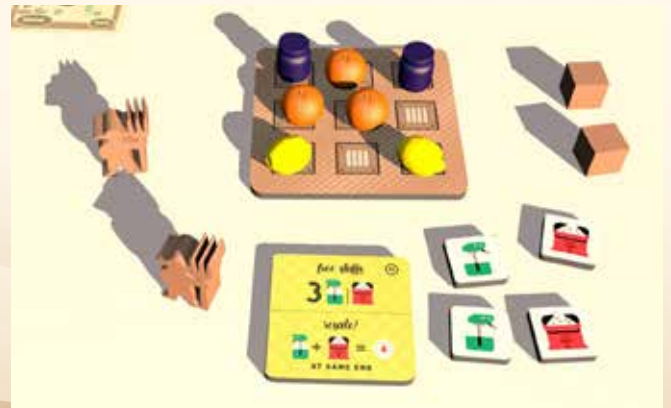
END OF THE GAME

After the Christmas sale the game ends.

Each player adds the dollars gained during the game to those on the "end of the game" bonus on their development tiles.

The player with the most dollars is the winner. In the case of a tie, the player with the highest number on the card kept in his hand is the winner.

Example:



The brown player gains 8 additional dollars since he has 2 sets of 1 pesticide and 1 fertilizer.



3-PLAYERS GAME

For a 3-players game, apply the following changes:

- During setup place the board with the 2-3 players face up.
- Place the trees with the 3-players face showing, and insert them in the corresponding bases. Return the others to the box.
- Increase the selling prices of the fruits only after the second and third seasons (summer and autumn).



2-PLAYERS GAME

For a 2-players game, apply the following changes:

- During setup place the board with the 2-3 players face up.
- Place the trees with the 2-players face showing, and insert them in the corresponding bases. Return the others to the box. There is a virtual farmer depicted on one of these plants so, when placing a pawn there, always place it on the action space with a cost of 1 pesticide.
- Increase the selling prices of the fruits only after the second season (summer).



APPENDIX

Action cards

1. When you use the Chemical Plant gain an additional fertilizer and pesticide and 3\$.
2. Gain 1 additional fruit of the same type of one gained with the Orchard action.
3. Gain 2 virtual fertilizers/pesticides while using the Orchard action space.
4. Do not pay the cost on the action space when using the Town Store action. You must still pay the cost above the Development tile
5. At the end of the turn gain a free Development tile from the ones on the Town Store.
6. You have 1 additional sell action and consider all sales as if they were at the selling price +1, which means one step higher on the selling price track. For example, if the selling price for oranges is 8\$, with this card you would sell oranges at 10\$.
7. When you use the Kitchen action you may produce jams spending only 1 fruit, up to 2 times per action.
8. When you use the Chemical Plant you can immediately use an additional pawn and gain 3\$ (max 1 additional placement per turn).
9. Gain 1 virtual fertilizers/pesticides when using the Orchard action.
10. When you use a farmer on the Orchard action, you can immediately use an additional pawn and gain 2\$ (max 1 additional placement per turn).
11. When selling you may sell jams/fruits at +1 sell price.
12. When you use the Market with a farmer, you may sell groups formed by 2 fruits of the same kind.
13. When you use the Town Store action with a worker you may buy a second development tile paying its cost and an additional 4\$ (do not pay the action space cost for this tile).
14. During this turn you may sell jams as soon as you produce them, up to 2 times per action.
15. Gain one additional orange when gaining oranges with the Orchard action.
16. You may use workers as farmers and farmers as workers.

17. When you use the Market with a farmer first increase 1 sell price by 1.
18. If you use a worker for the Chemical Plant action, you can immediately use an additional pawn and gain 3\$ (max 1 additional placement per turn).
19. You have a discount of 3\$ when using the Town Store actions.
20. Every time you use the Kitchen during this season you may turn 1 fruit into a jam.
21. During a sell action you may sell 2 fruits of the same kind as if they were 3, once per action.
22. You may not use the Market this season.
23. You may not use the Town Store action this season.
24. You may not use the Kitchen this season.
25. When you harvest you cannot gain plums or blackberries.
26. When you harvest you gain 1 less fruit.
27. You cannot use the Chemical Plant this season.
28. You cannot use the House this season.

Goal tiles

1. You must have at least 1 fruit of all the 6 types in your warehouse.
2. You must have at least 12 fruits of any kind in your warehouse (additional warehouse slots included).
3. You must have at least 1 jam of Oranges, Apples and Blackberries in your warehouse.
4. You must have at least 1 jam of Lemons, Plums and Strawberries in your warehouse.
5. You must have at least 5 Blue/Green development tiles (any combination).
6. You must have at least 5 Yellow/Pink development tiles (any combination).
7. You must have at least 4 development tiles of the same color.
8. You must have at least 6 development tiles (any combination).
9. You must sell, with a single action, 3 Oranges, 3 Plums and 3 Blackberries.
10. You must sell, with a single action, 3 Lemons, 3 Apples and 3 Strawberries.
11. You must sell, with a single action, 3 jams of the same kind.
12. You have to gain at least 50\$ with a single sell action.

Development tiles

1. Immediately gain 2 oranges. You have 2 additional warehouse slots.
2. Immediately gain 2 lemons. You have 2 additional warehouse slots.
3. Immediately gain 1 apple and 1 blackberry. You have 1 additional warehouse slot.
4. Immediately gain 1 plum and 1 strawberry. You have 1 additional warehouse slot.
5. +1 to the sell price of oranges and blackberries. You have 1 additional warehouse slot.
6. +1 to the sell price of lemons and strawberries. You have 1 additional warehouse slot.
7. +1 to the sell price of apples and plums. You have 1 additional warehouse slot.
8. +1 to the sell price of fruits. You have 1 additional warehouse slot.
9. Gain 1 additional orange when harvesting oranges and 1 additional lemon when harvesting lemons. You have 1 additional warehouse slot.
10. Immediately gain 3 pesticides or 3 fertilizers. At the end of the game gain 4\$ for every couple made of 1 fertilizer and 1 pesticide.
11. You have an apprentice which you can use after your workers/farmers every turn.
12. You can use workers as farmers when using the Harvest action. During the Christmas sale you can sell fruits at +2 sell price.
13. After producing a jam you can immediately place and use another pawn. If the second pawn is placed on the Kitchen it does not trigger another placement. During the Christmas sale you can sell jams at +2 sell price.
14. You produce lemon/orange jams by using only 1 lemon/orange respectively.
15. You can use any 2 fruits to produce jams of 1 of the fruits used. Max 1 per turn.
16. You never pay more than 2\$ for the action spaces in the Town Store, even if you were supposed to.
17. Immediately gain 1 plum and 2 apples. You have 2 additional warehouse slots.
18. Immediately gain any 3 different fruits. You have 1 additional



- warehouse slot.
19. Immediately gain 2 lemons and 2 oranges. You have 2 additional warehouse slots.
 20. Immediately gain any 2 fruits and one sell action.
 21. You have an action space usable only by you to sell 3 times.
 22. At the end of the game receive 1/3/6/10/15/25 \$ if you have 1/2/3/4/5/6 different fruit types in your warehouse.
 23. You can immediately sell up to 5 times.
 24. During the Christmas sale gain 1/3/6/10/15/25 \$ if you sell 1/2/3/4/5/6 times. You have 2 additional warehouse slots.
 25. Immediately gain 3 pesticides and 3 fertilizers. You have 1 additional warehouse slot.
 26. Gain 1 additional fruit of the same type of one gained with

- the Harvest action. At the end of the game, gain 1\$ for every fruit you have left.
27. Immediately place and use your next two pawns. At the end of the game, gain 2\$ for every worker/farmer on the card left in your hand.
 28. You no longer pay fertilizers when using the Harvest action.
 29. You can immediately produce up to 5 jams.
 30. When you produce jams you may immediately sell them.
 31. You have an action space usable only by you to produce up to 4 jams.
 32. When you sell jams you sell them at selling price +1.





CREDITS

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