

Orchards

The Card Game

Components: 144 fruit cards, 18 buyer cards, instruction sheet.

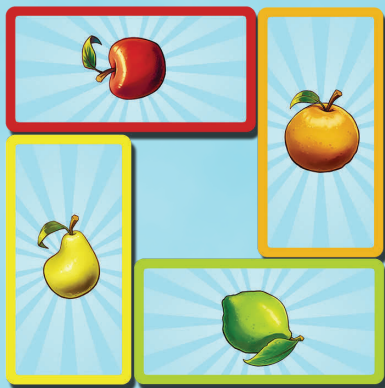
Overview: Players will plant, grow, harvest and sell fruit to fulfil orders from the market. Each order fulfilled earns victory points. At the end of the game the player with the most points wins.

Setup: Shuffle the buyer cards and place them face down in a pile. Deal out the top 4 cards face up in a row next to the pile. This is the **market**.



Separate the fruit cards into their types and place them in piles face up.

Arrange one fruit of each type in the configuration shown below. This is the **orchard**.



Any of the fruit types can be next to each other, this is just an example of the shape.

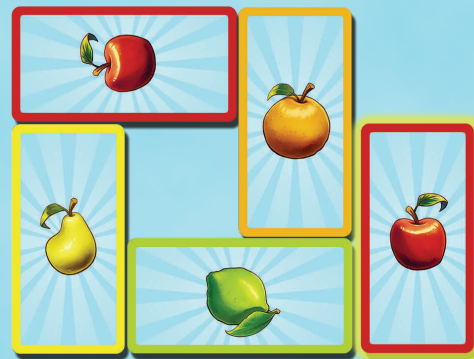
Each player starts with one fruit card of each type in their hand.

Play: Decide who will go first and play proceeds clockwise. On each turn, the active player does the following in order:

1. **Take** 1 fruit card of their choice.
2. **EITHER Take** another fruit card of their choice (go to step 5),

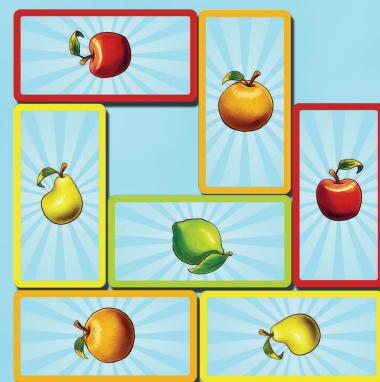
OR Plant a fruit card from their hand in the orchard by placing it so that the long side of the card is adjacent to 2 cards in the orchard. Cards must be placed on the outside of the orchard.

3. **Grow** by taking a matching fruit card for each fruit card adjacent to the card just placed in the orchard.



The player who planted the highlighted Apple card would add an Orange card and a Lime card to their hand.

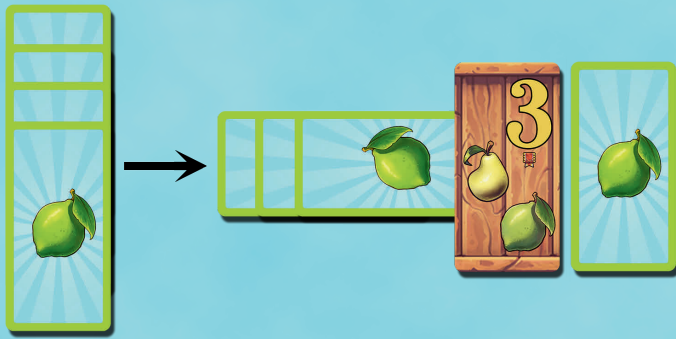
4. **Harvest:** If any fruit card is completely enclosed in the interior of the orchard, that card is placed back on the corresponding fruit pile.



All Lime cards are harvested.

All players then place any fruit cards of this type that they have in their hand, face up in front of them.

5. **EITHER Claim** a buyer card from the market. The player must have enough of at least one of the two fruits specified on the buyer card. The fruit must already be harvested, not in the player's hand.



Turn the matching fruit cards sideways and place the buyer card on top. These fruit cards may not be used to complete any other buyer card.

Replace the claimed buyer card in the market with the next one from the buyer card pile. Only one buyer card can be claimed per turn.

OR Sell harvested fruit at the market. The active player can satisfy a previously claimed buyer card by using the fruit cards already assigned to the card, **as well as any unassigned fruit cards in front of any player.**

When determining which player's fruit cards will be used, the priority is as follows:

1. The active player's cards
2. The player with the most of the desired fruit cards.
3. The closest player to the left of the active player.

For example: The active player has claimed a buyer card with 4 Oranges and requires 4 Apples. They have 1 Apple, the player opposite has 2 Apples, and the other players have 1 each. The active player uses their own Apple along with the 2 from the player opposite and 1 from the player to their left.

When a buyer card is satisfied, each fruit card used in the sale is placed face down in the scoring pile **for that card's owner.** The buyer tile is placed face down in the active player's scoring pile. Only one buyer card can be satisfied per turn.

The victory points awarded are shown on the backs of all the cards, as well as on the front of the buyer cards. Fruit cards are worth 1 point, buyer cards award 1, 2 or 3 bonus points depending on the size of the sale.

Note: If the active player can completely satisfy a buyer card in the market without using any other player's cards, they may both claim and sell on the same turn.

Ending The Game: As soon as any fruit pile is depleted, the game ends immediately. The current player's turn is not completed. When this happens, every player adds up the points shown on the backs of the cards in their scoring pile. The player with the most points wins.

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