

# FABLED FRUIT

## The Lime Expansion

A fabulous expansion by Friedemann Frieze

### AIM OF THE GAME

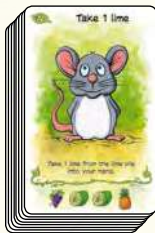
Since many consider Green one of the most important colors in the rainbow, no Fruit themed game would be complete without the addition of Limes. And these Green Fruits add just the right twist to the gameplay found in **Fabled Fruit**.

Explore 20 new locations, the exciting gambling tokens, and the mysterious camouflage coat in the **Lime Expansion!**

### COMPONENTS

#### 80 Location Cards

(4 each of #1L - #20L)



#### 15 Fruit Cards (Limes)



#### 1 Fruit Token



#### 6 Gambling Tokens



#### 1 Camouflage Coat Token



# GAME PREPARATION

## THE FIRST GAME

- ① Open the big card pack with the Location Cards. DO NOT SHUFFLE THESE LOCATIONS! They are presorted, so you only need to place the Big Location Stack in the center of the table, with location #1L visible on top and #20L on the bottom.
- ② Place the following locations in separate stacks next to the Big Location Stack, so you begin the game with a total of 24 Location Cards:
  - From **Fabled Fruit**: 3 copies of locations #48 to #53
  - From **The Lime Expansion**: 4 copies of location #L1 and 2 copies of location #L2
- ③ Place the 15 Lime Fruit Cards as a face up Lime Pile next to the Big Location Stack.
- ④ Place the Gambling Tokens, the Lime Fruit Token and the Camouflage Coat together with all remaining game components for the moment to the side. At the start of the first game you only need the 10 Fruit-Mix Cards for location #51.
- ⑤ Shuffle all 60 Fruit Cards and deal 2 fruits to each player, which they take into their hands. Place the remaining fruits in a face down Fruit Stack next to the Lime Pile and the Big Location Stack. You will need some space for a discard pile. Prepare the Market Area by drawing 5 fruits from the stack and placing them face up in a single row next to the small Location Stacks.
- ⑥ All players choose an Animal Piece along with its matching cardboard token.
- ⑦ Choose a start player, who selects one of the remaining Animal Pieces which will now be used to mark him as start player for the game. You are now ready to start playing!

## HOW TO PLAY & WINNING THE GAME

Follow all rules of Fabled Fruit. The game ends at the end of the round when the first player has the required number of fabled juices.

You will start your next game with the 24 Location Cards, which are currently lying in separate small stacks on the table!



# THE LIMES GLOSSARY



## **Location #1L:** *Take 1 lime*

*Take 1 lime from the lime pile into your hand.*

At the start of the game all limes are always placed in a face up Lime Pile. After taking a lime in your hand, it is considered to be a fruit as all other Fruit Cards. If you discard a lime from your hand or if you pay for a fabled juice with a lime, it is placed on the discard pile together with all other fruits. Thus, after shuffling the discard pile you can draw limes randomly from the Draw Stack, too.



## **Location #2L:** *Discard 1 lime for 3 fruits*

*Discard 1 lime from your hand to draw 3 fruits from the stack.*

If you do not have a lime in your hand, you can only draw 1 fruit from the stack.



## **Location #3L:** *No lime: Restock 1 lime and draw 1 fruit*

*If you do not have a lime, reveal the fruits in your hand. Then take 1 lime from the lime pile into your hand and draw 1 fruit from the stack.*

You show the fruits in your hand to all fellow players. If you have 1 or more limes, you can only draw 1 fruit from the stack.



## **Location #4L:** *Reveal 1 fruit for a matching fruit token*

*Reveal 1 fruit from your hand and take the matching fruit token. You can use this permanently to buy fabled juices.*

When this location comes into play, the 6 Fruit Tokens are added to the game and placed into an available pool. You keep the revealed fruit and take the matching Fruit Token from the pool or from another player. Fruit Tokens do not count as fruits in your hand. You use a Fruit Token instead of a matching fruit from your hand for buying a fabled juice. Since it provides a permanent discount, you keep the Fruit Token after all your future fabled juice purchases. If you have 0 fruits in your hand, you can only draw 1 fruit from the stack.



**Location #5L:** *Take 1 double turn token or 1 wild token*

*Take 1 double turn token or 1 wild token from the pool. Return the double turn token to immediately take another turn. Return the wild token as any 1 fruit to buy a fabled juice.*

When this location comes into play, the 3 Double Turn Tokens and the 3 Wild Tokens are added to the game and placed into an available pool.

If you decide to take a token which is no longer in the pool, all players return tokens matching this type to the pool. You may now take your token. You cannot use the Double Turn Token on the same turn you acquired it.



**Location #6L:** *Save fruits*

*Place 1 fruit from your hand face down below your animal token. It is no longer considered part of your hand. This fruit counts twice when used to buy fabled juice.*

Each time you trigger this location, you may save 1 fruit and place it below your Cardboard Token. You can look at the secured fruits at any time. If you have 0 fruits in your hand, you can only draw 1 fruit from the stack.



**Location #7L:** *Take 3 market fruits (Limit 5 fruits)*

*Take 3 market fruits into your hand and then, if necessary, discard fruits down to a hand size of 5 fruits.*

If there are only 1 or 2 market fruits, you only take them into your hand. Afterwards, if you have 6 or more fruits in your hand, you must discard fruits of your choice, until you only have 5 fruits in your hand.



**Location #8L:** *Trade 1 lime for 2 market fruits*

*Refill the market back to 5 fruits and then trade 1 lime from your hand in exchange for 2 non-lime market fruits.*

You cannot take a lime from the market. If you do not have a lime in your hand, you can only draw 1 fruit from the stack.



**Location #9L: Restock fruits in hand**

*Discard any number of fruits from your hand. Draw the same number of fruits + 1 from the stack.*

If you choose to discard 0 fruits, you simply draw 1 fruit from the stack.



**Location #10L: Be invisible**

*Take the camouflage coat. As long as you have that, you can move to locations with other players or the thief without giving them fruits.*

When this location comes into play, the Camouflage Coat Token is added to the game and placed into an

available pool. Take the Camouflage Coat Token from the pool or from another player.



*The Camouflage Coat Token*



**Location #11L: Offer 2 limes**

*Place 2 limes from the lime pile into the center. In turn order, the other players place an offer with fruits from their hands in front of them. If you accept an offer, that player takes the limes. If you take the limes, the other players draw 1 fruit from the stack.*

The player to your left may place the first offer with fruits from their hand in front of them. Players may choose to make no offer.



**Location #12L: Take 1 gambling token**

*Take 1 gambling token from the pool. When buying a fabled juice, for each gambling token you return reveal 3 fruits from the stack. You may now pay part of the fabled fruit price with any revealed fruits. Discard all revealed fruits not spent.*

When this location comes into play, the 6 Gambling Tokens are added to the game and placed into an available pool. If the pool is empty, all players return their Gambling Tokens to the pool and you may take one. If you gamble and you cannot pay the chosen fabled juice with the drawn fruits and the fruits in your hand, tough luck! You cannot switch back and instead choose the action of the location.



*The Gambling Tokens*

**Example:** Paul decides to buy the fabled juice of location #10L and returns 1 Gambling Token. He reveals 1 strawberry, 1 banana and 1 pineapple, and uses 1 strawberry and 1 banana (for the smoothie) for part of the payment. He pays the remaining fruits from his hand and takes the fabled juice. He discards the unused banana and pineapple.



**Location #13L: Trade fabled juice**

Place 1 of your fabled juices back in the center as a face up location in exchange for another location as a fabled juice. You now take 1 lime from the lime pile into your hand.

The price of this fabled juice is one of your previously purchased fabled juices. Place your previously purchased fabled juice back as a location adjacent to the small stacks of locations. Additionally you take 1 lime into your hand. If you have 0 fabled juices or do not want to use this action, you can only draw 1 fruit from the draw stack.



**Location #14L: Take 1 fruit from the discard pile**

Take 1 fruit of your choice from the discard pile.

If the discard pile is empty, you can only draw 1 fruit from the draw stack.



**Location #15L: Limes for the other players**

In turn order, all other players may each take 1 lime from the lime pile into their hands. For each lime taken you draw 2 fruits from the stack. If all players pass, take 1 lime from the lime pile into your hand.

**Example:** After 2 other players decided to take 1 lime each, Camille draws 4 fruits from the draw stack.



**Location #16L: 2 limes for the poor**

If you have 2 or less fruits in your hand, take 2 limes from the lime pile into your hand.

If you have 3 or more fruits in your hand, you can only draw 1 fruit from the draw stack.

**Location #17L: The thief V2.0**

Choose 2 locations stacks and place them next to the thief. From each player standing on either location, draw 1 random fruit from their hand.

When this location enters play, the thief token is added to the game. If there are already 2 locations stacks next to the thief, you must choose 2 different locations stacks. If you move to a location next to the thief, you must place 1 fruit from your hand into the market. If there are also other players on that location, they only get fruits from you after you pay for the thief.

**Location #18L: Place different fruits into the market**

Place any number of different fruits from your hand into the market. For each fruit added to the market, draw 2 fruits from the stack.

You can only place 1 fruit of each type into the market.

**Example:** Anne places 1 banana and 1 lime into the market and draws 4 fruit from the draw stack.

**Location #19L: Take different market fruits**

Take any number of different market fruits into your hand.

You can only take 1 fruit of each type from the market.



**Example:** Rachel takes 1 coconut, 1 lime and 1 strawberry.

**Location #20L: The last fabled juice**

Draw 2 fruits from the stack. You can only buy this fabled juice, if this is the last fabled juice you need to end the game.

Depending on the number of players you need 3-5 fabled juices to trigger the end of the game. If you purchase a fabled juice which triggers the game end and this location enters play as a newly available stack, the other players can buy this fabled juice if it provides them enough fabled juices to meet the already triggered end of game condition.

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