

# Juicy Fruits

## Solo mode



Hi, I'm Pineapple. If you want to play *Juicy Fruits* alone, I'm happy to step in as your opponent.

## Setup



To set our game up, follow the **2-player** setup steps 1 to 5 on page 3 of the rule book.

Then before carrying out step 6, do the following:

Choose one of the **solo boards** printed on the backs of the island boards.

They are of different difficulty levels and pose different challenges:

 <p><b>Fair Fruit</b> Here, I won't make it too hard on you. I promise!</p>	 <p><b>Fit Fruit</b> Look at my biceps! This is not going to be too easy.</p>	 <p><b>Fast Fruit</b> This one is going to be quick but also very tough.</p>	 <p><b>Full Fruit</b> Here comes everything I've got! This is probably going to be hard but it depends a bit on my mood swings.</p>
---	--	---	--

Place the chosen solo board in front of you a bit to the left.

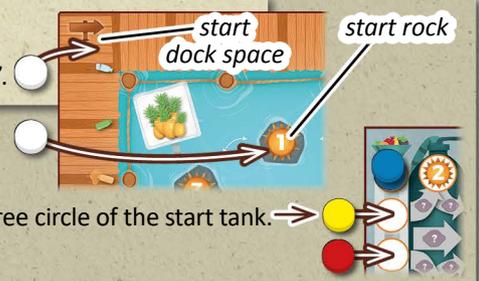
Then continue with step 6 of the usual setup to prepare your own island board.

Once you've finished step 6, prepare my solo board by assigning a color to me and placing:

- 1 of my discs onto space 100/0 of the score track 
- 1 of my discs onto the *start dock space* of the solo board. This disc is called the "turn disc".

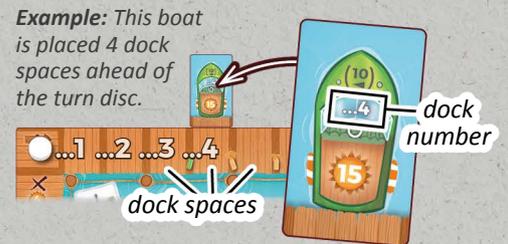
If you chose the "Full Fruit" solo board, place the third disc of my color as the "rondell disc" onto the *start rock* of the central rondell. Otherwise return it to the game box.

If you are playing with the juice factory, place 1 disc of each of the two unused colors onto a free circle of the start tank. These are called the "blockade discs".



Continue with step 7 of the setup, equipping your island board with 12 ships as usual. Afterwards, put the remaining 38 ship tokens into one bag and place it beside the solo board. From now on, whenever a token is drawn from that bag, only the **solo boat** on its back matters.

Next, draw a solo boat from the bag, look at its *dock number* and place it right beside the solo board, that many spaces **ahead of the turn disc**.



## Playing the game

As usual, we play a series of rounds. In every round, we take one turn each. You are the starting player. Carry out your turn as usual.

On my turn, carry out these steps for me:

1. Move the turn disc to the **next dock space** in a clockwise direction.
2. If you are playing with the juice factory, check whether the turn disc moved over a plank with a **bottle**.  
If it did, carry out step "2a (Moving over bottles)" on the next page.  
If you are playing without the juice factory, ignore step 2 for the game.



3. Check if there are any effects printed on the dock space that the turn disc moved onto. If so, carry them out now:



I (Pineapple) gain that many points on the score track. (Please advance my disc for me.)



Move the current solo boat 1 dock space **away** from the turn disc's space (in a clockwise direction).





Move the current solo boat 1 dock space **closer** to the turn disc's space. (If the solo boat and the turn disc are at same space already, ignore this effect).



4. Afterwards, check if the current solo boat is at the same dock space as the turn disc. If it is, carry out step "4a (Solo boat scoring)" at the bottom of this page.



Then it is your turn again.

The game ends after my turn: • if there is an **X** on the dock space that the turn disc is on or • if the license marker is on the **X** of the license track.



Carry out the end of the game procedure as usual. Afterwards, if you have more points than me, con-grape-ulations!

2a (Moving over bottles)

If you move the turn disc over a plank with a bottle whose **color** is either light blue or matches the current solo boat, you must immediately move each of the two **blockade discs** in the juice factory along **1 arrow** to the next **free** circle. Move them in any order, using **outer arrows** where possible. If you move a blockade disc to a tank, put it on that tank's circle showing points (if there is one and it's free). However, blockade discs never score any points or cause the license marker to move. They only block the spaces they're on.

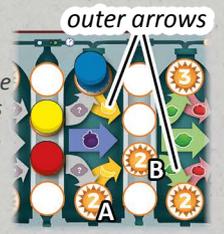
**Example:**

Lin moves the turn disc to the next dock space, passing over a green bottle.



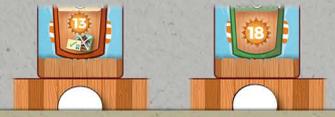
Since the current solo boat is also green, she must move the yellow and red blockade discs along 1 arrow each:

- one of them to space A (because she must use an outer arrow if possible)
- and the other to space B (because both reachable single circles are blocked now and this is the tank's circle that shows points).



4a (Solo boat scoring)

If the turn disc is at the same space as the current solo boat, I (Pineapple) gain the **points** printed on the boat. If it is an **orange** boat, you must also carry out its additional effect:



Move the **license marker 1 step down** on the license track. Then **remove 1 business token** from the business board. To do so, draw a temporary solo boat from the bag, look at the **waiting number** on its bow and remove the business token from the waiting space that shows that number above its upper right corner. If that space is already empty, look at the arrow beneath the boat's waiting number: In the direction of that arrow, follow the numbers of the waiting spaces (in  $\triangleright$  ascending /  $\triangleleft$  descending order) and remove the next token that you come across. (If there are no more tokens in this direction, go into the other direction.) Finally, put the removed business token and the temporary solo boat into the game box, ignoring whatever is on them.

**Example:** The temporary solo boat shows the waiting number 9. Therefore, the "Museum" on waiting space 9 is sent to the box. If space 9 was empty, then the ice cream cart token on space 10 would be removed instead (and so on).



Afterwards, remove the scored solo boat from its dock space and put it in the game box. Then draw a new solo boat and place it as many spaces ahead of the turn disc as its dock number states.

**Attention:** If you play with the "Full Fruit" solo board, do the following **after** you place the new solo boat: Look at the arrow in the boat's center ( $\odot$  /  $\ominus$ ) and move the **rondell disc** to the next rock in that direction. Then carry out any effects on that rock (see the brown boxes on this page). If this moves the new solo boat to the space with the turn disc again, carry out its solo boat scoring right away too.

**Example:** Lin is playing with the "Full Fruit" solo board. After a solo boat scoring, she draws a new solo boat that shows the dock number 1, so she

places it 1 dock space ahead of the turn disc. Then she moves the rondell disc to the next rock clockwise (A) (because of the arrow on the solo boat). She carries out the effect of that rock and must thus move the boat 1 space closer to the turn disc (B). Since the solo boat is at the same dock space as the turn disc now, she scores that solo boat too, then removes it and draws yet another solo boat.

