

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. Before carrying out step 6, choose one of the **solo boards** for me (which are printed on the backs of the island boards). Each of these boards poses a different challenge and has a tendency towards a certain difficulty level:

Fair Fruit
This one is a good start as it is fairly easy.

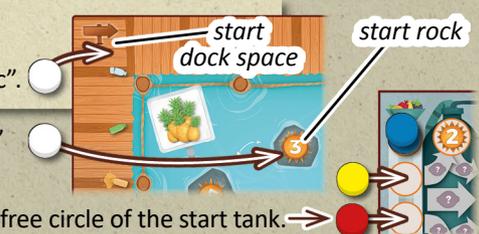
Fit Fruit
Look at my biceps! This one is quite challenging.

Fast Fruit
This one is going to be quick but also tough.

Full Fruit
This one depends quite a bit on my mood swings, so you're in for a surprise. (It can get very tough!)

Place the chosen solo board to your left. Leave enough room around it for solo boats to dock during the game. 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".

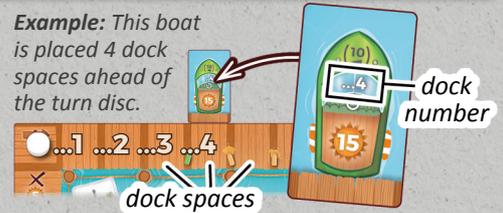


If you chose the "Full Fruit" solo board, place the third disc of my color as the "rotary disc" onto the *start rock* of the central roundabout. Otherwise return it to the game box.

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 an initial solo boat from the bag, look at its *dock number* and place it at the edge of 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 **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 **farther** 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.

Once the game has ended, remove the solo boat ahead of the turn disc (**without** scoring it) and carry out the end of game procedure as usual.

Afterwards, if you have more points than me, congratulations on your victory! Ties are won by me.

2a (Moving over bottles)

If you move the turn disc over 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:

- If they are equally advanced, move them in any order. Otherwise move the more advanced one first.
- Whenever possible you must move them along **outer arrows**, preferably the **upper arrows**.
- 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).
- Blockade discs **never** score any points or cause the license marker to move. They only block the spaces they're on.

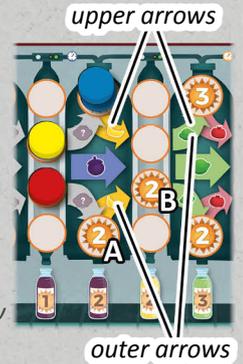
Example:

You move the turn disc to the next dock space, passing over a green bottle.



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

- one of them to space A (because you must use an outer arrow if possible, but the preferred upper arrow is blocked)
- and the other disc 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 empty, look at the arrow beneath the boat's waiting number, then count up (▶) or down (◀) from that space 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).

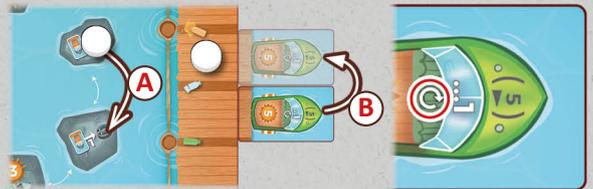


Afterwards, remove the scored solo boat from its dock space and put it in the game box. Then draw a new solo boat and place it as many spaces ahead of the turn disc as its **dock number** states (even if that is ahead of a space with an X or if the game is ending).

Attention: If you are playing with the "Full Fruit" solo board, do the following right **after** you place the new solo boat: Look at the arrow in the boat's center (↻/↻) and move the **rotary disc** to the next rock in that direction. Then carry out any effects on that rock (see the blue boxes on this page and the previous 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.

Note: The rotary disc is **not** moved at the start of the game when the initial solo boat is placed.

Example: You are playing with the "Full Fruit" solo board. After scoring a solo boat and removing it, you draw a new solo boat that shows the dock number 1, so you place it 1 dock space ahead of the turn disc. Then you move the rotary disc to the next rock clockwise (A) (because of the arrow on the solo boat). You carry out the effect of that rock, which tells you to move the boat 1 space closer to the turn disc (B). Afterwards, the solo boat is at the same dock space as the turn disc, so you score this solo boat too, then remove it and draw yet another solo boat.



Getting good at the game and feel like a tougher challenge? Well, how about giving me a 10-point head start? And each time you win, increase my head start by 5 points? Think you can manage it? Then bring it on!