

Game Rules Arne Junior

Content of the box

74 cards - divided into white (action cards), coloured (fruit cards) and black cards (special cards).
4 fruit cards – these cards indicate what fruit a player is playing.

Purpose of the game

Collect as many fruit points as you can of your own colour. But prevent other players of doing the same!

The player with the highest number of fruit points of their colour wins.

Duration of the game

10 – 25 minutes.

Age group

From 5 years and up.

Start of the game

Each player chooses a fruit card. (Green=apples; blue=grapes; red=cherries and yellow=bananas)
Place the fruit card in front of you on the table, so the other players know what fruit you have to collect.

Shuffle the remaining cards.

Give every player 5 cards.

These cards are taken into the hand and are not shown to the other players.

The remainder of the cards are put face down in the middle of the table. This becomes the draw pile.

The youngest player starts. Play goes in clockwise direction.

The white, the coloured and the black cards

There are white, coloured and black cards.

The white & coloured cards: you can only play 1 white/coloured card per turn. As long as you have white/coloured cards in your hand you **MUST** play 1 during your turn.

The black cards: there are no limitations whatsoever. You can play them whenever you like; and you can play as many black cards as you want

Your turn

Each turn starts by taking a card from the draw pile.

As long as you have white/coloured cards in your hand, you have to play one.

Your possibilities are:

- **Play a coloured card by adding one of your own fruit cards in front of you** (these are important points for you!) Place the cards next to each other in front of you and not on top of each other.
Per fruit you have:
 - o 2 cards with 1 apple, grape, cherry or banana
 - o 3 cards with 2 apples, grapes, cherries or bananas
 - o 2 cards with 3 apples, grapes, cherries or bananas
 - o 1 card with 4 apples, grapes, cherries or bananas
 - o 1 card with 5 apples, grapes, cherries or bananas
- **Play a white card.** Put this card on top of the discarded pile next to the draw pile in the middle of the table. These are the available white cards:

- (4) ‘take a card’ – Take a card from the hand of one of the other players.(you can’t have a peek, just choose one)
- (4) ‘+2 fruit cards of your colour’- Choose a player, if he has fruit cards of your colour, they must be handed over to you (to a maximum of 2 cards). The obtained fruits can be instantly added to your score in front of you. (Sometimes you are unlucky and don’t get any or just 1 card.)
- (4) ‘Take another 3 cards from the draw pile’ – Take 3 cards from the draw pile and add them to your hand.
- (1) ‘Change places’ - Choose one other player and change places. The cards that have been played on the table remain. So you continue with the other player’s fruit and vice versa. (Think well before you play this card!)
- (1) ‘Pass hands’ - all players pass their hand, clockwise, to the player next to them.

- **Discard a fruit card.** Discard a fruit card of another player. Put this card on top of the discard pile. BEWARE; these can be stolen by any other player who has a thief.

Your turn ends, the moment you played your white card or a coloured card. The next player is up.

Careful you are only allowed to play 1 white/coloured card per turn! If you are out of white/coloured cards when it is your turn, so be it. You do not have to play a black card.

Game within the game: the use of the black cards

You can always play black cards, even when it is not your turn!! You can play as many black cards as you like. By the use of black cards it is important to stay focused on the game! If you do not, you may lose the game. You have to be fast because you can change the whole game in 1 move....

The black cards are:

(4) ‘Chameleon’ - This animal is well known for its ability to change colour. It can change a fruit of another player into one of yours. How? It only works on fruit cards that you have in your hand.

Imagine you are collecting ‘apples’, but you have the ‘5 grapes’ card in your hand and a ‘chameleon’. No problem, you can play whenever you like (so even when it is not your turn) your ‘chameleon’ with the ‘5 grapes’ card and put it in front of you next to your other fruits. The ‘5 grapes’ is now ‘5 apples’ However there is a price to pay for this magic... any other player who has a thief in their hand can steal at any time your chameleon with this fruit card (both cards are taken).

- (6) ‘Thief’ - The thief can do 2 things:

- It can steal the last card put onto the discard pile. How? Take the top card and leave the thief on top of the discard pile.

- It can steal a fruit card that is combined with a chameleon. There are 2 possibilities:

- You steal a fruit card that is combined with a chameleon of a fruit that is **not your colour**. You put the chameleon with this fruit card next to your fruits at your side of the table. It is mine now. But it can still be stolen by another thief. The thief is discarded on the discard pile on the table.

- You steal a fruit card in use with a chameleon **of your own fruit**. The chameleon and the thief are discarded on top of the discard pile; the thief is put on top. You have stolen your own fruit back thus it cannot be stolen by any other player anymore. Put the card in front of you next to the others.

- (5) ‘Big hungry bird’ - The big hungry bird just loves all that fruit; put the bird on any fruit card of another player, that fruit has now lost its value. This will remain until the bird is caught by a ‘bird net’ card.

- (5) ‘The bird net’ - Place it on a played ‘bird’ card, you have caught the bird and the fruit is saved; and the points count again! Once a bird is caught by a ‘net’ another ‘bird’ card cannot be placed on that card again.(Those points cannot be lost again)

- (4) ‘Stop’ - Play this card whenever you like. The current player finishes their turn. You get the next turn...

End of the game

The game is finished when there are no more cards on the draw pile.

All players discard their playing hand, as they have no more value.

Each player counts the fruit points that are in front of them. The one with most fruit points wins.

Remark: all your fruits that have a bird on them are not counted (unless the bird is caught). Do not forget to add all the fruits that you might have with a chameleon.

Variants

Arne Minimum. Now play the same game - but... the one with the least fruit points wins. You are allowed to add coloured fruit cards to the score of the other players.

The meaning of the '+2 fruit cards of your colour' changes into this: Choose a player a fruit and a victim. Example: you ask the player that plays the cherries to give himself 2 cherry cards. If he has cards of that fruit, he must add it to his score on the table in front of him. If he only has one or none, so be it.

Arne with 2 players. Remove one group of fruit, for instance the bananas.

Lots of fun,

Arne.

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