



Sly Fruit

GAME RULES



Something unheard-of happened in Fruit City: sly fast-food villains broke into the bank during the night and stole all the savings of honest fruit citizens! Community is in turmoil, but one thing is for sure: the robbers managed to escape by disguising themselves in fruit costumes.

Investigate and figure out which disguises the Sly Fruit and their two accomplices used to get away unnoticed. Coconut, the faithful police mutt, will help you verify witness statements and catch the culprits!

Components



Detective board



Coconut board



9 Fruit tokens



5 double-sided
Number tokens



Active player token



84 Fruit cards




Day side
2-5 civilian
fruits on a light
background




Night side
3 sly fruits
on a dark
background

Aim of the Game

Question the fruit witnesses to find out which ones are actually fast-foods in disguise. Uncover as many groups of sly fruits as possible over the course of the game.



Game Setup

- 1 Place the **Detective board** in the center of the table.
- 2 Lay out the **9 Fruit tokens** on the Detective board.
- 3 Place the **Coconut board** and the **Number tokens** next to the Detective board.
- 4 Shuffle the **Fruit cards** ☀️ *day side up*. Count out 20 cards and place them in the slot of the Detective board – this is the **Witness deck**.
- 5 Turn the remaining Fruit cards 🌙 *night side up* and deal **3 cards** to each player (or take **5 cards** into your hand in a **solo game**). You may look at the ☀️ *day side* of your cards but do not show it to the other players. The 🌙 *night side* of your cards is visible to everyone but must be treated as merely the back of the cards.
- 6 Place the rest of the Fruit cards 🌙 *night side up* within everyone's reach – this is the **Common deck**.
- 7 The last player to have eaten fresh fruit becomes the active player and receives the **Active player token**.




Game setup for 2 players


Playing the Game


Players act as one team of detectives. The active player starts the game. Each turn the Active player token is passed clockwise. A turn consists of the following steps:






Step 1: Insert a Fruit card into the Coconut board

If there is already a card on the Coconut board, skip this step. Otherwise, the active player takes the top card from the **Witness deck** and inserts it into the Coconut board with its  **day side up**. Make sure that the card is inserted correctly: the pink border on the card must align with the mutt's nose on the board (see the image below). This is the **Sly Fruit card**.

Attention! Do not look at the  **night side of this card!** It depicts the 3 sly fruits which you need to identify over the course of the game.

Important! Only the  **night side of the Sly Fruit card** matters for the current investigation. Pay no attention to the fruits on its day side!

For the **rest of the cards**, the  **night side** serves only as **the card back**. Disregard the fast-foods pictured there.

Example: **Walter** is the active player. He inserts the top Fruit card from the Witness deck into the Coconut board without looking at its  **night side**. The players, including **Walter**, now need to figure out which fruit impostors are hidden on the  **night side** of this card.



Step 2: Lay out a Witness card

The active player places the top card from the **Witness deck** its ☀️ **day side up** in the center of the table. This card shows which fruits might be investigated during this turn.

Example: The card shows Apple 🍏, Banana 🍌, Orange 🍊 and Pear 🍐.



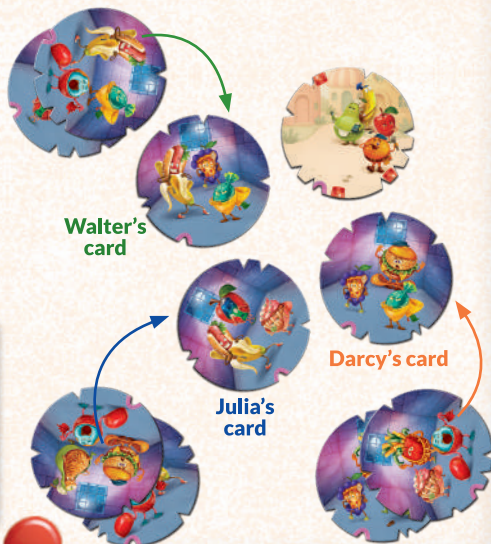
Step 3: Choose and play a card

Each player (including the active player) picks one card from their hand and places it 🌙 **night side up** on the table.

Notes:

- If you are playing **solo**, lay out one more card ☀️ **day side up** from the **Common deck** **after** you choose a card from your hand.
- Your chosen card should share at least one fruit with the Witness card (see **Step 2**). Play a card without any matches **ONLY** if you don't have any matching cards!






Attention! If at this point in the game you realize that none of the cards in your hand are at all useful for the investigation, you may, **once per game**, discard **all** the cards from your hand (place them under the Common deck) and draw a new hand of cards. After that choose and play a card as usual.



Step 4: Reveal all played cards

Everyone flips their played cards their  **day side up**. Now all cards are visible on the table.

Example:

- **Julia** has played a card with  and  because both of these fruits appear on the Witness card.
 - **Darcy** has played a card with  and  because it has one matching fruit () with the Witness card.
 - **Walter** didn't have any cards to match the Witness card, so he has played a random one.
- There are now 4 cards on the table.

Walter's card









Darcy's card

Julia's card

Step 5: Select two cards

The active player chooses **any two of the open cards** that have at least one matching fruit. One of these cards can (but doesn't have to) be the Witness card revealed in [Step 2](#). Only the **matching fruits will be put to the test** on the Coconut board.


Example: **Walter** picks **Julia's** card (, ) and the Witness card (, , , ) since they have two matching fruits. The players now have a chance to accuse or acquit two suspects at the same time.





Julia's card



Step 6: Check for red beacon lights




The active player flips the selected cards  **night side up**, aligns the notches with pink borders on them, and places them over the Sly Fruit card on the Coconut board so that the pink borders align with Coconut the mutt's nose on the board.

The **red beacon lights** fully visible through the notches on the cards indicate how many of the matching fruits are guilty. If you don't see any red lights or only see a small part of them, the fruits you are checking have nothing to do with the culprits.

Example: One red beacon light is visible through the notches. So, either  or  is guilty – but it's not yet clear which one of them.



Step 7: Move Fruit tokens based on the result

Move the tokens of the fruits you've checked on the detective board to the corresponding folders (**Innocent** , **Suspects** , or **Guilty** ) according to the results of your test:

- **No marks** → all the matching fruits are **innocent**.
- **As many red marks as the matching fruits** → all the matching fruits are **guilty**.
- **Fewer marks than the matching fruits** → some of the matching fruits are guilty, but it's not yet clear which ones, so they're all **suspects**.

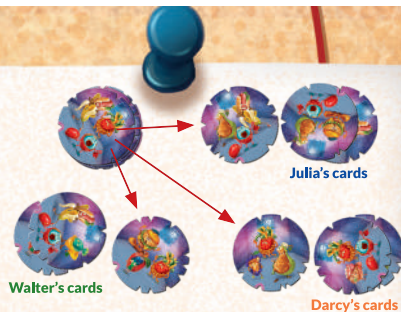
Example: **Walter** moves the  and  tokens to the "Suspects" folder.

Advice: Use number tokens to indicate how many culprits there are in every group of suspects.



Step 8: End of a turn

The active player places all the played cards (including the 2 cards from the top of the Coconut board) under the **Common deck**, and then each player draws a new card from this deck.



Step 9: Discussion

All the players discuss what they have just learned. Maybe you can clear some of the suspects or decide which fruits you should check next turn. Share your guesses and build logical chains but **don't show your cards to one another or name the fruits on them.**

Example: Darcy suggests checking
🌙 **next round to find out whether it was the reason for the red light.**



Step 10: Solve the case and/or start a new turn

If, after the discussion, none of the players are sure who the three Sly Fruits are:

- the Active player token is passed clockwise to the next player who starts a new turn with **Step 2**.

If at least one of the players is confident that they can identify all three Sly Fruits, and the active player agrees:

- they announce their guess, and all the players discuss it;
- the active player names the three Sly Fruits, then flips the Sly Fruit card from the Coconut board to its 🌙 **night side** to check the guess:



If you've accused an innocent fruit, you all lose, and the game immediately ends.



If your guess is correct, the case is solved! Put the Sly Fruit card aside to keep score of your solved cases. Start a new investigation from **Step 1** (pass the Active player token to the next player clockwise) and continue playing.

End of the Game

The game ends in one of two cases:

- **The active player names at least one of the Sly Fruits incorrectly.** In this case, the whole team **loses!** Start a new game and try to be more careful.
- **The Witness deck runs out of cards,** and the active player can no longer complete **Step 1** or **Step 2** of the turn. When this happens, count how many Sly Fruit cards you have put aside and check your result:

0-1

SOLVED CASES:

Maybe you should change your tactics and interview more witnesses at a time – to solve a case you need to collect as much information as you can!

2

SOLVED CASES:

***Not bad.** But to draw the right conclusions faster you need to discuss the information you get in more detail!*

3

SOLVED CASES:

***Great job,** you are on the way to become real pros! You only need to polish your methods.*

4+

SOLVED CASES:

***Congratulations!** You're master detectives! Looking for a bigger challenge? Next time, set up the game with one fewer card in the Witness deck. Continue to reduce the number of cards in the Witness deck in order to level up!*

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