



For 2 to 6 players ages 5 and up,
with advanced rules for ages 8 to adult.

GAME CONTENTS:

- One blue deck of 56 playing cards featuring "good" fruit
- One red deck of 56 playing cards featuring good and bad fruit
- One steel bell
- Complete rules with two playing levels.

OBJECT OF THE GAME:

To be the first player to ring the bell when five of the same type of fruit are "face-up" on the table. For example: five strawberries, five limes, etc.

SET-UP FOR AGES FIVE AND UP

1. Place the bell in the center of the table, floor, or playing area.
2. Shuffle and deal an equal number of cards from the blue deck to each player.
3. All players place their cards in a pile, face down, in front of them.

HOW TO PLAY:

1. The dealer goes first by turning over the top card of his pile and quickly placing it in front of him face up. Other players then do the same, proceeding in a clockwise direction.
2. One after another, the players continue to turn over a card and place it on top of their last one. This becomes their discard pile. Only the top card is visible.
3. Players watch the changing number of fruit. When five of the same type of fruit are visible in any combination, the player who rings the bell first wins all of the discarded cards on the table. These are added to the bottom of his playing pile, and the next round is started. *Note: The total number of the same type of fruit may be visible on one card, or may be the sum of several players' cards. For example, if Player A has two bananas, Player B has three plums, Player C has one banana and Player D has two bananas. There are a total of five bananas visible, and the first player to ring the bell wins that round.*
4. If a player rings the bell when there are not five of the same type of fruit on the table, that player is penalized by "paying" one card to each player.

The Winner:

A player with no more cards to play is out of the game. The player who collects all of the cards wins the game.

TUTTI FRUTTI FOR AGES 8 TO ADULT:

All rules from the younger version apply to this version, except the red deck is used. The added twist here comes from the "bad" fruit which do not count. The object is to be the first player to ring the bell when five of the same type of "good" fruit are spotted on the table.

For example, Player A plays a card with three plums, then Player B plays a card with one "bad" plum. Next, Player C plays a card with three limes and next Player D plays a card with one plum. At this point there are a total of four "good" plums visible, because the "bad" plum played by Player B does not count. Players must wait until there are five of the same type of fruit face-up to ring the bell.

If a player rings the bell when there are not five of the same "good" fruit on the table, that player is penalized by "paying" one card to each of the other players, by dealing them out in a clockwise fashion.

The Winner:

A player with no more cards to play is out of the game. The player who collects all of the cards wins the game.