

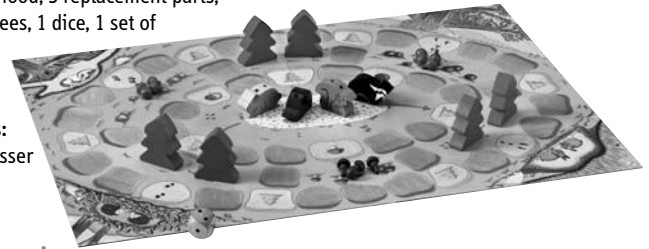
Fruttirelli

Get ready for food! A cheekily cheerful forest rally for 2-4 animal friends from 4 to 99 years.

Contents:

1 game board, 4 wooden animals, 12 pieces of food, 3 replacement parts, 6 wooden trees, 1 dice, 1 set of instructions

Author and illustrations:
Sylvia Schlösser



Preparation

Place the board in the centre of the table, within reach of all the players. Each player selects an animal and places it on the patch of earth in the centre of the meadow on the board.

Background

The hard-working parent animals are out and about in the forest, to collect food for their children. Help them to find supplies of apples, mushrooms and berries. Who will be the first to manage to bring some of the tidbits to their family?

Place the mushrooms, berries and apples in the forest clearings provided for them on the board. Place the trees on the free forest clearings in pairs.



Selecta Spielzeug AG
Postfach 47 · 83531 Edling
DEUTSCHLAND

Telefon: +49 (0) 80 71 – 10 06-0
Telefax: +49 (0) 80 71 – 10 06-40

www.selecta-spielzeug.de

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Aim of the game

Each player must collect an apple, a mushroom and a berry with their animal and bring them back to their animal family.

How to play

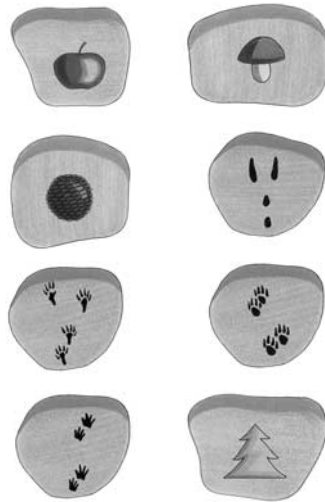
The child who has eaten an apple most recently starts and the game proceeds in a clockwise direction. When it is your turn, throw the dice and move your figure forwards by the number indicated. You are allowed to jump over other animals, but you must count the occupied space. If you land directly on an occupied space, you can position yourself next to the other animal.

Tree spaces



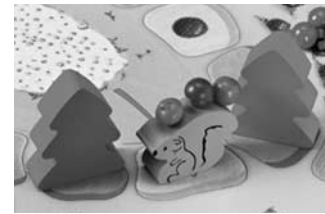
When you land on a tree space with an animal, you are allowed to remove a tree and place it on any space on the forest track. This will also apply, if one or more animals are already standing on the tree space. The forest track is then blocked by the tree at this point. Attention: You are not allowed to put a tree on a special field.

The food spaces, destination spaces and tree spaces are special fields.



Being blocked in

If a player is blocked in between two or more trees, they are allowed to throw the dice three times. When the player throws a one, they can move one of the trees and move one space forward. A player will be regarded as blocked in if there is no tree space between the trees that he is caught between. A player will also be regarded as blocked in if they are standing on a tree space and, at the same time, are directly surrounded by trees.



Blocked in



Blocked in



Not blocked in

Track blocked

If the track is blocked by a tree, the player must stop in front of it. The remaining number of points are forfeited. The tree must not be passed under any circumstances.

Food spaces



You must land on a food space with exactly the number of points thrown in order to be able to collect the food. Only then, will you be allowed to pick up one piece of food. This also applies, if the food space is occupied by one or more animals. Each player is only allowed to take one piece of each kind of food.

Filching food

If a player lands on a track space where an animal is already standing, he or she is allowed to take any one piece of food from the other animal. The special fields are the exception to this rule.

Exception to the filching food rule

If you have already collected each of the 3 types of food and you arrive at a space that is already occupied by another animal, you are not allowed to take a further piece of food. This also applies if you already have one or two types of food and the other animal only has a type of food that you no longer need.

End of the game

Destination spaces



Squirrel



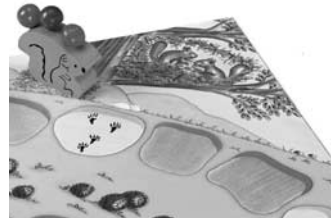
Badger



Hedgehog



Hare



As soon as you have collected all three pieces of food, you are allowed to make your way back to your family. When you reach your destination exactly with your throw of the dice, you have won this round of the game.