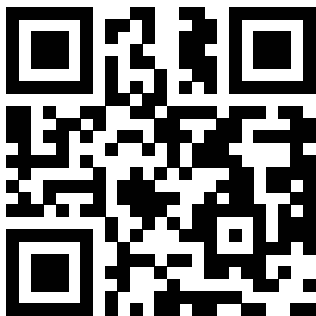


Regal™ BANAPPLES™

INSTRUCTIONS

Scan for video instructions:



regal-games.com/rules

A

DEALING

This game is for 2-4 players. There are 4 uniquely colored decks, one for each player. Each player deals their own deck as shown below. We recommend players face each other for easiest gameplay.



Step 2 – Trees

Deal 2 cards face up



Leave space to grow your Trees

Stock Deck
(remaining cards after dealing)



Step 3 Compost Pile

Deal 3 cards face up

B

GAMEPLAY

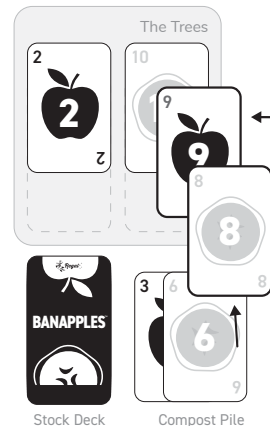
Race each other to score as many points in a round as possible. There are no turns, so make sure you're paying attention to your opponents' progress.

Growing Your Trees

Play a card from your Seed or Compost Pile to your Trees. The card being played must be 1 number lower than the card under it, and it must be of alternating fruit.

Step 1 Seed Pile

Deal 10 cards face down. Flip the top card face up.



Seed Pile



Once played, flip the new top card face-up on the Seed Pile.

The value of cards remaining in the Seed Pile at the end of each round will be deducted from your score.

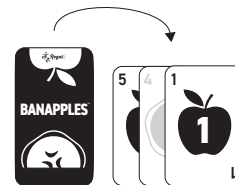
For example, on a Tree that starts with 10 bananas, it will be:

10 bananas,
9 apples,
8 bananas,
7 apples,
6 bananas,
and so on...

Dealing to Compost Pile

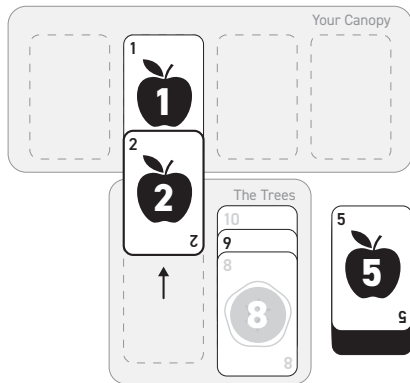
If, at any time, you are unable to play the top card of the Compost Pile or if the Compost Pile is empty, deal 3 cards face up from the Stock Deck until you deal a card you can play.

Once there are no more cards in your Stock Deck, turn over your Compost Pile to create a new Stock Deck.



Playing to Your Canopy

To start a pile in your Canopy, you must start with a 1 of either fruit. At any time, you can play the top card from your **Trees**, **Compost Pile** or **Seed Pile** to a pile in your Canopy, as long as it is the **same fruit** and 1 number higher than the top card on that pile.

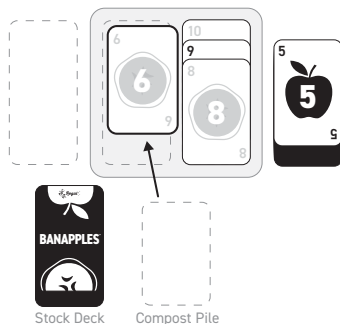


You can play a card as long as it is the same fruit, and you can play a 3 on a 2, a 4 on a 3, and so on...

The value of every card you play to your Canopy will count towards your final score.

New Trees

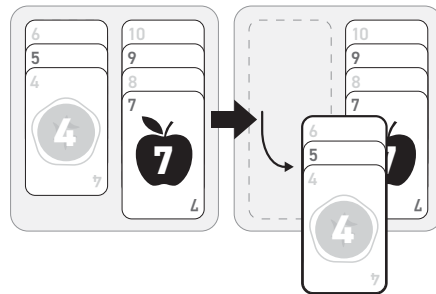
If at any point a Tree space is left empty, you may start a new Tree by placing any card from the Seed or Compost Piles.



Note: If all players have dealt their entire Stock Deck to the Compost Pile without being able to make a move, each player can plant a third Tree.

Combining Trees

One Tree may be moved on top of the other Tree to open up a space to create a new Tree.

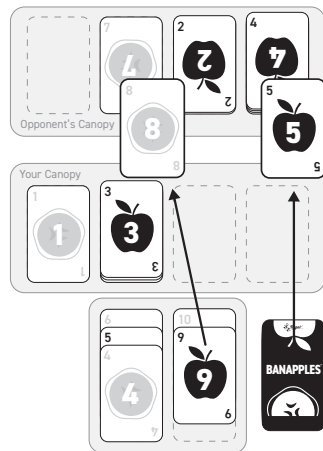


Playing Your Opponents' Canopies

At any point, you can play a card from your Trees, Seed Pile, or Compost Pile to an opponent's Canopy as well, following the same rules used to play to your own Canopy.

This can strategically be used to disrupt your opponents or speed up your play. Cards you play in your opponents' Canopies can be distinguished by the color of the back of your deck, and they will still be counted towards your final score.

You may play to your opponents' Canopies, but you may never play to your opponents' Trees.



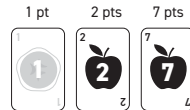
C

FINISHING & SCORING

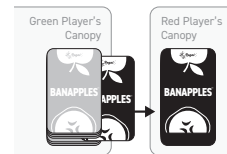
The round ends when a player plays their entire Seed Pile. Each player's score is then calculated using the value of their cards played.

SCORING

1. The number on each card is equal to its point value. For example, a 5 card is equal to 5 points, and a 3 card is equal to 3 points.



2. The player to use all of their Seed Pile first gets the **Going Out Bonus: 25 Points**. If multiple people finish at the same time, they both get 25 points.



3. All players sort their Canopies by color and return those cards to the player of that color. Those cards are scored as positive points for the player of that color.

For example, if the Red Player has played a red card in the Green Player's canopy, the value of that card is added to the Red Player's score.



4. The remaining cards in each player's Seed Pile count **against** them as negative points equal to the number on each card.



Cards in the **Trees**, **Compost Piles**, and **Stock Deck** will *not* affect your score.

5. The first player to 500 points wins.