Fruits Platter

Designed by **Kanare Kato**

2 players / 20 minutes / 8 years and older

In **Fruits Platter**, players move pieces of the three colors they are responsible for out of the six colored pieces that represent fruit and try to organize them into groups by color. Pieces can only move toward a specific edge for each color, and as they are moved, a row of pieces will be shifted in position.   Players must carefully select pieces to move while avoiding interference from their opponents.

SETUP

1. use a hexagonal board with 4 hexes per side and 6 colored pieces. First, a piece of one color per side is placed outside of each side of the board.

The six colors are paired in red-blue-yellow and black-white-gray, so that the colors of the same set should not be next to each other. These outside pieces indicate which side each colored piece is going for. The corner cells belong to both sides.

2. one player places 6 pieces per color randomly on the board. The center cell is left empty.

3. The player who did not make the placement chooses either the color set he/she is responsible for or takes the first move.

DEFINITION

A group is a cluster of pieces of the same color that are adjacent to each other.
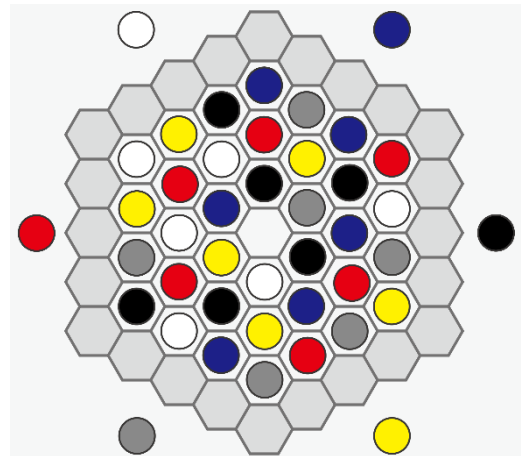

（Fig.1） Example setup using "General Board Hexagonal". The outermost cells of this board are not used for the game.

GAMEPLAY

Players take turns to move, starting with the first player. The active player moves one piece of his/her color according to the following rules. Passing is not allowed.

The piece jumps in a straight line to one of the outmost cells corresponding to its color. All pieces from the start point of the jump to the arrival point are shifted in the opposite direction of the jump toward the start cell of the jump. (Fig. 2-1, 2-2).
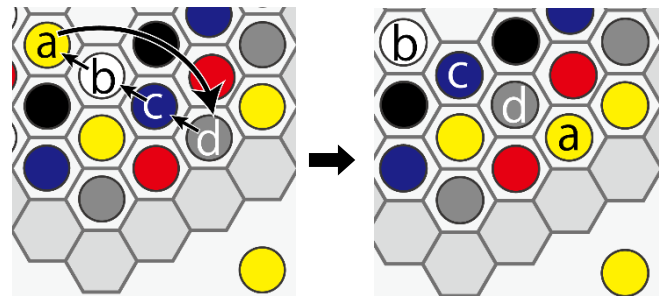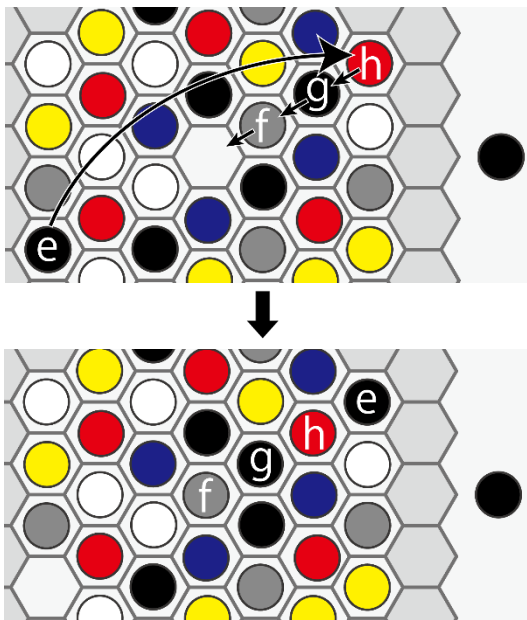

（Fig.2-1, 2-2） When the yellow piece a moves to the edge of the board, pieces b, c, and d move inward in a

The piece positioned in the outmost cell on the corresponding side cannot move any further.

If the moving piece jumps over an empty cell, the movement of the row stops at that empty cell (Fig. 3-1, 3-2). If the cell to which the piece moves is an empty cell, the row does not move.

（Fig. 3-1, 3-2）When the black piece e moves, the movement of the row stops at the empty cell in the center.

A piece that is not on the same line with any of the outmost cells of the corresponding side can move toward either of the adjacent sides of the corresponding side.
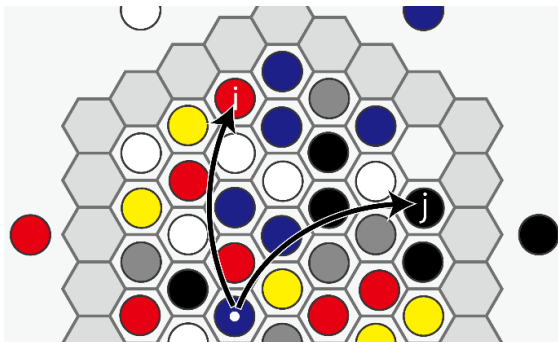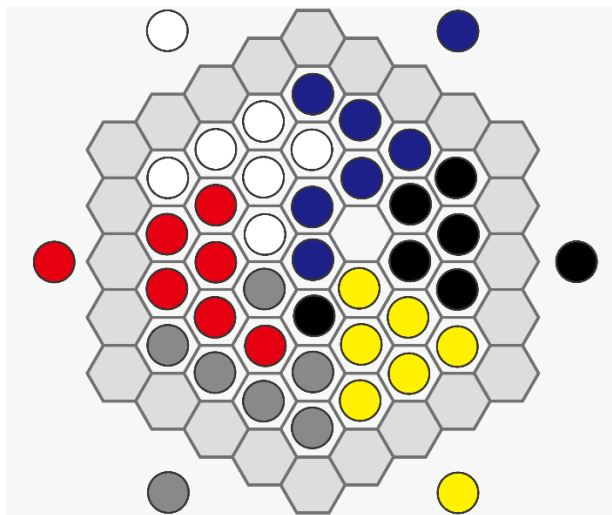

（Fig. 4）The blue piece indicated by the dot can be moved to either position i or j.

GAME END

A player wins the game when all the pieces of his/her color are in groups, one for each color, and all of these groups are adjacent to the corresponding sides.

If both players reach this state at the same time, the player who made the move wins.

（Fig. 5）Win for the player with red-yellow-blue.