



Welcome back to the fruity island paradise! This expansion to *Juicy Fruits* contains 3 modules that you can add to the base game, with or without the juice factory, individually or in any combination.

## Module 1: Mystic Island

You have discovered a mysterious island not far from your own, and have named it "Mystic Island". The strange monkey statues dotting it are remnants of an ancient fruit-worshipping society. Time the movement of your explorer across this island to score additional points from the statues.

### Components

#### 1 Mystic Island board



Front



Back  
(with  
compass  
for solo  
play)

#### 13 statue tiles



Front



Back

#### 4 explorers



### Setup

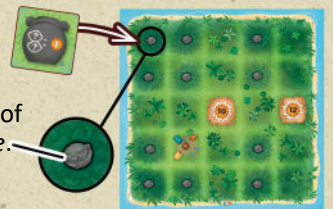
1 Set up a game of Juicy Fruits as described in the base game rules (with or without the juice factory).

2 Place the **Mystic Island board** face up between the players. Align your island boards so that their edges are parallel to the edges of the Mystic Island board. If playing solo, place the Mystic Island board face down beside your island board.



3 Shuffle the 13 **statue tiles**. (If you're not playing with Module 2: The boulders, first set tile 13 aside – see page 3).

Then place one statue tile at random face up onto each of the 11 spaces on Mystic Island showing a *monkey statue*. Return the rest to the box.



- 4 Each player places the explorer of their color onto the *base space* of Mystic Island. If playing solo, put the explorer of Pineapple's color there too.



## Playing the game

The game is played as normal. However, with this module, you have an additional option when moving a collector token in step 1 of your turn – whenever you move one of your collector tokens or advanced collector tokens, you may forgo collecting its fruits and **instead** move your explorer.

If you choose to move your explorer, move it on Mystic Island exactly as you moved your collector token on your island – the same direction and number of spaces.

If your explorer **ends** its move on a statue tile, remove that tile from the island, score its points (see *next page*), and place it face down next to your island board. Your explorer stays on the emptied space.

- If you can't move your explorer that many spaces in that direction, you can't choose to move your explorer at all.
- Explorers can enter any space. Statues or explorers don't block them.
- Several explorers can share a space.
- The *plateau spaces* are normal spaces during the game. At the end of the game, however, the players with their explorers in those spaces will score the points shown.

### What does "the same direction" mean?

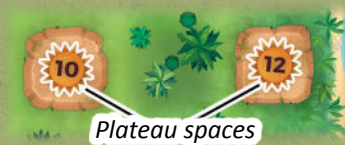
The edge of the Mystic Island board facing you, parallel to the bottom edge of your island board, is **your southern edge**. So, if you move a collector token two spaces up and away from you, your explorer must also move two spaces up and away from you (from the point of view of your southern edge).



Your southern edge of the Mystic Island board



Bottom edge of your island board



## List of statue tiles:

Each statue tile shows its *reference number* in its bottom right corner.



Gain the points shown on the tile.



Score 1 point per ship that you've already supplied.



Choose any ship you've supplied. Score the points printed on it.



Score 1 point per 2 fruits (regardless of type) in your reserve.



Choose a type of fruit. Score 1 point per fruit of this type in your reserve.



Score 2 points per business token (including large venue tokens) on your island.



Score 3 points per business token (including large venue tokens) on your island.



Score 4 points per business token (including large venue tokens) on your island.



Score 1 point per star icon on your island's venue tokens.



Score 2 points per statue tile you've collected (including this one).



Score 2 points per boulder you've removed from your island. (Only used when playing with Module 2). Note: If collecting this tile enables you to remove further boulders, they do not count for this tile.

## End of the game

The game ends as usual and the stall tokens are scored as usual. In addition, however, check the plateau spaces on Mystic Island – if your explorer is on one, score its points (10 or 12) now. The player with the most points overall wins as usual.

## Solo mode

The solo game is played as usual. You can collect statue tiles as described above. However, when taking Pineapple's turn, if you draw a solo boat from the bag and it's a **...3 boat**,

carry out the following action before proceeding with the solo boat as usual: Pineapple's explorer will move in a particular direction and remove a statue tile. To determine this direction, look at the *waiting number* of the boat you drew. Find that number on the *compass*, and if there is a statue tile in that direction, move Pineapple's explorer onto it. If there's none in that direction, try the next direction clockwise, and so on. Return the statue tile it finally lands on to the box.

- If no direction would lead Pineapple's explorer to a statue tile, instead return the statue tile with the lowest reference number to the box and place her explorer on its now vacant space.
- If there are no statue tiles left at all, Pineapple's explorer is not moved any more.
- If the boat that you draw during setup is a ...3 boat, Pineapple's explorer is, as an exception, not moved.
- The compass's space can be entered as normal.



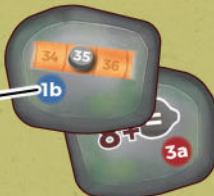
## Module 2: The boulders

The four corners of your island are blocked by huge boulders. In order to use a corner space, you must first clear its boulder by fulfilling its condition. Do so quickly and you can score extra points.

### Components

#### 32 boulder tiles (double-sided)

8 per player (recognizable by the color around the *reference number*)



#### 1 boulder tray



## Setup

1 Set up a game of Juicy Fruits, with or without the juice factory, as described in the base game rules.

2 Place the **boulder tray** above the score board. (If you're playing without the juice factory, you could also place it in the top left corner of the score board).



3 Each player takes the 8 **boulder tiles** of their color.

Then the starting player randomly selects 4 of their boulder tiles and places them in a random order and with a random side facing up onto the 4 corner spaces of their island. (If tile 8a/8b was selected, and is showing a module that is not being played with, the starting player flips that tile to the other side - if possible - or replaces it with another tile at random.)



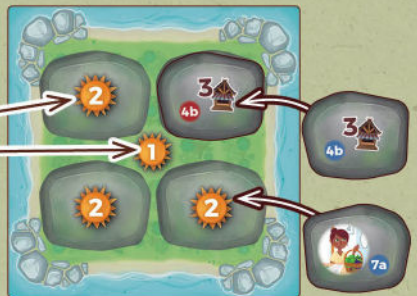
Then the other players find the same 4 boulder tiles from their own sets and place them with the same side facing up, but in any order, onto the 4 corner spaces of their islands. Return the remaining boulder tiles to the box. So, you will all have the same tiles, but not necessarily on the same spaces.

## Playing the game

The game is played as usual. The boulders are simply additional obstacles on your island that you can remove as the game progresses.

To remove a boulder, you must meet the condition printed on it (see next page). You can do this at any time on your **own turn**. If you meet the condition, take the boulder from your board and place it onto the boulder tray. If no one else has already removed the boulder of the **same reference number** from their island, place it onto an **empty** space of the tray, and score the 2 points printed on there plus 1 additional point. If there are already boulders with that reference number on the tray, place yours on top of them and only score 1 point in total.

*Example:* On your turn, you meet the conditions of 2 of your boulders at the same time. Place boulder 4b on top of the 4b already in the boulder tray and score 1 point. Place boulder 7a onto an empty space in the tray as you were the first to remove it. Thus, for 7a you score 3 points in total: The 2 points shown on the space the boulder covers plus 1 additional point.



## List of boulder tiles:



You may remove this boulder if you have reached at least 25 points on the score track.



You may remove this boulder if you have reached at least 35 points on the score track.



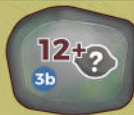
You may remove this boulder if the points shown on your supplied ships add up to 12 or more.



You may remove this boulder if you have supplied at least 8 ships.




You may remove this boulder if you have at least 8 fruits of **one type** in your reserve.



You may remove this boulder if you have at least 12 fruits, of any types, in your reserve.



You may remove this boulder if you have at least 2 business tokens (including large venue tokens) without the  symbol on your island.



You may remove this boulder if you have at least 3 business tokens (including large venue tokens) on your island.



You may remove this boulder if you have 4 or 5 collector tokens (including advanced collector tokens) in an unbroken straight line on your island.



You may remove this boulder at the moment you place a newly-acquired business token (or its large venue token) on a space on your island showing a **pond**.



You may remove this boulder if you have already removed your other 3 boulders.



You may remove this boulder if you have at least one fruit of each of the 5 types in your reserve.



You may remove this boulder at the moment you claim a business token from the fourth row of the business board (behind counter 4).



You may remove this boulder at the moment you claim a business token from the fifth row of the business board (behind counter 5).



Only in play with Module 1: You may remove this boulder if you have collected at least 2 statue tiles.



Only in play with the juice factory: You may remove this boulder if one of your factory discs is on a space above a bottle worth 3 or more points.

## End of the game

The game ends as usual. The boulders have no further effect on the scores.

# Module 3: New business tokens

## Components

### 10 business tokens



Front



Back

### 1 large venue token, “restaurant”



### 2 whales



## Setup

- 1 Set up a game of Juicy Fruits, with or without the juice factory, as described in the base game rules. However, add these new **business tokens** to the old ones before placing them on the waiting spaces in step 3 of the setup.  
*Two-player variant:* If you find two tokens per row to be too restrictive, place 3 instead.
- 2 After the normal setup, place the **large venue token, “restaurant”**, and the **2 whales** beside the game board.

## Playing the game and end of the game

The game is played and ends as usual. You can claim the new business tokens in step 2 of your turn just like the others. However, they bring some new functions and conditions to the game, as explained below:

### New stationary business tokens

#### Small venue tokens



**3 x guesthouse at the pond:** These guesthouses score more points than normal small venue tokens, but they come with a condition – they may only be placed onto an empty island space **with a pond**.

#### Placeholder tokens



**Restaurant:** The restaurant placeholder token works just like the normal placeholder tokens and must be swapped for the large venue token, “restaurant” when claimed.

#### Stall tokens



**Harbor tour:** At the end of the game, score 5 points for each of your beaches that still has all 3 ships.



**Milkshake stand:** At the end of the game, score 3 points for each of you milkshake markers.

#### Administration building (new type)

When you claim an administration building, place it onto one of your **free** island spaces. It gives you a permanent benefit.



**Harbor office:** From your next turn on, whenever you supply a ship in step 2 of your turn, score an additional point per business token on your island (including large venue tokens and the harbor office).



**Construction office:** From your next turn on, whenever you claim a business token in step 2 of your turn, you may pay one less fruit of your choice. You also score an additional point.



*Example:* To claim a token from the 3rd row, you only have to pay 3 of the 4 fruits shown, and you score 4 points instead of 3.



**2 x whale watching:** The whale watching tokens are neither stationary nor mobile business tokens. They belong to their own category. If you claim one, place it onto a **free** space on your island. Then take the **whale** of its color and place it in the water in front of any of your beaches.

From now on, **at the end of each of your turns**, you may move your whale watching token to any empty space on your island, as long as there is a **continuous, unblocked path** to get there. So you can move it through any number of free spaces and may make as many changes in direction as you like (A) - as long as it does not bump into an obstacle. You may also move it where it is.

You are trying to move your whale watching token to see its whale, meaning: If, at the end of your turn, your whale watching token is on one of the 3 spaces along its whale's beach (B), you score 2 points (C).

Then, the whale moves to the next beach clockwise (C). If the token and its whale are not at the same beach, the whale stays where it is. If you have both whale watching tokens, and therefore both whales, you may move both whale watching tokens this way. Note that each whale watching token belongs to a different whale: You only get the 2 points and move the whale to the next beach when a whale watching token sees its own whale, not when it sees the other one.



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