

# FRUTTI DI MARE

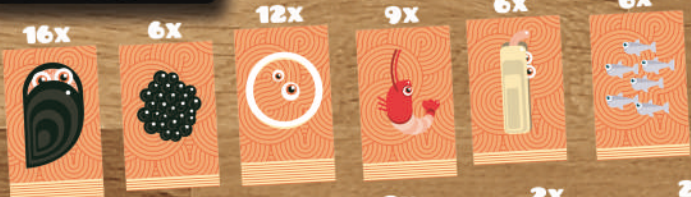
RECIPES





# INGREDIENTS

78 FRUTTI



44 COINS



3 ATTACK DICE

3 DEFENSE DICE

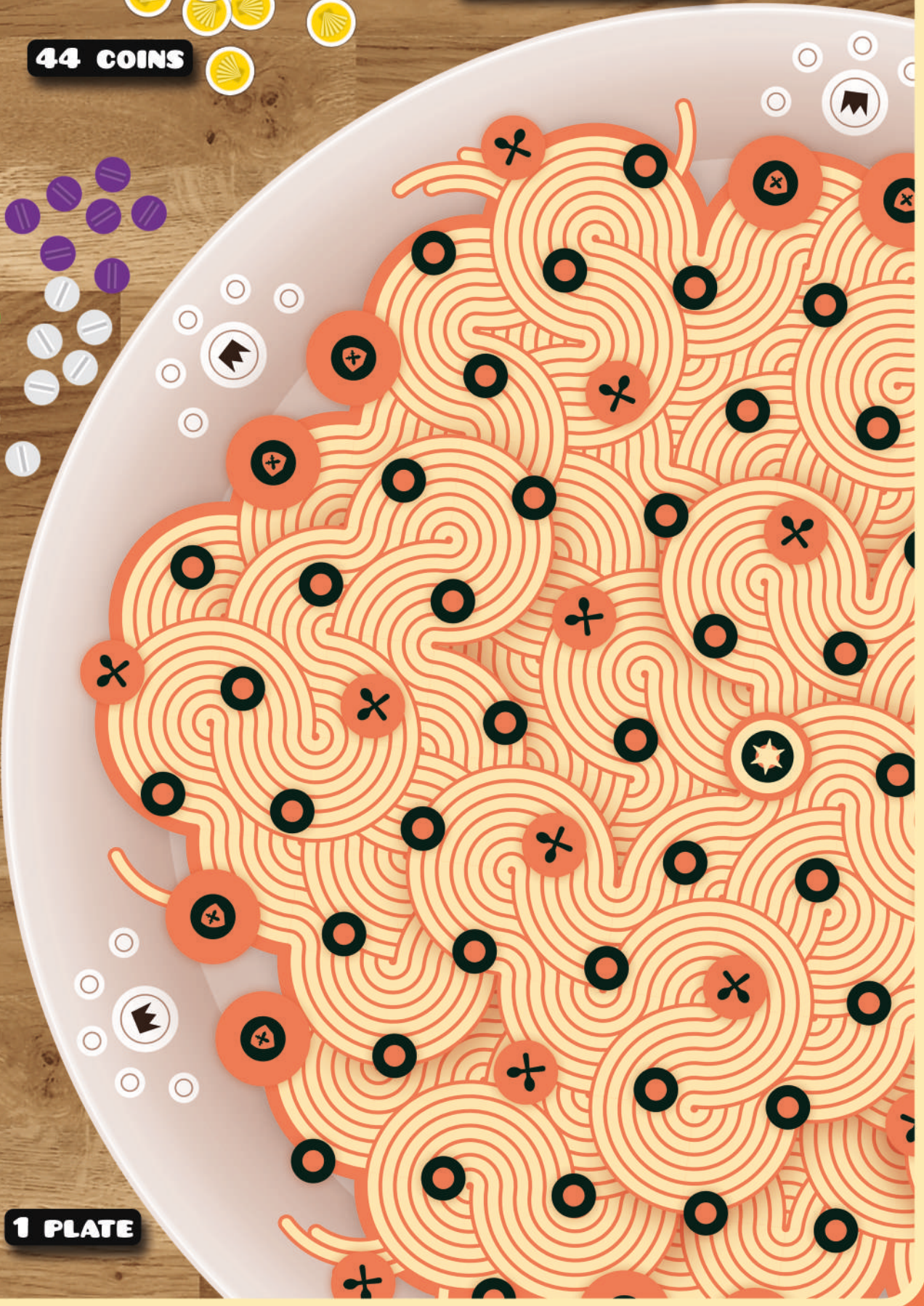


30 PEARLS



6 MENUS

90 STANDS  
(15 PER COLOR)



1 PLATE





# PREPARATION

## GOAL OF THE GAME

During the game players will recruit seafood (or Frutti) that either provide income, or strengthen your army. By himself the King Crab is just a pawn, but if he gives the right inspirational speech when the need is most dire the King Crab can change the outcome of this epic battle.

There are three possibilities to win Frutti di Mare:

- Reach the center of the plate with your King Crab
- Stay at the center of the plate with a Royal Frutti for 1 full round
- Eliminate your opponents' King Crabs

## SETUP

### 1. GAME AREA

See the first page for a rough overview of the components and game setup.

- 1 • Put the game board (plate) on the table.
- 2 • Separate all the different figurines (Frutti) and put them next to the plate.
- 3 • Put all pearls in one stash next to the plate.
- 4 • Put all coins in one stash next to the plate.
- 5 • Put all dice in reach to all players.
- 6 • Give a menu to each player.
- 7 • Separate all stands by color.

### 2. CHOOSE A BASE

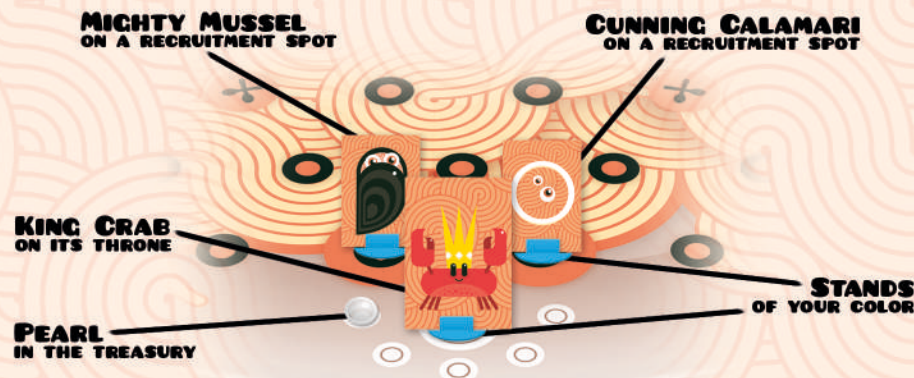
The plate contains up to 6 bases. A base consists of 1 throne and 2 recruitment spots. All players choose a starting base. The available bases depend on the number of players, as seen in this abstract representation of the plate:



### 3. STARTING POSITION

Every player receives all stands of one color. The starting Frutti for each army are 1 King Crab, 1 Cunning Calamari and 1 Mighty Mussel. Attach these Frutti to the stands. Place all King Crabs on their thrones. Place the Cunning Calamari and the Mighty Mussels on the recruitment spots. Finally, put 1 pearl in the treasury below the starting position of the King Crab.

NOTE: In case of 5 players, the 2 players next to the empty base do not start the game with a Mighty Mussel.



## RULES

The players take their turn in a clockwise order. The player that cooks the best pasta starts the game. Each turn consists of 3 phases:

- Income phase
- Recruitment phase
- Action phase

In addition, the King Crab can give 1 inspirational speech at any time during a player's own turn.

### PHASE 1: INCOME PHASE

During the income phase players receive coins, which they can spend during the recruitment phase.

You receive **1 coin** at the start of your income phase.

You receive **1 coin** for each of your **Mighty Mussels** on a worker spot.

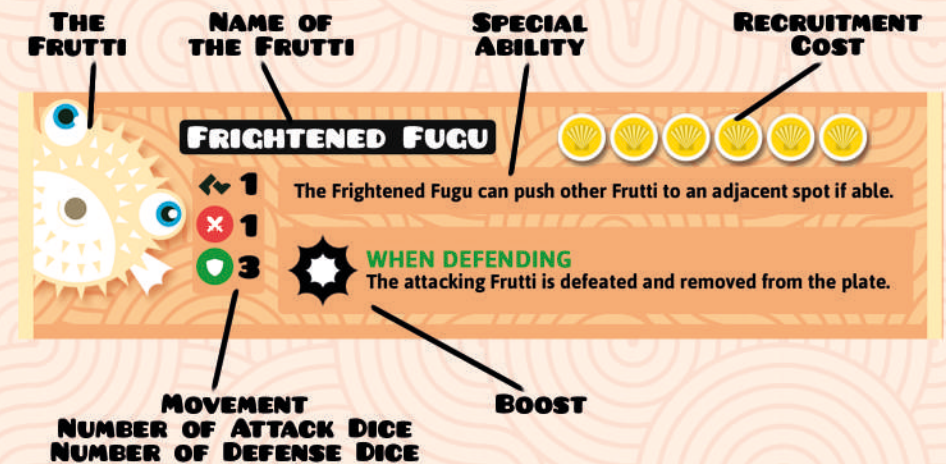
You receive **2 coins** for each of your **Shimmering Scallops** on a worker spot.

### PHASE 2: RECRUITMENT PHASE

During the recruitment phase players can spend their coins to buy new Frutti.

The recruitment cost for each Frutti is displayed in the menu. Players can recruit **only 1 Frutti of each kind per turn**. Furthermore, each army can contain only 1 Royal Frutti. The maximum number of freshly recruited Frutti depends on the number of unoccupied recruitment spots in a player's base (maximum 2).

Additionally, the **Creamy Caviar** gives players extra single-usable recruitment spots. For more information, see the description of the Creamy Caviar in the menu. An explanation of the menu is shown here.



### PHASE 3: ACTION PHASE

During the Action phase players may move and if possible attack with their Frutti. A Frutti can move and then attack. If it attacks without moving first, the Frutti cannot move afterwards.

Frutti are not obligated to move and/or attack.

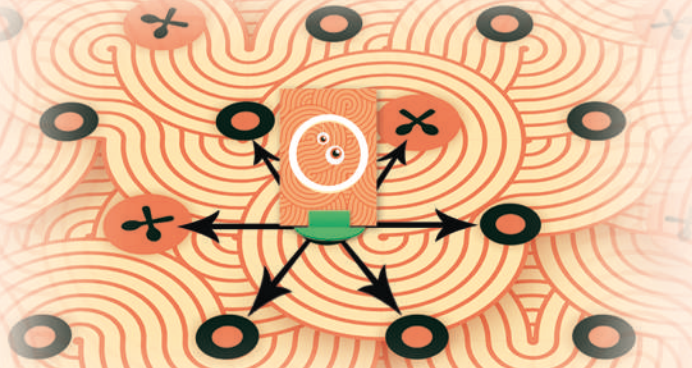
Some Frutti have a special ability. Every individual special ability is explained in the menu.

Players may use their newly recruited Frutti immediately.



## MOVE ↩

Move to an adjacent unoccupied spot up to the maximum amount a Frutti may move. Frutti are not allowed to move through occupied spots. They can, however, move to any kind of spot with exception of a King Crab's throne.



## ATTACK ✖

Attack an enemy Frutti that occupies an adjacent spot. Some Frutti have a ranged attack and can attack enemy Frutti that are not on an adjacent spot. A ranged attack can be performed over occupied spots.

When a Frutti attacks, the attacking player rolls a number of attack dice equal to the number depicted in the menu. When a Frutti is attacked, the defending player rolls a number of defense dice equal to the number depicted in the menu. Both players roll the dice simultaneously. When the number of successfully rolled attack dice (✖) exceeds the number of successfully rolled defense dice (⊙), the attacked Frutti is removed from the plate.

Put defeated Frutti back in the box. This way, the pool of available Frutti decreases as the game continues.

Some Frutti receive a special Boost (⚙) when attacking or defending, as can be seen in the menu. A boost has to be performed if able, even when no successful attack or defense dice are rolled. A boost does not count as a successful attack or defense die.

## THE KING CRAB

### PEARLS

The pearls in the treasury represent the life points of the King Crab. If at any time a player has no pearls left, he/she loses the game. When a player loses the game, put all of his/her Frutti back in the box.

### THE KING CRAB GETTING ATTACKED

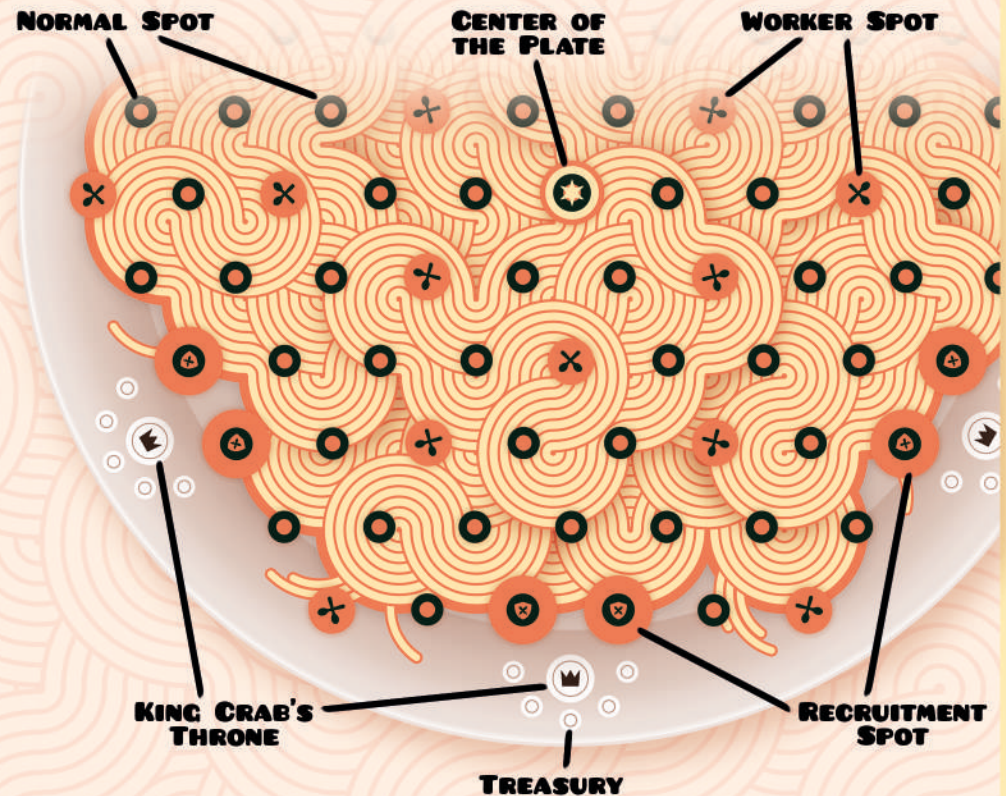
If the King Crab is attacked, it loses pearls equal to the number of successfully rolled attack dice by the attacking player. As can be seen in the menu, the King Crab has no defense dice. Instead, the King Crab can roll one King die. If a boost is rolled, the King Crab evades the attack and loses no pearls. The King Crab can't be attacked if it sits on its own throne.

### INSPIRATIONAL SPEECH

At any time during a player's own turn, the King Crab can perform one inspirational speech. Inspirational speeches either cost one or more pearls, or provide a pearl. If a player has 5 pearls, he/she is only allowed to perform a speech that costs pearls. The effect of the speeches are explained in detail in the menu.

## SERVING TIPS

### WHAT'S ON THE PLATE?



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