

Game Document

Fruit Basket

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Versions

Version	Date	Author(s)	Notes
1.0	3/29/2023	Mark Lyman	Initial Release

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Introduction

Fruit Basket is a game where the first few games hardly even matter. Mostly it's the last hand where everything goes wrong.

Equipment Needed

- 1 Deck of Rook Cards
- 4 - 8 People

Win Condition

- Have the lowest points at the end of the game.

Glossary

Trick

A trick is once around the table. A player will play 1 card each trick.

Hand

A hand is however many tricks it takes to play all the cards.

Dealer

The player passing out the cards. Dealer passes to the left after each hand.

Leader

The player playing the first card of the hand. This player is to the left of the dealer.

Slough

A slough is when you play a color that doesn't follow suit. It's a great way to get rid of high cards. You can only do this when you are unable to follow suit.

The Most Important Rules

1. Follow Suit

This means you MUST play whatever color (or suit) is led. If the first card played is Red, everyone else must play red if they can. If a player is unable to follow suit, they can play any card they want, but it has no value. It's just garbage.

2. Don't get Points

Do your best to never win. Ever.

3. 1's are High

1's are like Aces. They are the highest card of their color. The values go 2 to 14 and then 1 (as the Ace). New players will constantly forget this rule. Keep reminding them.

Setup

- Remove the Rook card
- Pass out the entire deck of cards to all players.
 - Each player should have the same amount of cards.
 - Any extra cards just set aside face up.

How to Play

1. Leader plays the first card.
2. All other players must follow suit (meaning play the same color that was led).
 - a. If you can't follow suit, you can play any card you want, but it has no value.
3. The highest value card in the suit that was led wins the trick, gathers the cards to themselves, and begins the next trick.
4. After each hand, tell the scorekeeper the points you acquired.

Simple right?

Scoring

Each round has a different way of scoring.

- Round 1 - Every trick is worth 10 points
- Round 2 - Every Red card is worth 10 points
- Round 3 - 13's are worth 25 points each
- Round 4 - The black 14 is worth 100 points
 - In this round you cannot lead with black until a black has been sloughed.
- Round 5 - Last trick is worth 100 points
- Round 6 - All points above are in play
 - In this round you cannot lead with black until a black has been sloughed.

Scorekeeper Notes

In rounds 1 thru 5, each hand can be scored at the end of the hand.

In round 6, the score will need to be taken after each trick.

Example round 6 score:

A player wins a trick in round 6 which has 3 reds, including the 13.

- Winning the trick is worth 10 points
- The 3 reds are worth 10 points each
- The 13 is worth 25 points

That's a total of 65 points for that one trick.