

The Apple Tree

Players : 2 to 4
Goal : Collection

Resources

- Board
 - Grid from 10 by 10
 - Horizontal is indexed A to J, Vertical is indexed 1 to 10
 - Middle 2 by 2 squares are reserved for the apple tree
- Tree
 - The apple tree taking up the center of the board has merely aesthetic purposes
- Cards
 - There are cards showing a number (1/10) and cards showing a letter (A/J)
- Die

Setup

The board consists of a grid of 10 by 10 squares from which the middle 4 squares are reserved for the apple tree which is an additional asset in the game setting the theme but has no further purpose in the gameplay. The die is rolled to determine the first player to begin after which the turn switches players clockwise.

Goal

Collect the most apples from the grid.

The game

When the beginning player has been decided he takes a card from the stack which can either be a number (1 to 10) or a letter (A to J). He puts this card, facing up, on the table and rolls the die. The value indicated by the die is the number of steps each player can now move over the grid with each grid-point being a one step. Steps can go in all directions but a player cannot go over a previously stepped on grid point in one turn.

Now the second player gets the turn and he takes a card from the deck and puts it adjacent to the card already lying on the table. If the two cards now make a combination of a number and a letter, for example A3, this means an apple just dropped on A3 and thus the first player to get to A3 will get this apple. The second player now throws the die and every player again can move the indicated number in steps over the board. This time of course players will try to reach the apple. If a player moves over a grid-point with an apple he can take out the coordinates, indicated by the cards on the table, thus gaining two cards.

If now the third player takes a card and puts it adjacent to one of the cards already on the table each coordinate that can be read from these cards is an apple on the board. So "F3A" would mean there is an apple at F3 but also one at A3. The first player to get an apple would remove the corresponding coordinate's cards and thus it would also disappear from the other location.

The winner is the player with the most apples collected indicated by the amount of cards he has collected. The game ends when the stack of cards is completely divided amongst the players.

Wining condition

Having collected the most apples in relation to all other partaking players makes you the winner of the game.

Loosing condition

Having collected fewer apples than another player will result in loosing the game.