

ALEXIS ALLARD

NAÏADE

Tanuki market



1-5



20 min



8+

THE STORY

Tanuki are pranksters who live in the forest on the outskirts of the village where Granny Smith has a lovely farmer's market that's open 7 days a week. But as soon as her back is turned, these indulgent tanuki come to pilfer the delicious fruits from her little shop, which is poorly guarded. The leader of their band of brigands, Polo the Pilferer, is in charge of loading crates of fruit onto carts, while each of his cohorts wait to take the cart they prefer.

Once they have committed their larceny, they all run away to arrange the fruits of their filching on their little community's large, family tables, before returning for the next day's haul.

But beware! When Granny Smith finally catches them in the act, they will have to load up their carts quickly!

These are the final fruits of the season, so it is time to return to the forest to savor them.



CONTENTS

72 Fruit cards

24 strawberries

16 figs

16 bananas

8 pineapples

8 watermelons



1. In a 2-player game, remove cards with this icon from the game.

2. Type of fruit.

3. Pips that indicate how many cards of this fruit type there are (3 pips for 24 cards, 2 pips for 16, 1 pip for 8).

4. The card's effect.



5 Cart cards and 5 Special Cart cards

1. Maximum number of Fruit cards the Cart can contain.

2. The card's effect (by default, the maximum number of Fruit cards on a Special Cart is 3).



25 Table cards

5 blue (1 – 5)

5 yellow (1 – 5)

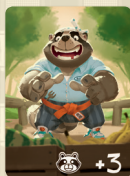
5 pink (1 – 5)

5 green (1 – 5)

5 red (1 – 5)



1 Polo the Pilferer card



1 Granny Smith card




1 scorepad



SETUP

1. Each player lays out their 5 Table cards, ranked 1 – 5 in front of them.

2. In the middle of the play area, place as many Cart cards as there are players; return the others to the box.

3. In a 2-player game, remove the 18 Fruit cards with the  icon.

4. Shuffle the Fruit cards and form a face-down deck.

Take 15 cards without looking at them, place the Granny Smith card atop them, then place the rest of the cards on top.

5. The player who most recently ate a fruit takes the Polo the Pilferer card.



GOAL OF THE GAME

You are a tanuki. Each round, you must quickly claim a cart laden with fruits, then arrange the fruits on your tables. When Granny Smith appears, the game is over and your fruits earn you points. So try to have the most beautiful table spread to become a hero among the tanuki!

PLAYING THE GAME

PLAYING A ROUND

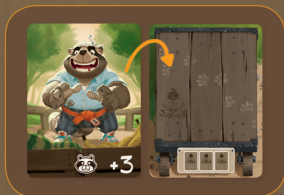
1. Distribute the fruits among the carts.

If you have the **Polo the Pilferer card**, you are in charge of distributing the fruits to the carts. **You must first put your Polo the Pilferer card on one of the Cart cards** (or Special Card cards if you are playing with the variant). From this moment, and at any time, each of the other players can take a Cart card and all the Fruit cards it contains, whenever they wish.

Once you have placed Polo, **draw a Fruit card**, and **look at it without showing anyone else**. Then perform one of the two following actions:

Keep the Fruit card AND take a Cart of your choice
OR

Place the Fruit card face up on the Cart of your choice.



Repeat this procedure until either everyone has taken a Cart or all of the carts are full.

- A cart can hold a maximum of 3 Fruit cards (including the Polo the Pilferer and Granny Smith cards). You must place the cards on the Carts such that everyone can see their contents.
- Each player, including you, can only take one Cart.
- Players can take Carts even if they are not full.
- You, as the Pilferer, are allowed to keep the card you just drew and take a full Cart. Thus, you could collect as many as 4 cards.

- When you, as the Pilferer, take a Cart, you must reveal the drawn card you've kept, then **you must continue distributing Fruit cards for the other players**. You will arrange your Fruit cards later.

- When all of the Carts are full, you must immediately stop drawing. If you have drawn another Fruit card, you must immediately put it back on top of the deck. Everyone who has not yet taken a Cart must now do so.

Once each player has claimed a Cart, move on to arranging your Fruit cards.

EXAMPLE

Jaden is the Pilferer. He has just drawn a fig. He could keep the fig and take the first Cart with the Polo the Pilferer card on it. If he did, he would remain the Pilferer for next round; however, if he takes the second Cart, he would get 4 Fruit cards in one go. While he's thinking about this, Bella takes the first Cart. Because the last remaining Cart is full, Jaden must put the fig back on the deck and take the last Cart.



2. Arrange your fruits on your tables.

Arrange your fruits on your Tables, one by one, in whatever order you like, so they are visible to everyone.

- You must **first place your fruits on your first empty table, starting from the left** (Table 1, then Table 2, etc.).

- Each Table can only have one type of fruit. And all the fruits of the same type must be arranged on the same Table. **There is no limit to the number of fruits on each Table.**

Moving fruits.

Certain Fruit cards have a move effect.



Note: You must apply this effect. Apply this effect immediately after you place this Fruit card on a Table.

Take all of the fruits from this Table and move them to an adjacent Table (to the right or left). If that Table already has fruits on it, swap the fruits of the two Tables. You cannot move fruits directly from Table 1 to Table 5, and vice versa.

After you have arranged your fruits, you are not allowed to rearrange them, unless a new move effect allows you to do so.



Chloe has claimed 2 bananas and 1 strawberry. She must place these bananas with the ones she already has. She must also place the strawberry with the ones she already has, but she must then immediately apply the move effect of the strawberry card. She must take all of the strawberries from Table 3 and either move them left to trade places with the figs on Table 2, OR to the right to Table 4.



Chloe chooses to move the strawberries to the right. Thus Table 3 is empty again. In the next round, if she gets a pineapple or watermelon, she will have to put it on Table 3, because it is now the leftmost empty table.

END OF THE ROUND

Everyone must return the Cart cards to the middle of the table.

The player who took the Polo the Pilferer card becomes the Pilferer for the next round.

END OF THE GAME

When you draw the Granny Smith card, as with Fruit cards, you must choose whether to keep it and take a Cart, or place it on a Cart. The Granny Smith card signifies that the current round will be the final round. The tanuki that takes the Granny Smith card will be rewarded for warning their cohorts that Granny Smith has arrived to scold them.

At the end of the game, count your points:

- Each Fruit card on a table is worth the number of points indicated on the sign in front of the table.
- Bonus points: 3 points if you have the Polo the Pilferer card, and 3 points if you have the Granny Smith card.



The player with the most points wins.

In a tie, the tied player with the most bonus points wins.

If it is still a tie, the tied players share the victory.

ENDGAME EFFECTS

Attention! For your first few games, we suggest that you ignore these effects.

New Sign

This new sign replaces the sign in front of the table. Each fruit on the Table earns you **3 points** instead of the points indicated on the usual sign.

You must apply this effect to all fruits on the Table.



Favorite Fruit

Earn 3 points **per set** of 3 strawberries, 2 figs, 2 bananas, 1 pineapple, or 1 watermelon.



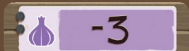
5 Different Fruits

Earn 3 points **for each complete set of 5 different fruits.**



Munched Fruit

Lose 3 points **per munched fruit.**



EXAMPLE: SCORING FOR ONE PLAYER



5 strawberries on Table 4: There is one strawberry with a New Sign effect, so the strawberries are only worth 3 points each instead of 4, which is $5 \times 3 = 15$ points; + 3 points for the Favorite Fruit effect, since there is one complete group of 3 strawberries. 18 points total from strawberries.

5 figs on Table 2: $5 \times 2 = 10$ points; + 6 points for the 5 Different Fruits effect, because there are two complete sets of 5 different fruits; + 6 points for the Favorite Fruit effect. 22 points total from figs.

2 bananas on Table 1: $2 \times 1 = 2$ points; - 3 points for the Munched Fruit effect. - 1 point total from bananas.

2 pineapples on Table 5: $2 \times 5 = 10$ points; + 6 points for the Favorite Fruit effect; - 3 points for the Munched Fruit effect. 13 points total from pineapples.

2 watermelons on Table 3: $2 \times 3 = 6$ points; + 6 points for the 5 Different Fruits effect. 12 points total from watermelons.

Bonus points: The Polo the Pilferer card is worth 3 bonus points.

This player's score: 67 points.

Strawberry	18				
Purple Fruit	22				
Banana	-1				
Pineapple	13				
Watermelon	12				
Fig	3				
Σ	67				

SPECIAL CARTS VARIANT

Use Special Carts instead of the normal ones:
At the start of the game, take as many Special Cart cards as there are players and place them in the middle of the play area; return the others to the box. Unless indicated otherwise, each Special Cart can only hold 3 cards.



Small and Large Carts

The Small Cart can only hold 2 cards.

The Large Cart can hold 4 cards.



Mystery Cart

The Pilferer **must** place **Fruit** cards **face down** (and only Fruit cards) on this cart, without letting the other players see what they are. Only the Pilferer will see these before they are placed.



Moving Fruits

This effect is **not mandatory**. If you take one of these carts, you can move **all of the fruits** of one of the indicated types to an adjacent Table. If that table already has fruits, you will swap the fruits on the two tables.



Fruit Salad

This effect is **not mandatory**. If you take one of these carts, you can make a Fruit Salad.

After having arranged your fruits on your tables, you can remove a Fruit card of an indicated type from one of your Tables, and set it aside face down. This can even be a card beneath other cards. If the Fruit card has an effect, it will not be applied. **Each card in your Fruit Salad gives you 5 bonus points at the end of the game.**



ALEXIS SOLO MODE



Hello, my name is Alexis, and I am a tanuki prankster. As a little prank, I like transforming into common objects. Grab some nearby object and place it on the table: That's me! My whims for fruit pilfering vary with the days of the week. Can you win your way through an entire week?

1. Setup.

Choose a day of the week (see table). Put the Polo the Pilferer card away; you won't be using it. Then set up for a 2-player game, except that Alexis does not need any Table cards.

Note: If you are playing with the Special Carts variant, do not include the Mystery Cart.

2. Distribute the fruits.

You will be the Pilferer for the entire game. When you draw a card, you can always keep it and take a Cart. But, when you place cards on the carts, you cannot place them however you like. **You must place the cards alternating between the Carts;** the first card can go on whichever Cart you prefer, then the second must go on the other, then the next on the first Cart again, and so on....

Each time you place a card on a Cart, **check to see if Alexis takes a Cart** (see table). Count the total number of pips in the lower-left corner of the Fruit cards on both Carts. As soon as the target

number of pips is reached, Alexis takes a Cart as follows (use the first rule that applies):

- The Cart with the most watermelons and pineapples.
- The Cart with the most bananas and figs.
- The Cart with the most strawberries.
- If both Carts have the same fruits, choose a Cart for Alexis.
- If Alexis takes a Cart before you do, you can keep adding fruits to your Cart if it is not yet full.

- If you take a Cart before Alexis, add fruits to the other Cart until it is full.

- If both Carts become full, take your Cart, then give Alexis the other.

3. Arrange your fruits.

Place Alexis' fruits in a pile that you can always look at. Then return Alexis' Cart to the middle of the table.

4. End of the game.

Alexis earns points only for the cards indicated in the table below. Alexis earns 3 bonus points if Alexis has the Granny Smith card.

WEEKDAY TABLE

	Alexis takes a Cart as soon as there are:	Alexis earns:
Monday	10 pips or more	3 points for each fruit
Tuesday	8 pips or more	3 points for each strawberry, fig, and banana 7 points for each pineapple and watermelon
Wednesday	9 pips or more	4 points for each fruit
Thursday	9 pips or more	10 points for each fruit with an effect
Friday	10 pips or more	5 points for each strawberry 4 points for each fig, banana, pineapple, and watermelon
Saturday	9 pips or more	6 points for each fruit
Sunday	8 pips or more	9 points for each fruit

TANUKI

The tanuki is an animal that really does exist. It is also known as the raccoon dog. It is a canine that strongly resembles a raccoon. In Japanese yokai mythology, taki are symbols of luck and happiness, and they like to transform into objects to prank humans.

We invite you to watch the excellent movie **POMPOKO** (Isao Takahata, 1994) to learn more about these supernatural creatures.



THANKS

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The publisher thanks Alexis and Naïade for this formidable collaboration.

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