



FRUIT NINJA™

COMBO PARTY



OBJECTIVE

You are Ninja apprentices of the Honorable Sensei. Learning to slice fruits was the first step of your training. Now, you need to master the art of combos. Sharpen your blades and reflexes to slice fruits at the right moment to create the best combos possible. If you master all these skills, the Honorable Sensei will make you a great Ninja and you'll become the Master of Combos.



20 min




8+



3 - 6

GAME CONTENT



A Katana handle
(sacred relic of the
Honorable Sensei)



72 Fruits cards



30 Reward cards



98 Golden Apple
Tokens



6 Helper cards

SETUP



- 1 The Katana is placed in the middle of the table.
- 2 The Reward deck is shuffled and placed within the reach of all players.
- 3 Place piles of tokens sorted by their number.
- 4 The Fruit deck is shuffled and 12 cards are dealt to each player.

GAME FLOW

A game of Fruit Ninja: Combo Party is played in 2 to 4 rounds (we suggest 2 rounds for your first game). At the end of each round, the players will total their Golden Apples (Victory Points) and start a new round. At the end of the game, the player with the most Victory Points will be the winner.

ROUND FLOW

A round is divided into exactly 11 turns, and each turn is divided into 3 phases:

- **Fruit Phase:** players choose any card from their hand, then reveal it at the same time. The card is then placed on top of the player's Combo.
- **Scoring Phase:** players decide whether to score their Combo or to press their luck.
- **Drafting Phase:** players pass their current hand to the player on their left.

When only 2 Fruit cards remain in the hand of each player, the final turn starts. Each player will choose one card and discard the other one face-down. Once the round is over, each player counts their points and writes them down. Then a new round can begin. Deal 12 new cards to each player. Note the drafting direction changes each round.


TURN FLOW


1 Fruit Phase

Pick and Reveal a card

During this phase, players look at the cards in their hands and choose one that they'll put face down in front of them. When all players have chosen their card, they all reveal them at the same time.

If at least 2 Fruits are the same, the players who played these fruits must **try to grab the Katana**. The one that succeeds can draw a Reward card.

Important: if a player grabs the Katana when they shouldn't have, or if they make the Katana fall, they take a  token.

If there's a conflict between several players to know who made it fall, all must take a  token.

In case of a draw: If 2 players with matching Fruits grab the Katana, the one with the most fingers on it is the winner. If they have the same amount of fingers on it, then the player with the hand closest to the base (bottom) of the Katana wins it.

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Place card and check for validity

Players gather points by creating piles of Fruit cards called **Combo piles**.

NOTE: *Players can only create a single Combo pile at a time.*

Players place the Fruit card they picked on top of their current Combo pile and check if their Combo is still valid.

There are only two types of valid Combo piles:



Multi Fruit Combo



Unique Fruit Combo

- The Unique Fruit Combo is composed entirely of the same Fruit.
- On the other hand each fruit in the Multi Fruit Combo must be different!

If the Combo is still valid, they can either choose to continue it or score it. If the Combo is not valid anymore, they discard the last card and are forced to score it.

NOTE: *A Combo cannot have more than 6 Fruits in it. When a player adds the 6th Fruit to the Combo, they must score it.*

2 Scoring Phase

When scoring their Combo pile, players take the appropriate amount of Golden Apple tokens and may draw Reward cards based on the size of their Combo (See Helper card for Reference):

Unique Fruit Combo: Whether your Combo is valid or not, you always take 2 Golden Apple tokens of the appropriate value when scoring a Unique Fruit Combo.

Example: *John scores a valid Unique Fruit Combo of five bananas. He gets two three-points Golden Apple tokens and two Reward cards.*



Non-Valid Combo: If a Combo is not valid, the last card played is not considered part of the Combo size. Moreover, players take their Golden Apple tokens, but won't draw any Reward cards.

Example: *Mary scores a non-valid Multi Fruit Combo of banana, kiwi, pineapple, and two lemons. She has to remove her last card played (lemon) and then gets one two-points Golden Apple token and no Reward cards.*



At the end of the round, the players add up all their Golden Apple tokens and their Reward cards, to get their total points.

The players play the number of rounds they agreed upon at the start of the game. At the end of the game, the player with the most points becomes **Combo Master!** Tied players share the victory!