

# Fruiti 10: Rules of the Game

# FRUi 10



Players: 2-5  
Age: 7+, 9+  
Time: 10-15 min



## Object of the Game

Be the first to find two fruits on two cards that make a 10, *announce it and take the cards!* The player with the most cards at the end wins.

To make a 10, there are several rules to follow.

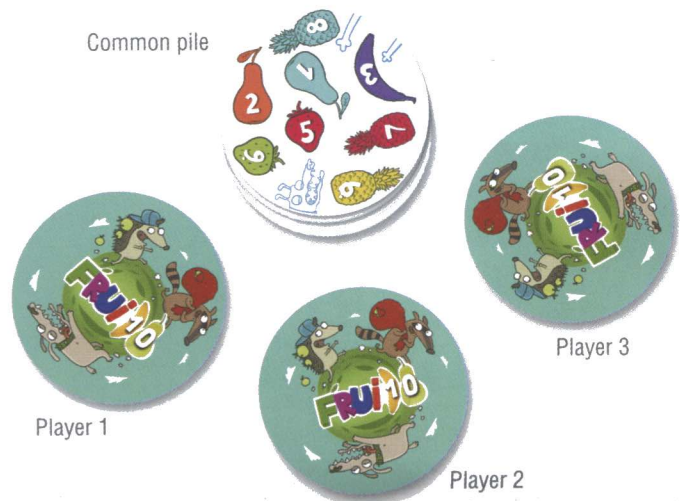
First, the player must find two or more fruit on two cards thus to det 10 in sum. Acceptable options include one fruit on one card, and one on another, two fruit on one card, and one on another, and so forth (you cannot find a 10 within one card – at least one of the fruit must be on a different card).

Second, the fruit on both cards must match either by type (e.g., two bananas, three strawberries, etc.) or by color (e.g., two green fruit, four blue fruit, etc.).

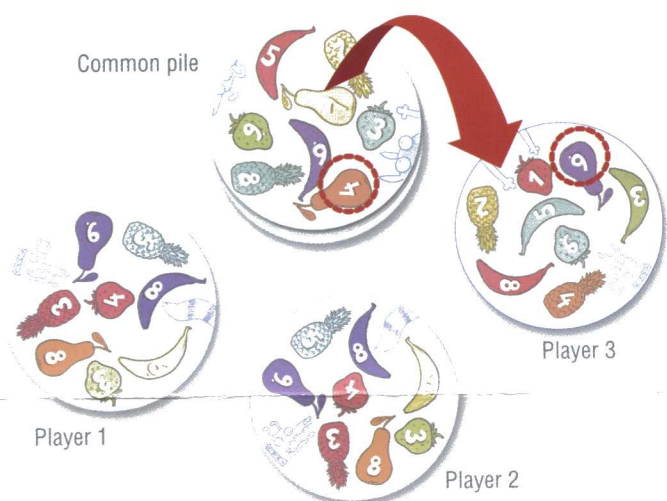
The player who finds a 10 points it out and announces it, and if necessary, clarifies what it is made of. If a 10 is made of fruit matching by type, the player announces, for example, "strawberry 10!" or "pear 10!" If a 10 is made up of fruits matching by color, the player announces, for example, "green 10!" or "red 10!"

## Game Setup and Moves

At the beginning of the game, each player receives one card, face down. The rest of the cards are placed in a pile in the center, face up.

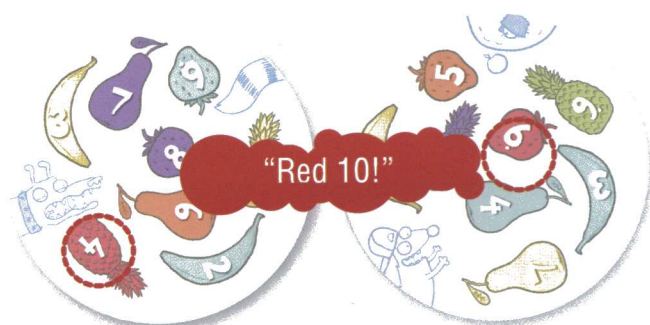


When the dealer calls "Start!", all players turn over their cards and attempt to make a 10 using their card and the card in the center.

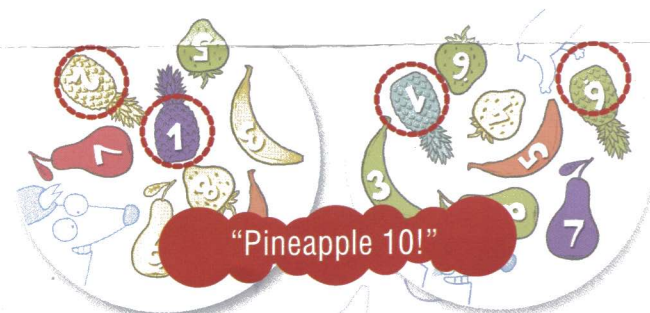


When a player finds a 10, he/she announces and shows it, after that he/she takes the top card from the center pile and places it on top of his/her card.

The center pile now has a new top card, and all players start looking for a 10 once again. The game continues until all the cards from the center pile get distributed among the players. The winner is the player with the most amount of cards at the end of the game.



A 10 is composed of two red fruits with the numbers 4 and 6. In this case, the red 7 does not need to be counted towards making the 10.



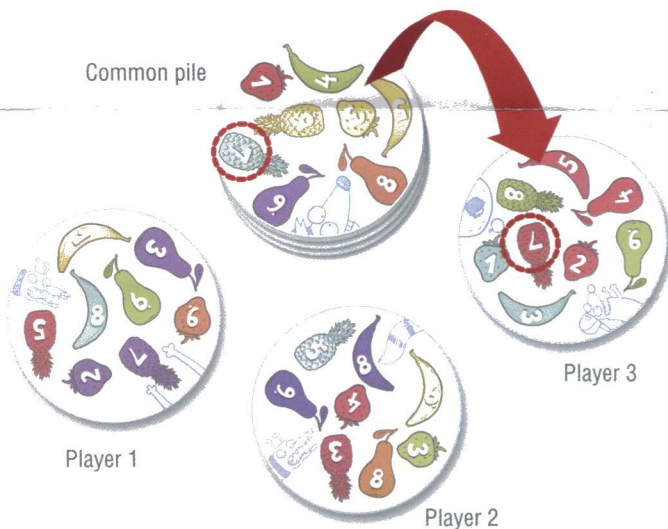
A 10 can be made by combining not just two but several numbers.



## Playing with Younger Children

You can play **Fruiti0** with children who only just learning numbers and doesn't yet know how to find 10s. Instead of finding 10s, they look for pairs of the same number that appears on fruit of the same type or color.

The player who finds the match calls out and shows the number, for example, "purple 4" or "pineapple 1".



For the original **Fruiti0** game, the rules can also be simplified. Each player receives two cards from the common pile and has to find a 10 on his two cards (and no one is trying to steal the cards from under his nose). When the player finds a 10 and shows it to the dealer, he gets two new cards. Whoever gets the most cards at the end is the winner.

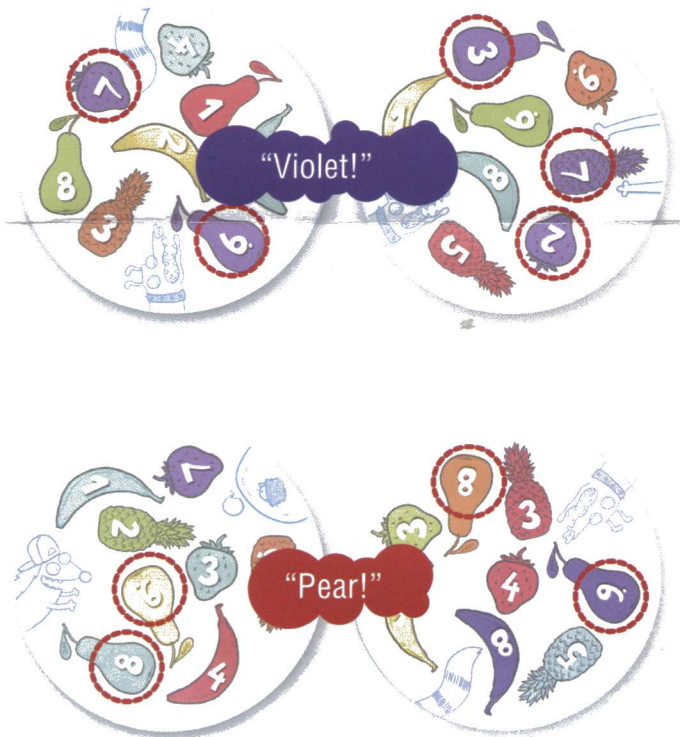
## The Game of Three-Fifteen

In this version of the game, the target number changes every round. First, players look for combinations of fruit to make 3, then 4, 5, 6 and so on until 15. At 15, the game ends, the players count the cards and declare the winner. Alternatively, the game can continue by going back to 3 – "Three-fifteen-and three again!"

An important distinction of this version compared with the original is that the target number can be obtained by finding the difference between two numbers in addition to the sum. For example, 3 can be made by finding the numbers 5 and 2 (because  $5-2=3$ ).

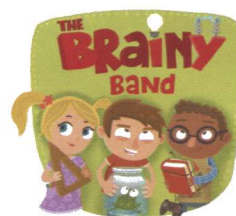
## The Game of Maximum

In this version, the players aren't looking for 10s but instead trying to name the color or the fruit, the sum of which numbers are the greatest.



The rules in the game "Maximum" are simple.

- All cards are placed in the middle, face down, and the dealer turns over the top two cards (to make the game easier, he can open only one card; to make it harder, three).
- The players look for the fruit or color with numbers to make the largest sum.
- Each player tries to be the fastest to find the maximum sum combo (each player only has one turn).
- Each player has to call out what he thinks is the maximum combo. If he thinks that the maximum combo has already been named by a player before him, he can say "pass".
- The player who names the maximum combo correctly collects the cards.



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