

Peach Pit

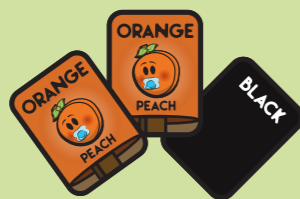
Created by Joel Kois

Set-up: Cards needed

- 4 "Red, Apple cards"
- 4 "Red, Cherry cards"
- 4 "Red, Strawberry cards"
- 4 "Red, Pomegranate cards"
- 4 "Red, Raspberry cards"
- 4 "Blue, Blueberry cards"
- 4 "Blue, Blackberry cards"
- 4 "Blue, Huckleberry cards"
- 4 "Green Pear Cards"

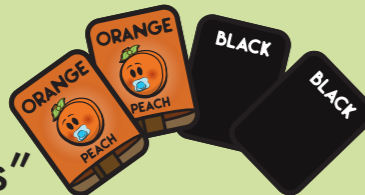
If 3 Players

- Cards **also** needed
- 2 "Orange, Peach cards"
 - 1 'Black card'



If 4-5 Players

- Cards **also** needed
- 2 "Orange, Peach cards"
 - 2 'Black card'



Shuffle all these cards & deal all of them to each player.



Objective: First Player to get 2 complete sets of 4 Fruit cards, wins.

Black & Special Cards Roles:

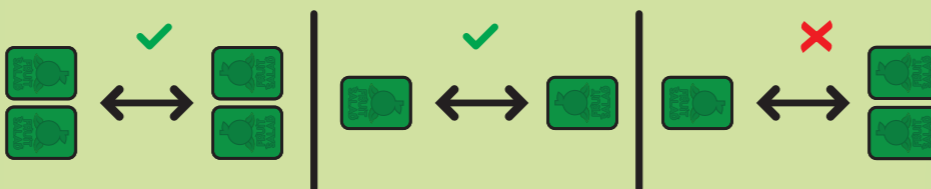


Peach card = Wild. Acts as any Fruit card to help complete a set.

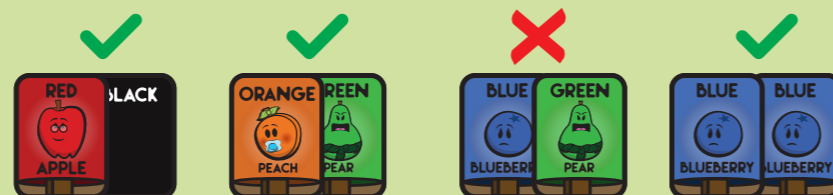


Black card = Rotten. You can't win with at least one in your hand. Can be traded along with any Fruit card.

Game Play: Once all players get the chance to rearrange their hands, the trading begins. Trading happens at the same time with all players.



Trades must be for same amount of cards (ex. 2 cards for 2 cards) and the same Fruit cards only with the exception of Black and Peach cards.

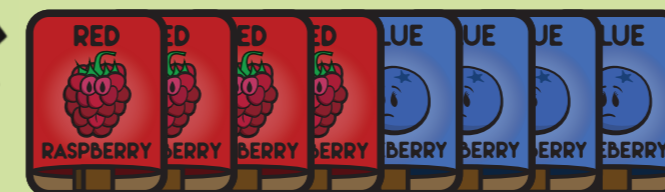


Games End:

3 Players: When a player gets 3 complete sets Fruit cards (can have help from Peach card{s}).

4-5 Players: When a player gets 2 complete sets Fruit cards (can have help from Peach card{s}).

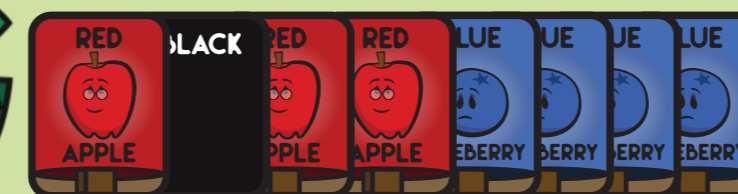
The winner can't have a Black card(s) in their hand.



Winner!



Winner!



Nope!