



EN

**A tactical card game by
Michael Diechtierow**

*In this game, you'll need to play your cards skillfully to build
a bigger group than the previous player.
Use your cards tactically to win the game by getting
rid of all your cards!*

Contents

49 cards, each showing



1 of 7 colours
and



1 of 7 fruits

1 rulebook

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Goal of the game

Your goal is to get rid of all of your cards, by playing your cards cleverly and using the cards your opponents play to your advantage.

Setup

- Shuffle all the cards together, face down.
- Deal the corresponding number of cards for the player count:
 - 2, 3, or 4 players: 11 cards each
 - 5 players: 9 cards each
- Return the remaining cards to the box without looking at them. Keep your hand secret from the other players.
- Decide who will play first.



How to play

The game is played over multiple rounds. Take turns clockwise. On your turn, choose **one** of the following actions:



Play cards

or



Pass

Play then passes to the next player.



A

Play cards

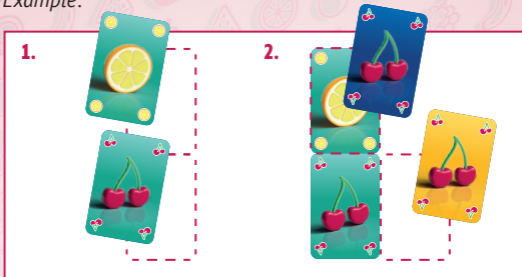
Place **as many cards as you wish** from your hand into the *joint display* in the centre of the table.

You must follow these rules when placing your cards:

- On your turn, all the cards you play must show the **same fruit** or **same colour**.
- You must **connect** your cards horizontally or vertically with the cards that have already been played. You may **cover** previously played cards if you wish.
- The cards you play on your turn form the basis of a **group**. A *group* is made up of horizontally or vertically connected cards that show either **the same** colour or the **same fruit**.
- You may include in your *group* any cards that have already been played in the *joint display*. This means that you may not need to play more cards from your hand than the previous player in order to build a larger **group** than them.
- **Important:** You must build a *group* within the *joint display* that is **at least 1 card larger** than the *group* the previous player built.
- At the start of a round, you may build a *group* of only 1 card, if you wish.



Example:



Laura places 2 cards of the **same colour** (turquoise) in the joint display, which builds a group of **2 cards**. Now it is Nicolas' turn. He plays 2 cards of the **same fruit** (cherry). He must connect his cards to the cards Laura played, and may play them on top. He covers the card showing an orange and then places his second card to the right of the turquoise cherry that Laura played. This means he has built a group of 3 cards. (Hint: Nicolas could have instead placed his cards next to the cherry without covering the orange, but he has decided to play tactically this turn. Maybe he wanted to reduce the number of turquoise cards in the layout, or remove the option of playing oranges.)

Valentina now takes her turn. She must build a group of at least 4 cards.








B


Pass

If you cannot or do not wish to build a larger *group* than the previous player, you must pass. On your next turn, you may choose to either

 **A Play cards** oder  **B Pass**.

End of the round



If, after a player plays a group, **every other player chooses to pass**, the round ends. The player who last played a group begins the new round with  **A Play cards**, building a new group of at least 1 card. *Important:* Do not remove the *joint display* at the end of the round! Keep your cards, as you will use the same hand for the whole game. The *joint display* remains in place for building groups in subsequent rounds.

End of the game

The game ends **as soon as** someone plays their final card in the *joint display*. That player wins the game!

Suggestion: Keep playing until someone has won **2 games**.

Illustration and layout: Lars Besten

If you have questions or suggestions about "Cherry on Top", contact us at:

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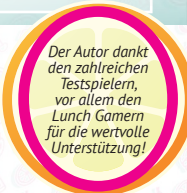
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Der Autor dankt
den zahlreichen
Testspielern,
vor allem den
Lunch Gamern
für die wertvolle
Unterstützung!