

# SMOOTHIE



**Age:** 6-99 years



**Number of players:** 2-6



**Contents:** 48 "fruit" cards and 8 "special recipe" tiles.



**Object:** To collect the most "fruit" cards.



**Preparing to play:** Shuffle the deck of "fruit" cards.

The dealer lays out a row of ten "fruit" cards face down in the centre of the table, and then gives five cards to each player (four cards each if there are five or six players). The remaining cards form a draw pile. The pack of eight "special recipe" tiles is placed in a pile face up next to the draw pile.

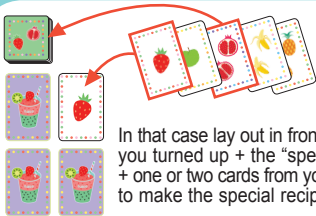
**How to play:** The players each study their cards. The youngest player starts. When it is your go, turn up one of the ten "fruit" cards in the centre of the table.

-If the card you have revealed shows the same fruit as one or more of the cards in your hand, you can make a **Smoothie**.

Place the card you turned up in front of you, and lay next to it one or two of your own cards showing the same fruit.



-If the card you turned up shows a fruit, which, combined with one or more cards from your hand, enables you to make the "special recipe" showing on the tile next to the draw pile, you can concoct a **Super Smoothie!**



In that case lay out in front of you the card you turned up + the “special recipe” tile + one or two cards from your hand in order to make the special recipe.

Then replace the card missing from the centre by a card from the draw pile.

- If you turn up a card of a fruit that does not allow you to make a Smoothie or a Super Smoothie, you can:
- either replace the card face down in the same place,
- Or take the card and discard another card from your hand which you lay down face up next to the draw pile.

Replace the card missing from the centre of the table by a new card from the draw pile.

So, in fact, you do not have to make a Smoothie or a Super Smoothie. You may decide to keep or exchange your cards in order to play more cards on a following turn.

**NB:** for **every piece of fruit** showing on the cards and tiles you win, you earn **one point**.

**Winning:** The first player to run out of cards announces the end of the game.

All of the other players then play one last time.

Whoever has earned the most points wins the game.

*A game invented by Lilian, Wilfried and Marie FORT*