

BANANINE

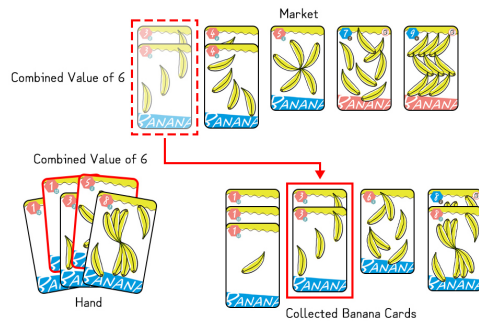
PLAYERS 2-5
AGES 6+
TIME 10-15

SUMMARY

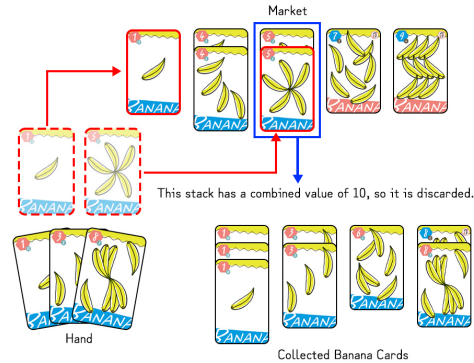
In Bananine, you will compete to collect banana cards with values ranging from 1 to 9.



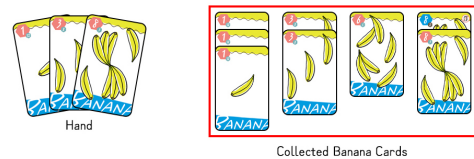
On your turn, take one stack of banana cards from the market, then choose banana cards from your hand and add them to the market. These cards must have a combined value equal to that of the cards taken from the market.



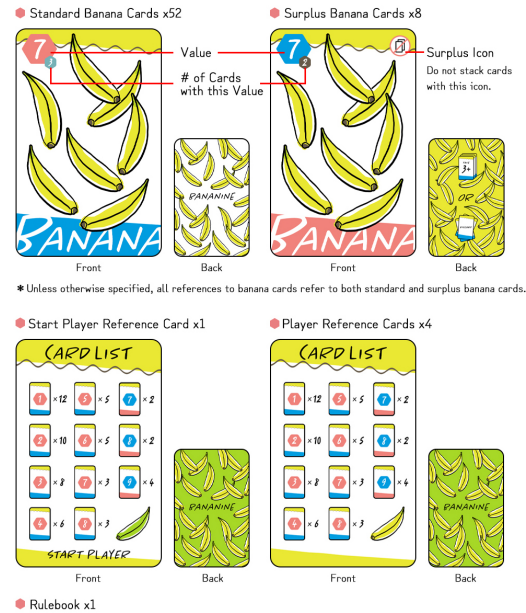
Before ending your turn, sort the banana cards in the market into stacks by value. If a stack's combined value is 10 or more, discard that stack.



At the end of the game, the player who has collected the most banana cards of each value will score VP, excluding any banana cards left in their hand.



COMPONENTS



SETTING UP

Determine the Start Player

- The player who most recently ate a banana becomes the start player and takes the start player reference card. All other players take a player reference card.
- The card list depicted on these reference cards can be used to easily identify the number of banana cards of each value in the game.

General Setup

- Locate one standard banana card of each of the following values and place them in a row in the center of the table to form the market.

2 Players	6, 7	3 Players	5, 6, 7
4 Players	4, 5, 6, 7	5 Players	3, 4, 5, 6, 7

- Shuffle the rest of the standard banana cards, then deal each player a hand of cards, face down. Return the remaining cards to the box.

2 Players	Deal 21 cards to each player (8 remaining)	3 Players	Deal 15 cards to each player (4 remaining)
4 Players	Deal 11 cards to each player (4 remaining)	5 Players	Deal 9 cards to each player (2 remaining)

- Shuffle the surplus banana cards and place them face down next to the market as the deck.



GAME OVERVIEW

Players take turns, beginning with the start player and proceeding clockwise around the table. On your turn, perform the following steps in order.

STEP 1 Take Cards from the Market

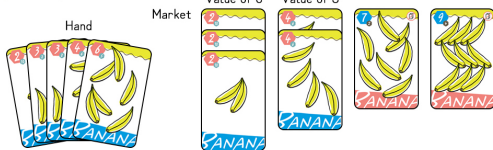
- Take one stack of banana cards from the market and set them aside. Then choose one or more banana cards from your hand and add them to the market. The combined value of these cards must equal that of the stack you took from the market. However, you may not choose to play a card that has the same value as a card you took from the market.
- You must take all of the cards in your chosen stack.

Once you have finished playing cards from your hand, take the banana cards you set aside and sort them into piles in front of you by value, face up.

- Remember that these banana cards are not added to your hand.

If you took three or more cards from the market, draw one surplus banana card from the deck and add it to the market.

Ex. Taking Cards from the Market



This player could take the stack of three value 2 banana cards from the market and add the two value 3 cards or the one value 6 card from their hand to the market. If they do, they would also draw one surplus banana card from the deck and add it to the market, since they took three cards from it. While the value 2 and 4 cards in their hand have a combined value of 6, they cannot play the value 2 card as it matches the value of a card they took from the market.

Alternatively, this player could take the value 7 card from the market and play a value 3 and value 4 card from their hand, take the stack of two value 4 cards and play one value 2 and two value 3 cards from their hand, or take the value 9 card and play either one value 2 and value 7 card or one value 2, value 3, and value 4 card from their hand.

- If you cannot play cards from your hand to match the combined value of any of the stacks you could take from the market, choose any one card from your hand and add it to the market.

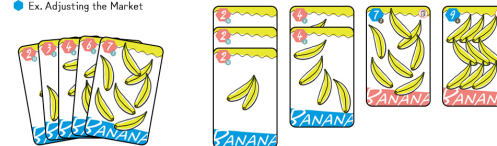
STEP 2 Adjust the Market

- Sort the standard banana cards in the market into stacks by value. Do not add surplus banana cards to these stacks; instead, place them into the market alone, separate from the other stacks.

If a stack's combined value is 10 or more, discard that stack.

Each time you discard a stack of standard banana cards from the market, draw one surplus banana card from the deck and add it to the market.

Ex. Adjusting the Market



If this player took the value 7 banana card and added the value 3 and value 4 banana cards from their hand to the market, they would start a new stack with the value 3 card as there are no other standard banana cards of that value in the market. They would then add the value 4 card to the existing stack of value 4 cards. Doing so would raise the combined value of the stack to 12, so they would discard this stack, draw one surplus banana card from the deck, and add it to the market.

Alternatively, if they took the stack of two value 4 cards and added the value 2 and value 6 cards from their hand to the market, they would add the value 2 card to the existing stack and start a new stack with the value 6 card.

Another option would be to take the value 9 card and add the value 2 and value 7 card from their hand to the market, in which case they would add the value 2 card to the existing stack. However, the value 7 banana card in the market is a surplus banana card, so they would not add the value 7 banana card to this stack.

SCORING

- The end of the game is triggered when either of the following conditions occur. Continue play until all players have taken the same number of turns, then end the game and proceed to scoring.

- A player plays the last banana card in their hand.
- The deck of surplus banana cards is depleted.

- Compare the number of value 1 banana cards you have collected. The player with the most scores 2 VP. In the case of a tie, all tied players score 1 VP. Repeat this for each of the remaining values of banana cards.

* Combine your standard and surplus banana cards of each value when scoring.

* Do not count any of the banana cards in your hand.

The player with the most VP is the winner.

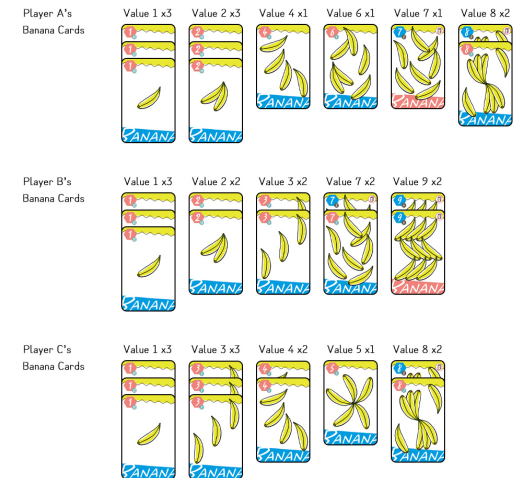
- In the case of a tie, the player with the most value 1 banana cards is the winner.
- If there is still a tie, the player who is closest to the start player (clockwise) is the winner.

Ex. Scoring a Three Player Game (Illustrated on the next page.)

Value 1: All three players have the same number of cards, so they each score 1 VP.
Value 2: Player A has the most of this card, so they score 2 VP.
Value 3: Player C has the most of this card, so they score 2 VP.
Value 4: Player C has the most of this card, so they score 2 VP.
Value 5: Player C has the most of this card, so they score 2 VP.
Value 6: Player A has the most of this card, so they score 2 VP.
Value 7: Player B has the most of this card, so they score 2 VP.
Value 8: Player A and Player C have the same number of cards, so they each score 1 VP.
Value 9: Player B has the most of this card, so they score 2 VP.

After tallying their scores,

Player A has 6 VP, Player B has 5 VP, and Player C has 8 VP, so Player C wins the game.



	Value 1	Value 2	Value 3	Value 4	Value 5	Value 6	Value 7	Value 8	Value 9	Total
Player A	1 VP	2 VP				2 VP		1 VP		6 VP
Player B	1 VP						2 VP	2 VP		5 VP
Player C	1 VP		2 VP	2 VP	2 VP			1 VP		8 VP

Designer and Artist: Masaki Suga / Translation: Samuel Allen
Special thanks to everyone who helped playtest this game.