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combo

RULES OF PLAY

2-6 PLAYERS
10+ AGES

CONTENTS

84 cards (1–12 in 7 fruits)
6 player references
1 wooden pineapple (first player marker)



OVERVIEW

Out-combo the competition! Play cards, one at a time, towards a community fruit combo. The higher a card's value, the better chance it has to be part of the winning combo. However, high cards score fewer points at the end of the game. Once a certain number of cards have been played, make the strongest possible combo. If your card is part of the winning combo, you score points. Whoever has the highest score at the end of several rounds wins.

SETUP

1. Shuffle the deck and then remove the following number of cards (without looking at them), depending on the player count:

Number of Players	2	3	4	5	6
Remove # of Cards	24	12	24	4	0

Place removed cards back in the box.

2. Deal each player seven cards. (Look at your cards but keep them secret from opponents.)
3. Stack the remaining cards facedown in the middle to form a draw pile.
4. Give each player a player reference matching your player count.
5. If this is your first time playing, take a moment to review the **five types of combos.** (See "Combos" to the right, as well as on your player reference.)
6. Whoever last ate something with pineapple takes the pineapple marker and becomes the starting player for the first round.

Note: *If playing with two players, see "Two Player Rules" on the back.*

HOW TO PLAY

Combo is played over several rounds. Starting with the player who has the pineapple marker and moving to the left, **play a card face up in front of you and then immediately draw back up to seven cards** by taking the top card from the draw pile. *(If you ever forget to draw back up to seven cards, do so once you notice.)*

Continue taking turns until each player has played the following number of cards:

2 – 3 players: Play three cards each
4 – 6 players: Play two cards each



IMPORTANT! Table-talk is not only permitted, but ENCOURAGED! Try to coax your opponents into playing cards that follow your lead! *The only restriction is that you may not share specifics about the cards in your hand.*

When all cards have been played, look at all of the face up cards and **find the strongest possible four- or five-card combo,** depending on the player count:

2 – 4 players: Strongest four-card combo
5 – 6 players: Strongest five-card combo

COMBOS

There are five possible combos (of four or five cards), listed in order from strongest to weakest:



STRONG

5 **SUPER SLUSHIE** — Same Color Run

4 **SMOOTHIE** — Same Number

3 **SLUSHIE** — Same Color

2 **RIPE RUN** — Number Sequence

1 **SWEET SCRAPS** — Highest Distinct Numbers

WEAK

EXAMPLE FOUR-CARD COMBOS



If you contributed a card toward the winning combo and there were no ties, you score the full points listed next to the solid star icon at the top of the card. Collect your card and **stack it face down to the left side** of your player reference.



FULL POINTS

Note: *It's possible to score more than one card per round.*





TIES

When possible, resolve ties in favor of the highest value card or cards.

Example A:
A blueberry Slushie is the winning four-card combo.However, five blueberry cards were played. As a result, the lowest value card does not score.



Example B:
Ripe Run is the winning four-card combo. However, six cards that form a sequence were played. As a result, the two lowest value cards do not score.



Example C:
Two different Slushies were played but the grape Slushie wins because it has the highest overall card (11).



Sometimes cards are truly tied in value within the winning combo. (Or in a rare situation, two Slushie or Super Slushie combos will have exactly the same values.)



All truly tied cards score half points. (Indicated by the number next to the open star icon on the card.) **Stack those cards face down to the right** of your player reference.





= **FULL POINTS** = **HALF POINTS (TRULY TIED)**

Example D:
A "10" Smoothie is the winning four-card combo. However, five 10s were played. Since they are all truly tied, all five cards score half points.



Example E:
A "6, 7, 8, 9" Ripe Run is the winning four-card combo.
However, since multiple players played 7s, those cards score only half points.



Example F:
Sweet Scraps is the winning four-card combo, with 12, 11, 8, and 4 being the highest **distinct** numbers. However, since multiple players played 12s and 8s, each of those cards scores only half points.



STARTING A NEW ROUND

1. Place any unscored cards face up in a discard pile next to the draw pile.
2. Do not discard your cards between rounds!
3. The player to the left of the current starting player takes the pineapple marker and starts the next round.



Note: *If the draw pile runs out, continue playing the remaining cards left in hand.*

ENDING THE GAME

The game ends after everyone has been the starting player an equal number of times, depending on player count:

2 players: Three times
3 players: Two times
4 – 6 players: One time

Add up the full and half points from all your scored cards (separately).
Whoever has the highest combined total wins.
In case of a tie, the tied player who collected the most cards wins.
In case there's still a tie, all tied players share the victory.







FULL POINTS



4 + 6 + 8 = 18 points

TOTAL POINTS
27

HALF POINTS



2 + 3 + 4 = 9 points



TWO PLAYER RULES

In a two-player game, reveal the top card from the draw pile after you have both played your first cards. Repeat again after playing your second cards (but not after the third). At the end of each round, treat the two additional cards as if they had been played by a third player when looking for the strongest possible combo. After the round, place both cards in the discard pile, regardless of whether or not they scored.

We'd love to hear what you thought of this game!
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HappyCamper has a simple mission: bring families closer together through games and other joys of face-to-face play. As part of our mission, a portion of profits from this game goes towards funding camp scholarships. Thanks for your support!



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