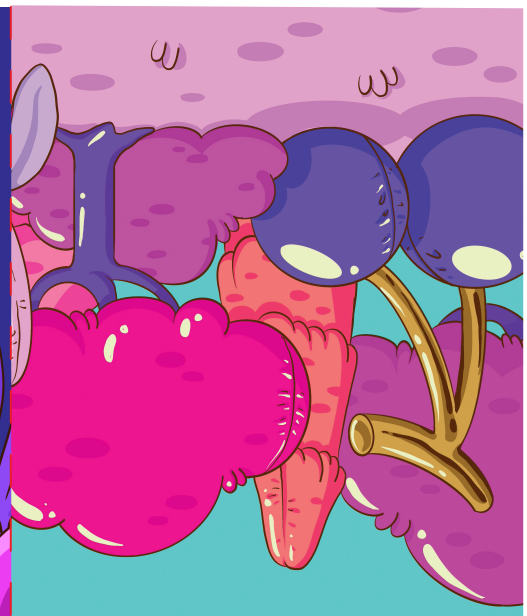


OBJECTIVE

Be the first capybara to gather all **Fruit cards** from every **Hot Bath tile** *(or steal them from other capybaras)* and make it back to the **Sacred Hot Spring** to claim victory!



THE LIBRARY

—Want to play?

—YES, SIR!

Indulge in more than just the usual game night. Step into the most provocative and daring expansion yet, where not all Fruits are sweet, some just leave you hanging!

In this expansion, we want you to hit your opponents' weak spots. Don't miss the opportunity to embrace your inner mistress and cruise through the forest ... for Fruits, or maybe you're just here to watch the action unfold.

Don't be afraid to unleash your deepest desires and claim victory!



Note: You must have the base game in order to play this expansion.

WHAT'S IN THE BOX

20 spicy cards
*(15 flirty **Item cards** + 5 risqué **Event cards**)*
and 1 short-but-cute-rulebook



HOW TO PLAY

BEGINNING OF YOUR TURN

Optional Die Roll

At the start of your turn, you may choose to roll the die to gain extra **Action points.**

Here's what you might roll:

- **1, 2, or 3:** Gain that number of additional **Action Points** this turn and add them to your tracker.
- **:** You lose your capybara's **Special Ability** for this turn.
- **:** Immediately draw and resolve an **Event card**, then skip the rest of your turn *(go straight to END OF YOUR TURN).*

Special Ability

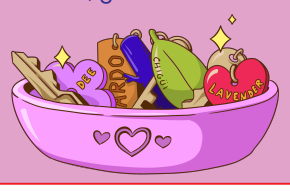
You may now activate your capybara's **Special Ability** if applicable.

DURING YOUR TURN

You automatically get two **Action points** and the die can give you extra. You can spend those **Action points** on any of the following, with each Action costing one **Action point.**

- **Move on the map:** Move your capybara one **Terrain tile** orthogonally.
- **Draw an Item card:** Add it to your hand immediately.
- **Play an Item card:** Follow the instructions on the card to learn how they work.

You don't have to spend all **Action points** if you don't want to. But remember, unused **Action points** do not carry over to the next turn. Once you're finished, go to *END OF YOUR TURN.*



END OF YOUR TURN

If you end your turn on any of these tiles, do the following:

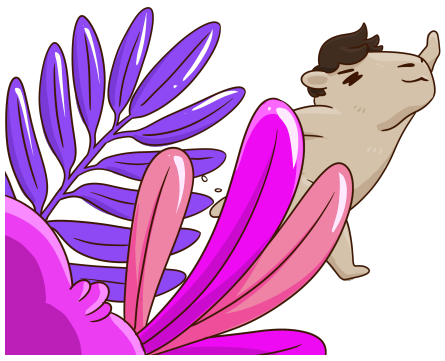
- **Event:** Immediately draw and resolve an **Event card**. If you haven't already resolved one this turn *(e.g., by rolling the Event Icon).*
- **Hot Bath:** Add the corresponding **Fruit card** to your hand from the supply *(you can only have one of each Fruit card type).*
- **Discard:** If you have more than six cards in hand, discard down to six *(this doesn't let you play their effects).*

Questions? Need more detail? Check the main rulebook for all the answers!

MILES' GUIDE

THE INS & OUTS

Welcome! Here, you'll find detailed explanations of **Item** and **Event** cards. These in-depth clarifications will help you fully understand their mechanics and run a smooth game.



Item Cards:

Blue Cherries:

- Once drawn, this card must be added to your hand and cannot be stopped.
- This card is considered an **Item card**. However, **NOT ALL** rules for **Item cards** apply to it.
- This card can never be discarded for any reason neither to discard down to hand size limit at the end of your turn nor when another capybara or **Event card** forces you to discard.
- You can pass or exchange this card to another capybara via other **Item** or **Event cards.**

Domingo Dingo & DeeDee Dingo:

- The Dingo twins are the enemies of the Wombat twins. They can steal an active Wombat twin from another capybara.
- The Dingos have **two** distinct abilities. You can either look at capybara's hand and steal a **Fruit card OR**, if there's an active Wombat twin, you can steal it and add it to your hand. This will change that capybara's **Golden Fruit card** back to a regular **Fruit card** *(it gets added back to their hand).*

Petty Karen (Instant card):

- This card alters the target of all card effects (Items & Events) aimed **only at you** to a player of your choice.
- If an **Item** or **Event** affects all players, Petty Karen excludes you from the effect.
- You cannot use Petty Karen to redirect a global effect (those targeting all capybaras / everyone) to another player.

Rule for 3-Player Games:

If an **Item** or **Event** card requires you to target more than two different players, you may choose the same player more than once to fully resolve the effect.