



PULP

Mix the right ingredients, create impactful combos and smash your opponent to pulp in this smoothie duel!



60 ingredient cards base decks (green & blue)



24 ingredient cards advanced deck (yellow)



15 booster cards



5 round cards



2 Player aids

GOALS OF THE GAME

Win the game by scoring 13 or more victory points.

END OF THE GAME

The game ends as soon as a player meets the winning condition of 13 or more victory points. It's not uncommon that not all rounds will be played.



Start player



Current round

Number of cards played this round and number of victory points for this round

SETUP

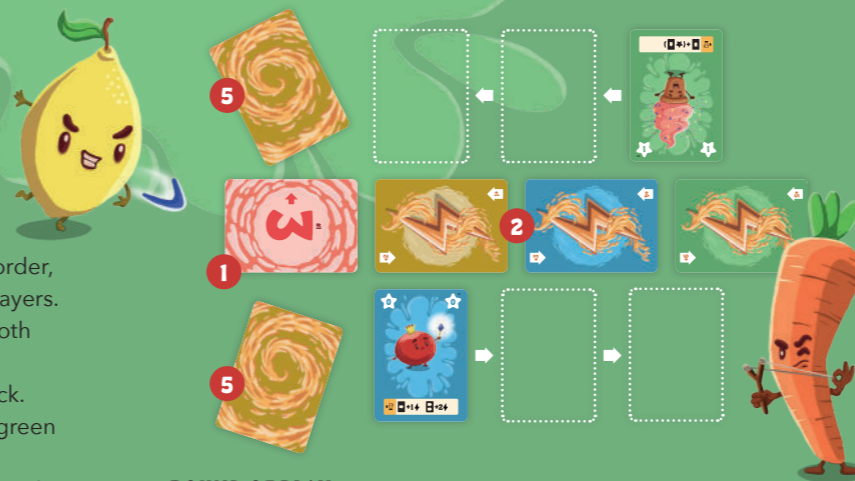
1. Take the five round cards and place them in ascending order, with round one on top, as a deck within reach of both players.
2. Sort the booster cards and place them within reach of both players.
3. Sort the ingredient cards in a blue, green and yellow deck. Give one player the blue deck and the other player the green deck. These decks are identical and consist of 30 cards.
4. The yellow deck is for advanced play. Put this deck back in the box if you play a standard game.
5. The players shuffle their decks and place them as a face down draw deck in front of them.
6. The arrow on the round card indicates the starting player of the round.

GAMEPLAY

You play the game in a maximum of five rounds. Each round is slightly different. The starting player, the number of ingredient cards that the players have to play and the amount of victory points that can be earned will change from round to round.



Players will alternate playing one card on 'their' side. They will place their cards from left to right on the table. This is how the game area should look like:



ROUND OF PLAY

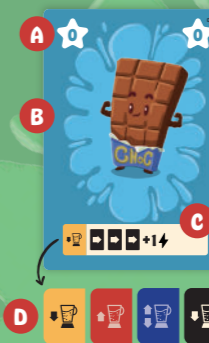
- At the start of each round, players will draw five cards from their draw deck. Throughout the game, your hand size will fluctuate. If you draw the last card from your draw deck, you shuffle your discard pile to form a new draw deck.
- The starting player starts the round by playing one ingredient card.
- It's the other player's turn and they play one ingredient card.
- You keep alternating until both players played the maximum amount of ingredient cards (depending on the round). When your hand is empty and you need to play another card, take the top card of your draw deck and play it.
- Both players count their points (base values and boosters).

The player with the most points wins the round and earns the current round card. This scores them 3-7 victory points as shown on the round card.

- In case of a tie, both players will draw one more card and play one more turn. This will continue until there is a winner.
- If a player collected 13 or more victory points, they win the game. Otherwise, start the next round and clean up.
- Clean up: Place the played ingredient cards in your discard pile. Put used boosters back in their designated place. You will keep your non played cards in hand for the next round.
- The new round card shows who is the next starting player, how many cards each player will play and the amount of victory points the winner of the new round scores.

INGREDIENT CARDS

The ingredient cards have a few indicators, such as the base value, player color, the effect and the indicator.



A. Base value: the base value is a set number indicated with ★.

B. Player color: the background color indicates that the card is a blue or green card.

C. Effect: the effect will be activated when played (WEO the Pear).

D. Indicator: indicators do not affect the effects, they only indicate to which player the effect relate. Yellow relates to you. Red relates to your opponent. Blue relates to all players. Black indicates that this is a different type of effect than others.

ICONOGRAPHY

The effects of the cards are indicated using icons. It can take you a bit longer than usual to assess all the effects. But don't worry, after playing one game it will get easier to recognize the effects. You can find all icons in the adjacent section or on your overview card. To make things easier you can scan the QR code. On this page you will find each card with their effect description written out.

When you see an 🍏 on an effect, the 🍏 relates to Green and Red Apples.



BOOSTER CARDS

Some effects indicate you have to boost an ingredient card. This means that you may take the corresponding number of booster points and add them to the correct ingredient card. To the left an example.

It is possible to have several booster cards for one ingredient card.

3-4 PLAYER OPTION

You can also play Pulp with three or four players. In order to do so, you will need a second copy of Pulp. The game plays just like a two player game with the following exceptions:

- The players will play their turns in clockwise order.
- When an effect revolves around 'the opponent', this means the player to your left.



- When an effect revolves around 'any card', you may choose an opponent or yourself.
- When an effect revolves around the 'last played ingredient card of your opponent', you look at the last played card of the player to your right.
- If you play with four players you will form two teams. The teams will sit across each other on the table, with your teammate diagonally in front of you. At the end of a round you will count the total values of both players of the team together. The goal of the game is the same as with two players.
- If you play with three players, you win when you have nine or more victory points.

ADVANCED PLAY

The yellow deck is for advanced play. There are four groups of seven cards. The players may choose one group and add it to their deck. You will have to remove seven cards from your standard deck. We advise the players to remove a set with ✨ or ✖ from the deck. Your deck will still have 30 cards. You may also make your own selection of cards to remove to get to a deck of 30 cards.

You can recognize the groups by their extra icons. We also named the groups to indicate their focus.

- A** Healthy Booster
- B** Packing a Punch
- C** Apple Paradise
- D** Deep Cleanse



- This card affects your cards
- Affects your opponent's cards
- Affects all cards (yours and your opponents)
- This card has a special effect

Boost All boosts

Base value

Ingredient effect

Ignore

If this, then that symbol

Swap

Your discard pile / your opponent's discard pile

Hand

End of round

- This card
- Next card / previous card
- The last played card from your opponent
- Opponent's next card played
- All next cards / All previous card

- A played card
- All cards played (both your played cards and those of your opponent)
- Your draw pile / card from your draw pile

Card from your discard pile / from your opponent's discard pile

Hand card / card in your hand

Round card

Draw a card from your opponent

You / your opponent

SCAN THIS TO CHECK THE EFFECTS OF ALL THE CARDS



Some effect examples



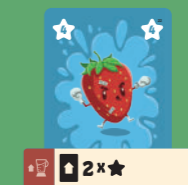
Your next three cards get +1 boost.



Take 3 new cards. Swap 1 of them with this card and discard the other 2.



If your opponent's last played card is an apple, this card gets +3 boost.



Your opponent may boost their last card played with the base value of that card.



This card takes on the effect of your opponent's last card played.



The next card gets +1 boost. The card after that gets a +2 boost.

CREDITS

Author: Casper van Est
 Illustrations: Henk-Jan Hoogendoorn
 Graphic design: Vicky Trouerbach
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CHECK OUR HOW TO PLAY VIDEO!

