Fruit Safari

Fruit Safari does not have a backstory. It is a video game, and exists for ones enjoyment and nothing else. I hope my game, the equivalent of something one might find on a cheap Nokia cellular device, will give you a shred of enjoyment.

The goal of Fruit Safari is to create matches of three or more fruit while moving around the board. Points are given for create matches. Ten for each square matched. The game is over when you run out of turns.

Do the thing.