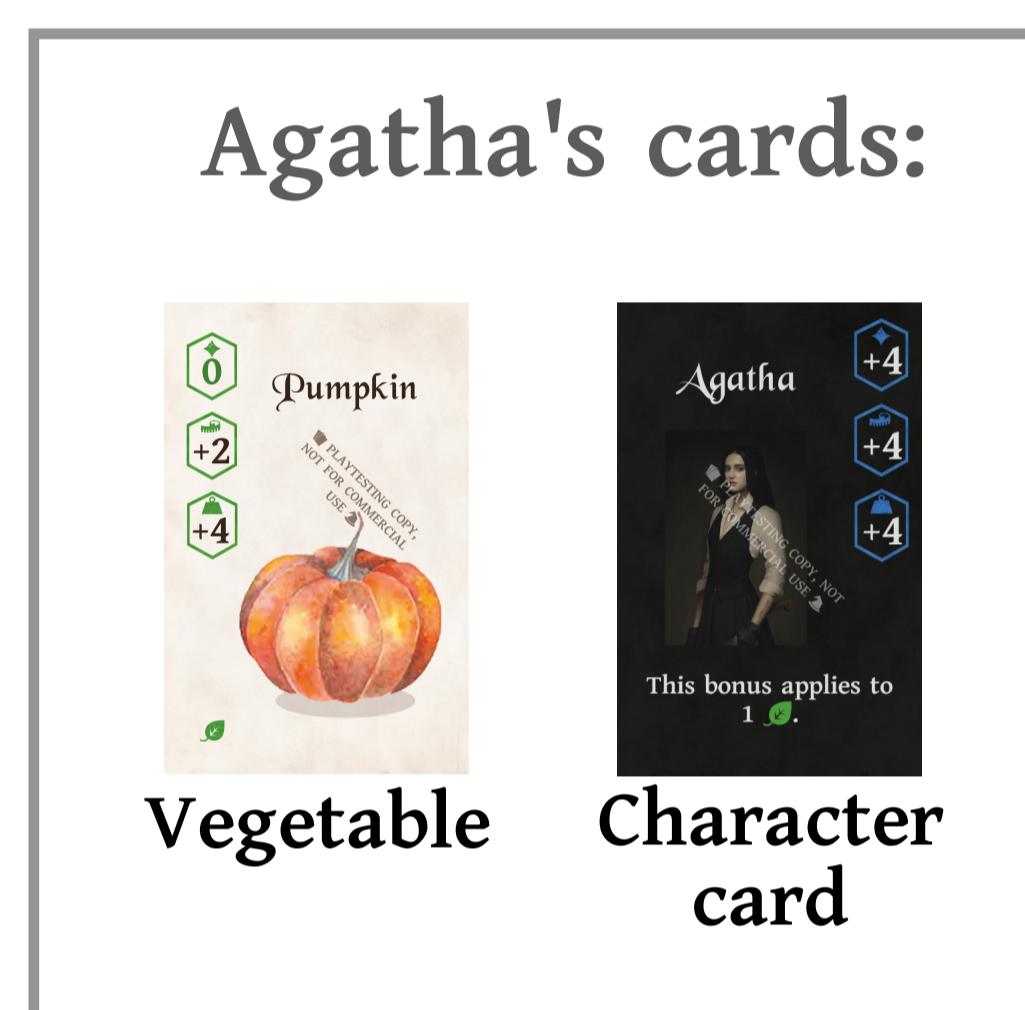
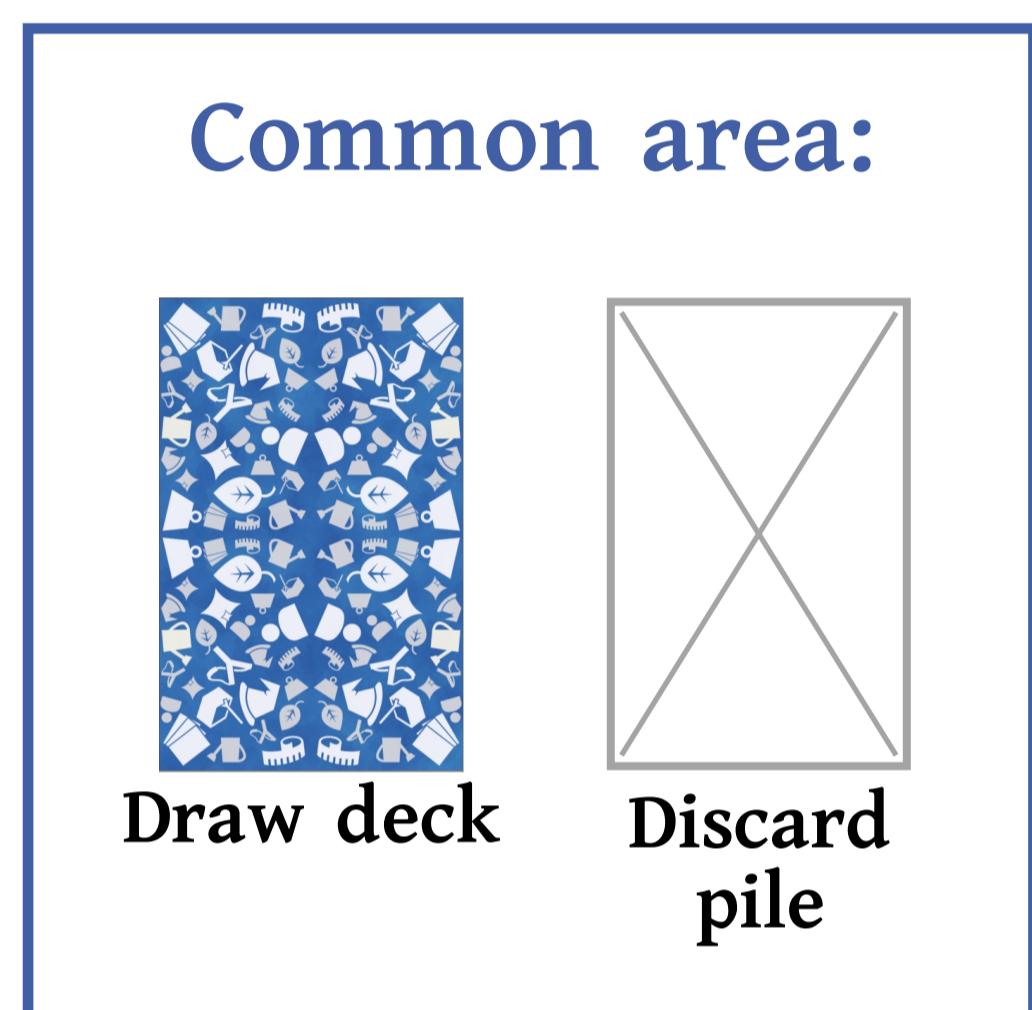


Don't Cross Agatha

Good day. This is a game of wits where the most devious player shall win the adoration of the village. Beware, lest ye exceed Agatha! She will turn thee into a frog.

Setting Up

First, you each need a character card. Select or deal one each and lay out Agatha in the middle. Put the unused character cards to one side - they play no further part in this game. Each of you and Agatha now need a vegetable. Shuffle the Vegetable (⌚) cards and deal one to each player. Place the remaining vegetable cards into the pack, shuffle and deal 7 cards to each player. Place the remaining pack in the middle which becomes the draw deck.



A Turn

On a player's turn, they play as many cards from their hand as they want. At the end of their turn, they draw 1 card. A player may forfeit their turn to draw 2 cards. A player can never have more than 7 cards in their hand at any time. If at any point a player has more than 7 cards, they must discard half their cards without effect. A player can play cards on any vegetable including their own and Agatha. Character cards act as a vegetable and they cannot be destroyed.

Agatha

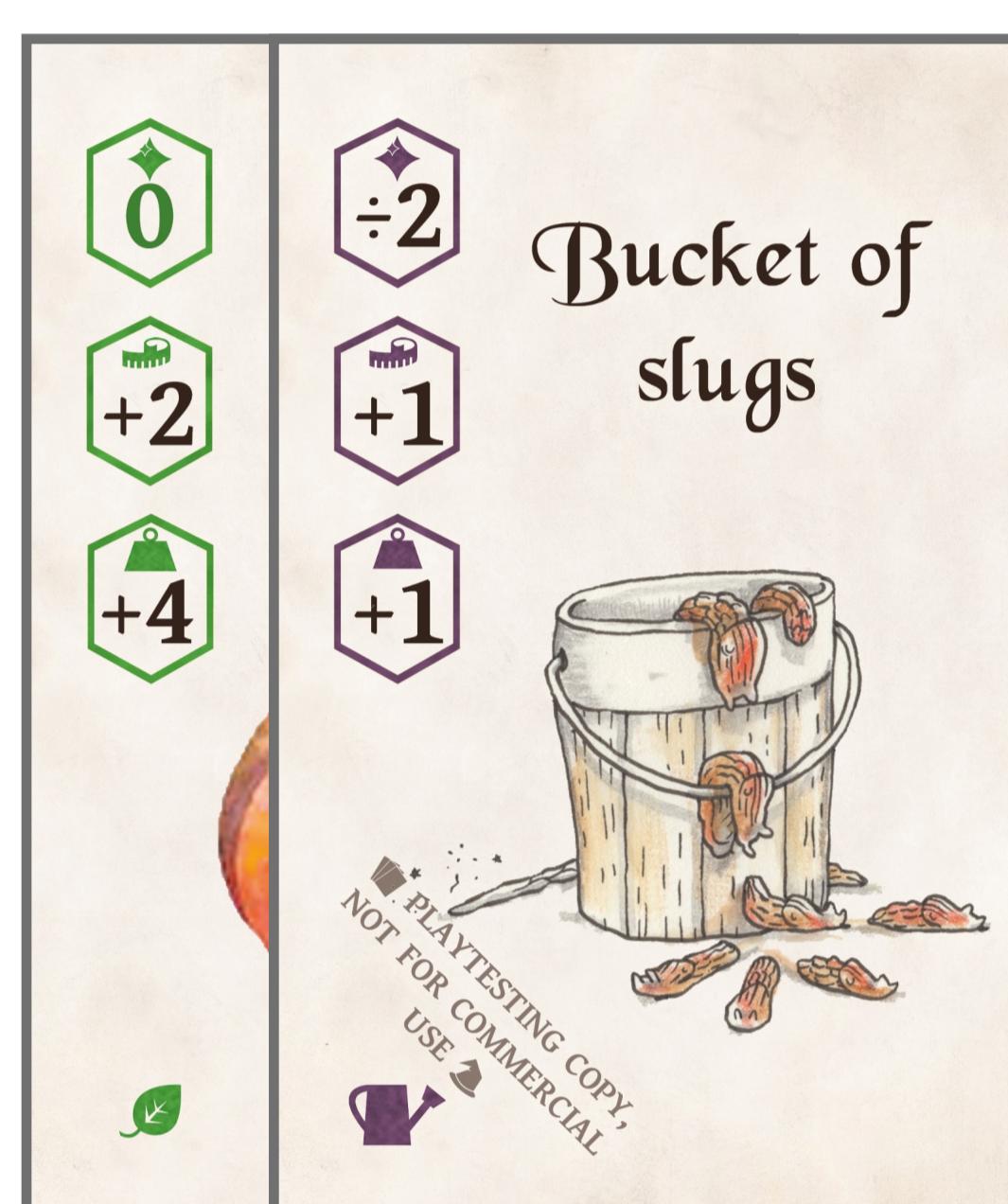
Agatha takes her turn after the last player each round. For her turn, one player draws a card, and places it on Agatha's vegetable. If she draws a vegetable, or any other card that cannot be played onto a vegetable, it is discarded with no effect. If she draws an Agatha card, it has no effect, but is still counted towards ending the game. The game is scored in the attribute Agatha's vegetable is highest in.

Playing the Game



Start with a vegetable

A vegetable has a green 🥕 symbol and three attributes: Shine (◆), Length (丈) and Weight (▲).



Modify the values

Use purple modifier cards with the 🍎 symbol to increase or decrease the scores of each attribute. These can be played on the vegetables of any player:



Use underhand tactics

Action cards (幡) with red borders let you alter the game. If an action card starts with 'Reaction: ...', it must be played immediately after the action you wish to react to. It does not have to be played on your turn.



Make a bang

Black Agatha (帽) cards all have powerful effects; there are only 5 in the game. The game ends when the fourth Agatha card is played. Keep track of them by placing them sideways in the discard pile.

Scoring

Each vegetable has a base number of points in the attributes of (from the top) shine (◆), length (丈) and weight (▲). Playing cards to a vegetable will change these scores. There are two levels to play.

Agatha sets the ceiling for the vegetable and which attribute counts. The highest scoring attribute is the current attribute that the players are playing up to – this will change as cards are played.

Ending the Game

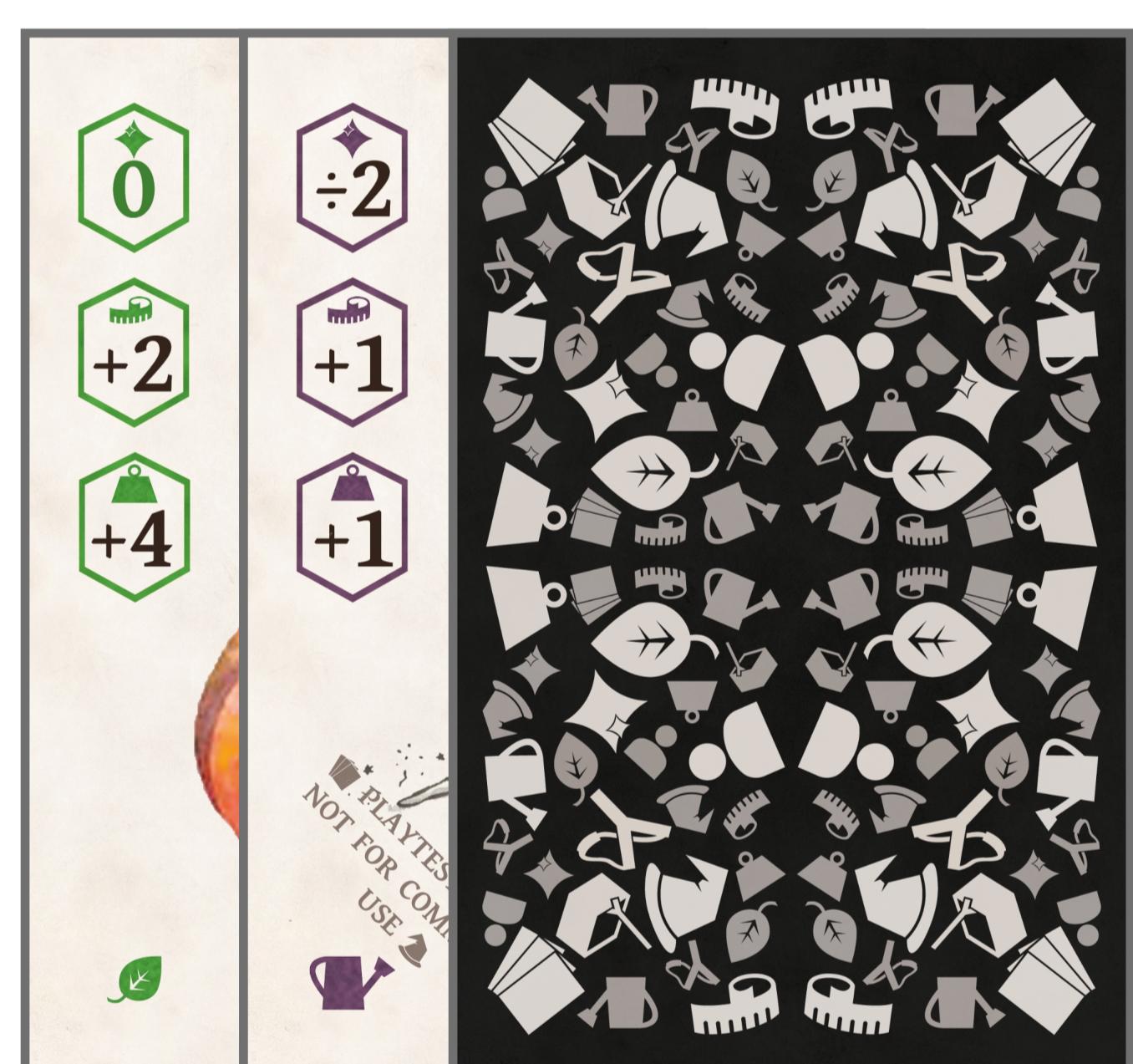
The base game ends when 4 Agatha (♠) cards have been played (we suggest placing these perpendicularly in the discard pile to keep track.) Once the fourth card is played, its effect takes place and the game immediately ends. The game also ends once the draw pack is empty and each player has had one turn after the last card is drawn.

Winning the Game

The winner is the player with the highest total below Agatha in the Current attribute (that is, The attribute with the highest score for Agatha). Any players with more points than Agatha are turned into frogs. If all players are turned into frogs, Agatha takes pity on the lowest scorer and keeps them as a pet. A victory, of sorts.

Other rules

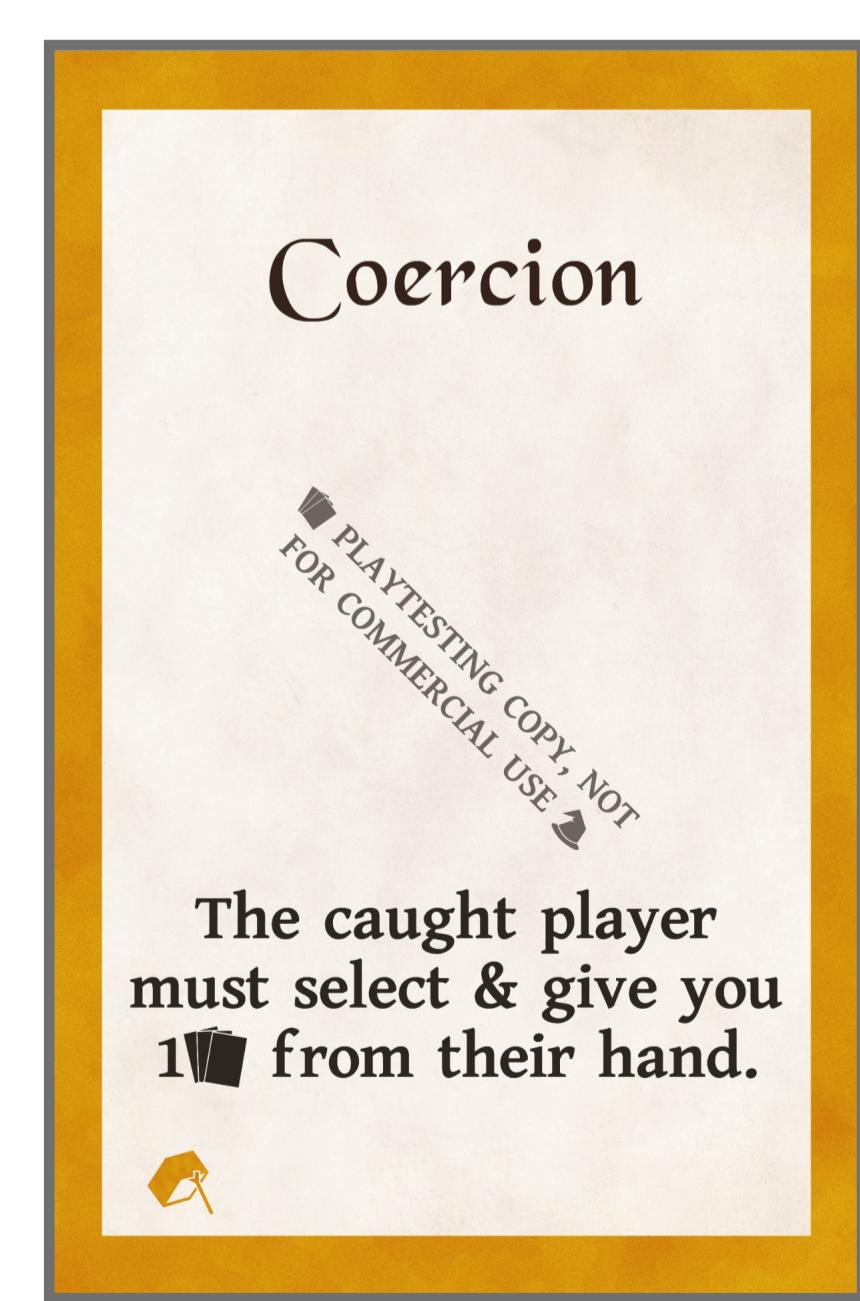
The rules to this point are for the base game of Agatha which we recommend for ages 6 and up. The more advanced concept adds trap cards to the experience and is



Trap cards

Yellow-bordered 'Trap' cards with the ♠ symbol can dissuade other players from continuing to add to a chain - they can be played on any vegetable, upside-down.

When another player plays a card on that trap, it triggers the effect on the card. In this case, it means that the player who played the triggering card must give you one card from their hand. Once the effect is triggered, the trap card is discarded and, if the modifier has not been destroyed or taken, the modifier is added to the vegetable as normal.



Adjudication

There are some cards that conflict. Below is a guide to which cards 'trump' others.

Destroying and protecting vegetables

The 'Dropped Anvil' is not added to the end of a modifier chain, therefore is not stopped by trap cards or the pike's length card. Character cards, when used as vegetables, cannot be destroyed by this card.

Agatha's Apple destroys all of a players' vegetables, including character cards and those protected by the pike.

Trap cards and the pike do not protect against Agatha cards, as these are simply more powerful than any mundane guard can protect against.

Other variations on the game

Other players have found interesting variations on the game. These are suggestions for house rules based on their experience

Play Agatha cards immediately

For a shorter game, play Agatha cards as soon as they are drawn rather than at player discretion. This adds some more randomness and reduces the power of Agatha cards.

All action cards are trap cards

For added unpredictability, all red-bordered action cards can be used as trap cards, by being placed upside down on the modifier chain.

Agatha takes a card each turn

For more chaos, Agatha can draw a card and place it on her vegetable at the end of each round. Non-modifier cards are discarded without effect.

Creator's Notes

Thank you for playing the playtesting version of Don't Cross Agatha. We've been working hard on this for the last few months and are proud of what we've made. To that end, we'd like to make it even better: we would value your feedback immensely. Could you fill out the form online at agatha.games with your experience?

You can contact us at mmfg3000@gmail.com, by phone at +44 7707 803 142 or via raven.

We will be launching to Kickstarter at some point in the new year (probably February, but I'm an optimist) so stay tuned!