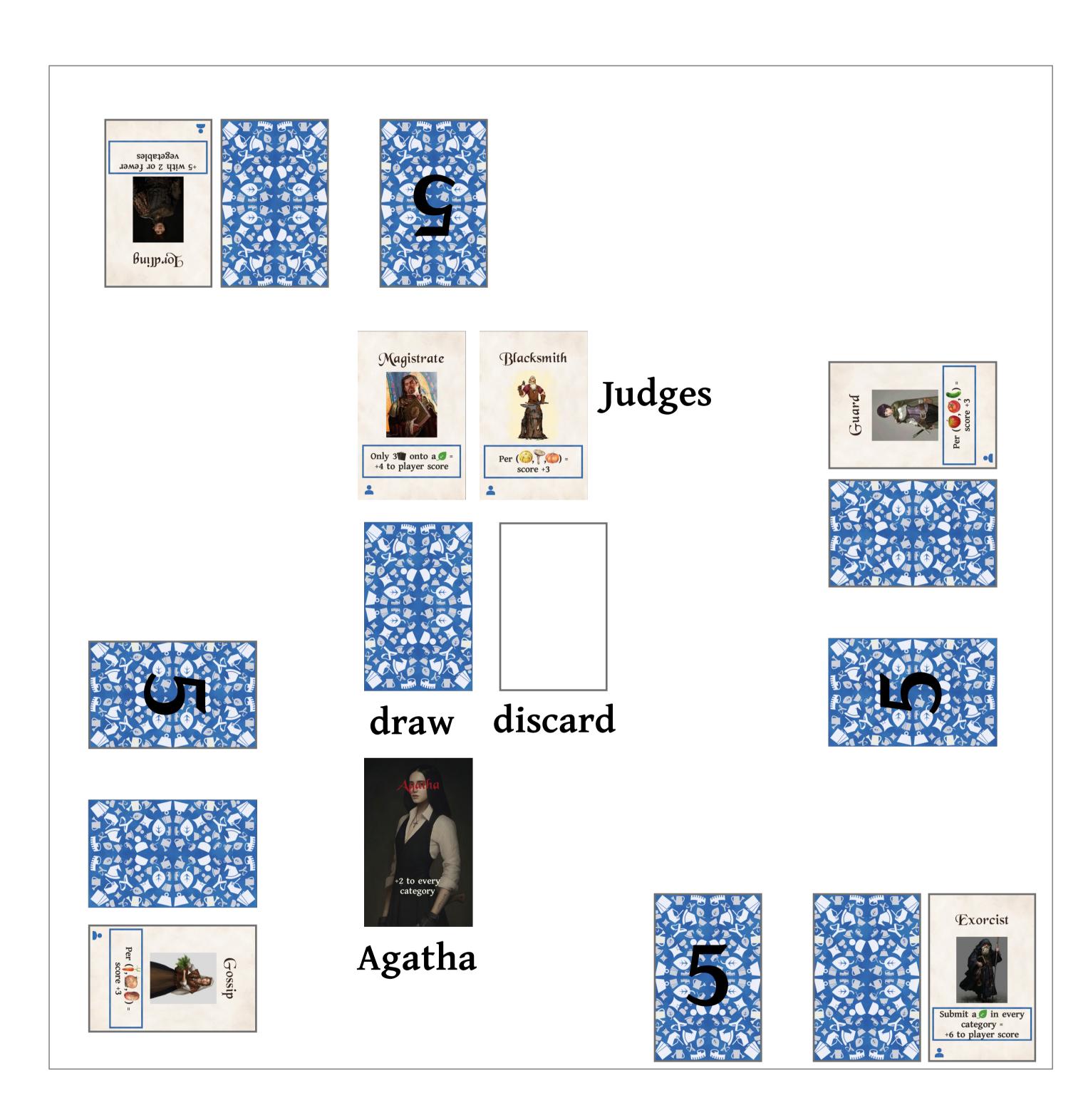
# Don't Cross Agatha

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, let's set the scene: seperate the character (1) cards, shuffle, and deal one to each player, but keep Agatha seperate. Place the unused character cards face up beside the draw deck, as 'judges'. Place Agatha below the draw deck. Next, seperate the vegetable (1) cards from the pack, shuffle, and deal one to each playerm including Agatha. Shuffle the remaining back into the pack. Finally, deal 5 random cards to each player.



#### A Turn

On a player's turn, they first play as many cards as they want. At the end of their turn, they draw one card. A player may forfeit their turn to draw two cards.

# Ending The Game

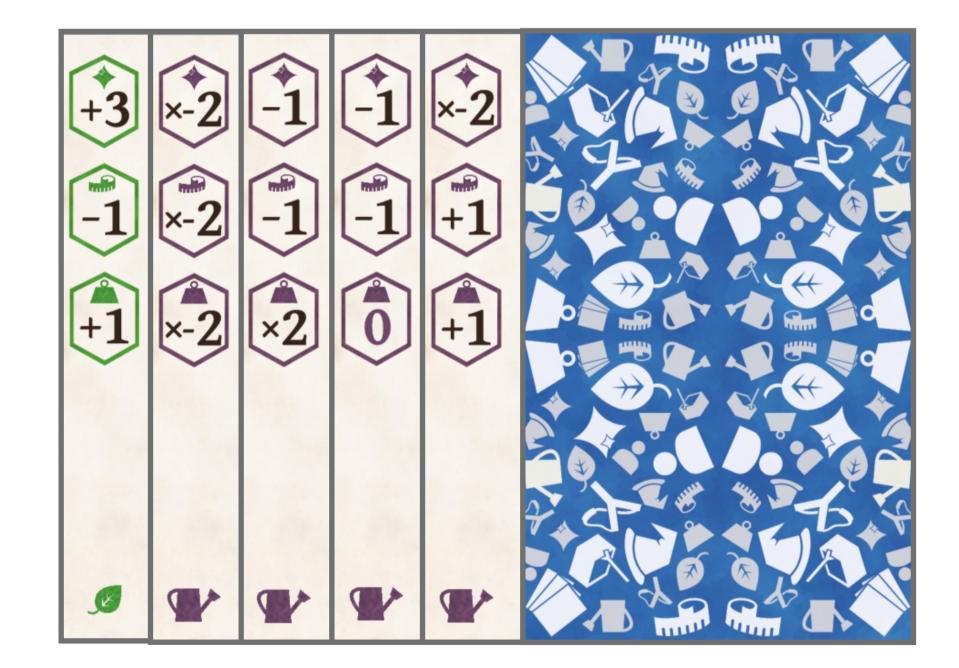
The game ends when the third black Agatha card is played (it's a good idea to keep track of these in the discard pile by placing them perpendicularly on the deck). The winner is the player with the highest total below Agatha. Any players with more points than Agatha gets turned into a frog. If all players are turned into frogs, Agatha takes pity on the lowest scorer and keeps them as a pet. A victory, of sorts.

#### 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 category Agatha is highest in.

# Types of Cards

- Modifiers ( ) directly affect the values of vegetables by the values indicated. They can be played on any vegetable, your own or anyone elses', including Agatha.
- Trap (♠) cards are the main defence. These are placed face-down on the modifier chain, and the next card to be played on that vegetable activates it.
- Chaos (🏲) cards are used to gain the upper hand. Each have different advantageous effects. Chaos and Trap cards are discarded once their effect has happened.
- Character (2) cards give a passive bonus to the player playing as that character. When in the centre of the table, the same bonus applies to ALL players.
- Agatha (2) cards have unique, powerful effects. The game ends once three have been played.



Modifiers: in this case, the scores would be:

-10 **\( \phi \)**, -3 **\( \phi \)**, -3 **\( \phi \)** 

With a surprise trap card activated when the next one is played!

### Scoring

Each vegetable has a base number of points in the attributes of (from the top) shine (\*), length (\*) and weight (\*). These represent how valuable the judges find each attribute for each particular vegetable.

Each player's total score comes from the combination of all their vegetables, in the single category Agatha is highest in.