

Don't Cross Agatha

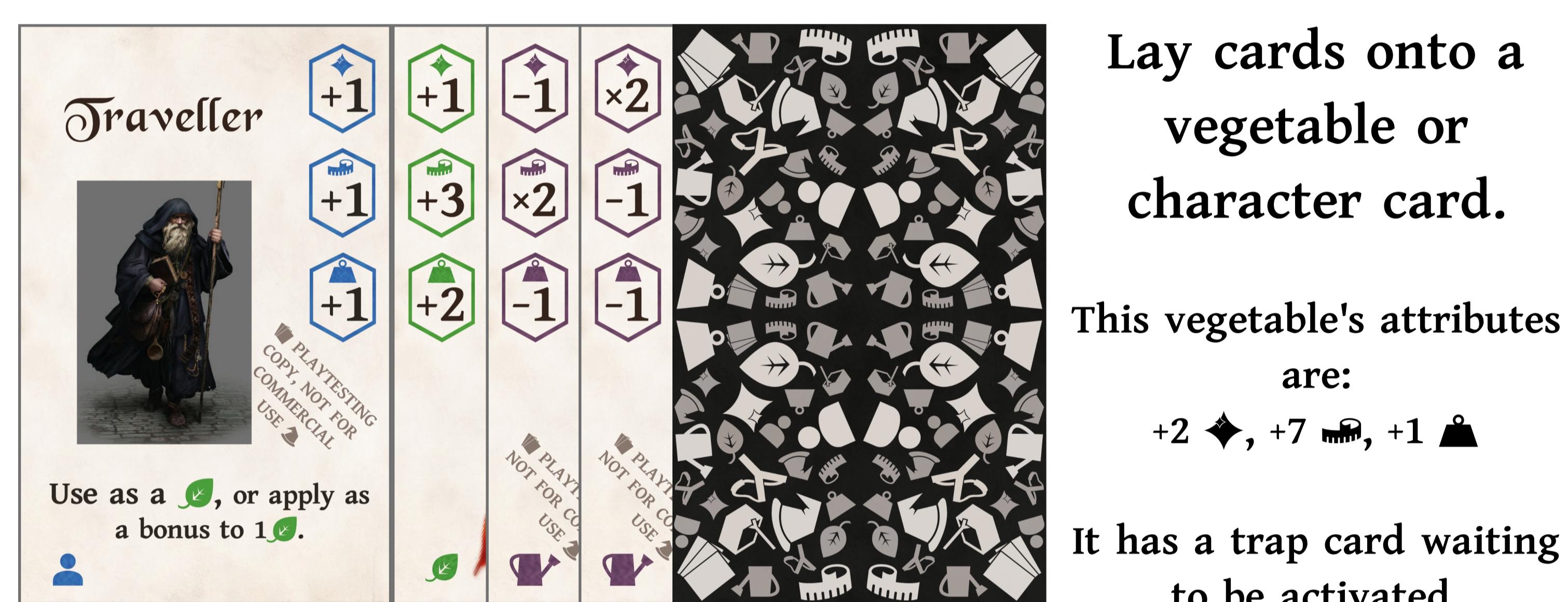
Setting Up

First, let's set the scene: shuffle the character (👤) cards and deal one to each player. Put an remaining cards to one side. Place Agatha's cards below the draw deck. Next take the pack and deal 7 cards to each player's hand from the draw deck.



A Turn

On a player's turn, they first play as many cards 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 one time.



Agatha

Agatha takes her turn every 4 rounds after the last player each round. Keep track of this by rotating Agatha's placeholder card 90 degrees on her turn every round. If she starts a turn in her original orientation, she takes an action. She starts the game upright, so takes a turn in the first round.

For her turn, one player draws a card, and places it on Agatha's character card. If she draws a vegetable, it is placed below her character card, and all future cards are added to it instead. If she draws a trap card or chaos card she cannot use (any cards which require targeting another player), it is discarded with no effect. If she draws an Agatha card, it has no effect, but is still counted towards ending the game.

Ending The Game

The game ends when 3 Agatha (♠) cards have been played (we suggest placing these perpendicularly in the discard pile to keep track.) Once the third card is played, its effect takes place and the game immediately ends. The winner is the player with the highest total below 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.

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 else's, including Agatha. They must be played onto a vegetable or character card.
- Trap (♣) cards offer some defence. These are placed face-down on the modifier chain. To activate the trap, a new card must be played to that vegetable. Players can choose to activate their own trap cards and face the effect.
- Chaos (♥) cards are used to gain the upper hand. Chaos and Trap cards are discarded once their effect has happened, along with the triggering card, unless otherwise stated. Chaos cards act like traps if placed facedown. Cards labelled "Reaction" are played outside your turn, directly after the card you wish to affect. This does not count against your next turn.
- Character (👤) cards can have 1 vegetable played onto them, giving that vegetable a slight bonus. OR character cards can be used as a vegetable themselves. Once a character card is providing a bonus it cannot be switched to another vegetable. ,
- Agatha (♠) cards have unique, powerful effects. The game ends once 3 have been played.

Scoring

Each vegetable has a base number of points in the attributes of (from the top) shine (♦), length (▨) and weight (▲). Playing cards to a vegetable will change these scores. Depending on your skill, there are 3 levels of difficulty you can choose when playing Don't Cross Agatha.

Easy:

Ignore all other attributes, only shine (♦) matters. Each players' total score comes from the sum of all their vegetables' shine scores.

Medium:

Pay attention to shine (♦) and length (▨). Vegetables are scored in whichever of these attributes Agatha has the highest score in (this will change over the course of the game). Once again, players' total scores are the sum of their vegetables' scores.

Hard:

All attributes are important: shine (♦), length (▨) and weight (▲). Scores are calculated the same way as for the medium difficulty.

Good luck to you! May you win horticultural victory.
Let us know your thoughts at our website: agatha.games