

















## Ingredients

Ingredients	Vermin	Scoring: points per copy in stew
Carrots 	Rabbit	2
Chicken 	Fox, Vagabond	5
Garlic 	Boar	6 for one garlic, 1 for two
Leeks 	Gopher	3
Potato 	Raccoon	The number of potatoes
Stone 	n/a	-3
Bella (!) 	Gnome	1
Mutant (!) 	n/a	The number of unique ingredients

<sup>(\*)</sup> Optional Ingredients









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Stew Player Aid - 2018-07-06-2 (Print double-sided, cut along the thin outer lines, and fold in half between the Vermin & Scoring columns)

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## 食物

对应动物 在锅中的得分

胡萝卜 	兔子	2
鸡 	狐狸, 流浪汉	5
大蒜 	野猪	锅中只有一个得6分, 有两个则一共得1分
葱 	地鼠	3
土豆 	浣熊	土豆的个数
石头 	无	-3

## 得分

**End of Round:** After **Stew** is called, each unfed vermin takes effect. Then if the stew is still 12 or more points, the player who called **Stew** receives 2 victory points. Otherwise, each other player receives 1 victory point.

**End of Game:** The first player to reach 5 victory points wins.

## Variants

Mix and match to reduce difficulty:

- If you call **Stew** on your turn, feed your card to an unfed vermin or add it to the pot before ending the round.
- Feed vermin face up (the stew is still cooked face down).

## Scoring

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# 炖菜

目标: 猜什么时候应该炖菜了!

## 每个回合行动

抽一张食物牌, 然后选择一项:

- 1) 正面朝下喂一个任意未被喂的动物 (包括流浪汉)
- 2) 正面朝下放入锅中
- 3) 如果你觉得炖菜好了, 喊出“炖菜!”

如果你不喊“炖菜!” 其他玩家可能会在你的回合结束时喊“炖菜!”

如果没有人喊“炖菜!” 下一个玩家进行他的回合。

## 得分

回合结束:

有人喊出“炖菜!” 后, 翻开锅中的食物, 未被喂的动物吃掉它对应的锅中的食物, 之后锅中食物分数仍有12分或更多, 则喊炖菜的玩家得到2分, 否则所有其他玩家得1分。

游戏结束:

第一个到达5分的玩家获得胜利

**End of Round:** After **Stew** is called, each unfed vermin takes effect. Then if the stew is still 12 or more points, the player who called **Stew** receives 2 victory points. Otherwise, each other player receives 1 victory point.

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## Variants

Mix and match to reduce difficulty

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- Feed vermin face up (the stew is still cooked face down).

# Stew

Goal: Guess When it's Done!

## On Your Turn

Draw an ingredient and choose one:

- 1) Feed it to an unfed vermin
- 2) Add it to the pot
- 3) Call **Stew** if you think stew's done

If you don't call **Stew**, another player may call **Stew** at the end of your turn.

If no one calls **Stew**, the next player takes their turn.

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