



Where's my CABBAGE? HALLOWEEN


Here are some game variants to vary your game of *Where's My Cabbage?*


These variations require the game box to be played. Print this PDF on both sides, or on two A4 sheets which you can glue back to back, then cut out the counters below.



Scarecrow:

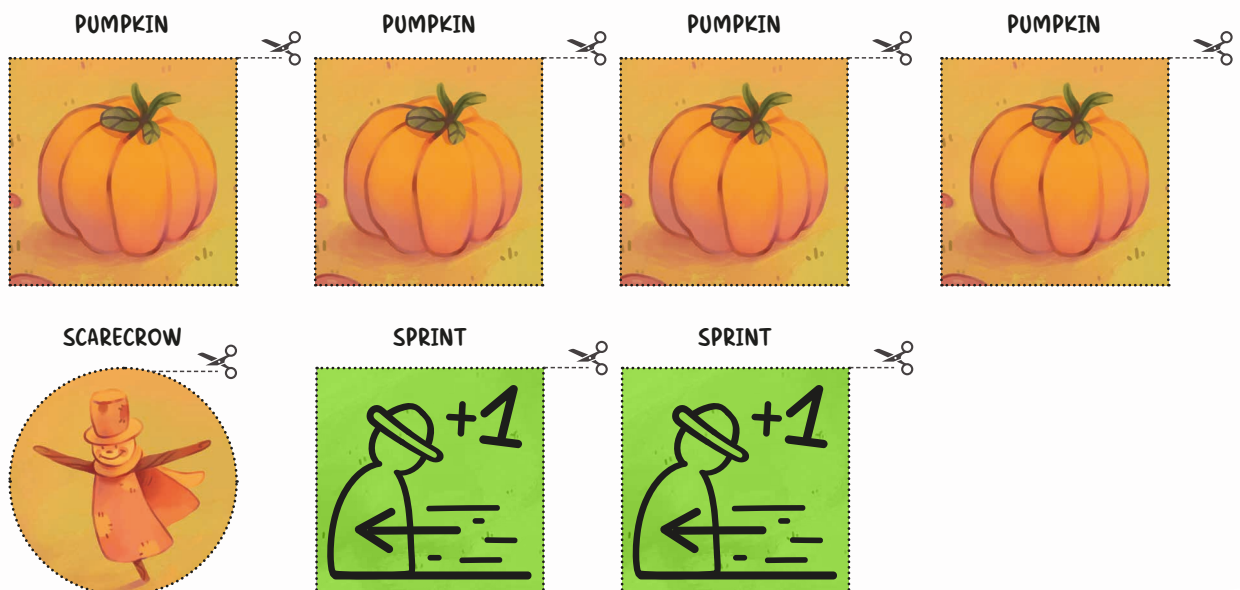
MATERIALS: One *Scarecrow* counter.

SET-UP: Replace a *Gardener* pawn with a *Scarecrow* pawn. The *Gardener* player(s) take turns playing one *Gardener* pawn and one *Scarecrow* pawn. At the start of the game, the *Scarecrow* pawn is placed on the  *Hut* tile.

MOVING THE SCARECROW: The gardening team freely moves the *Scarecrow* token to a  *Cabbage* tile or to a free space (without cabbage).

EFFECT OF THE SCARECROW: It blocks the movement of *Rabbit* tokens. *Rabbit* tokens cannot pass through a spot where the *Scarecrow* token is placed.

SPECIAL CASE: If the *Scarecrow* token is placed on a *Cabbage* tile where a *Rabbit* token is hidden, the *Rabbit's* turn is slightly modified. It leaves its hiding place as normal, but without devouring the *Cabbage*, which has been saved.



Game VARIATIONS



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Pumpkin:

MATERIALS:

- 4 *Pumpkin* tokens with values on the back: 0, 0, 2 and 3.
- 3 *Bush* tokens from the basic game used as *Pumpkin Foot* tokens.

SET-UP: Randomly place the three *Pumpkin Plant* (*Bush*) tokens on the board, then place 3 of the 4 *Pumpkin* tokens on top of the 3 *Pumpkin Plant* (*Bush*) tokens. On the first turn, Rabbits are not allowed to place themselves under a *Pumpkin* tile.

DURING THE GAME: A Rabbit can come and stand under a *Pumpkin* tile (i.e. under a *Bush* tile with a *Pumpkin* token on it) without consulting its value. If it is not discovered, it can devour the pumpkin the following night. The "Rabbit" player then reveals the value on the back of the token and places it in the *Compost*. The *Pumpkin* token counts as many cabbages in the compost as its value. For example, a token with a value of 3, once eaten, counts as 3 cabbages in the compost. The player leaves the *Pumpkin Plant* token in place, which can be used as a hiding place for a *Rabbit* token in a future turn, like a *Bush* in the basic game variant.

END OF GAME: The rabbits win as soon as there are the equivalent of 9 cabbages in the compost. For example, 7 cabbages and a *Pumpkin* token worth 2.

Sprint:

We recommend adding this variant to the *Pumpkin* and *Scarecrow* variants. It can also be played with the basic game to favor the gardener's side, for example with younger players.

MATERIALS: 2 *Sprint* tokens.

SET-UP: Give the 2 *Sprint* tokens to the gardening team. They can be used for either *Gardener* token.

EFFECT: Once during the game: a *Sprint* token moves the *Gardener* pawn an additional square. For example, the *Gardener* token can move 2 and look under a 🍷 *Cabbage* tile, or move 3. Flip the token over after use.

