

# Cabbage!

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## Components

7 cabbage cards (double-sided, with 4 cabbages – red and green – on each side) ■ 2 action cards ■ 2 farmer tokens (green and purple) ■ 12 dice (6 green and 6 purple)

## Game idea

Two farmers compete for the largest cabbage field. The player who after 6 turns has the largest number of connected cabbages in their color wins the game.

## Game setup

Give each player a **farmer token**, 6 dice in the same color and an **action card**. Shuffle the **cabbage cards**. Create a field by laying 6 cabbage cards in a grid of 2 rows and 3 columns. The last cabbage card will be the **spare card**.



Put the two **farmer tokens** on the field, one on the leftmost cabbage of the bottom row, the other in the rightmost cabbage of the top row.

Every player will now roll their six dice. This is the only time during the game you will be allowed to roll your dice. The values of the dice will remain unchanged for the duration of the game.


## Gameplay


You play the game in rounds. Each round, both players will select an unused die. The player with the highest die plays first. In case of a tie, the player who played last in the previous round begins. In the first round, the player who last ate cabbage wins a tie.


Now move your **farmer token**. Your die indicates how many steps. Your farmer moves in straight lines across the cabbages. You may choose to move the farmer in horizontal or vertical direction first. Move as many steps (cabbages) as you like, but never more than the number on the die.

Then move the **farmer token** the remaining steps in the perpendicular direction. This time, when the **farmer token** reaches one of the borders of the field, it will stop and any remaining steps are lost. Your **farmer token** may not end on the same card as your opponent's farmer.

Now place the die on an unused space on your **action card**. The die can no longer be used. The selected space indicates what action you must do with the card your farmer currently stands on.

 Rotate the card 180 degrees

 Flip the card over

 Swap the card with the spare card in any position

After this action, put your **farmer token** back on the card in the same grid position it stood before the action. Now it's the other player's turn.

## Scoring

When both players have played 6 turns, the final score will be determined. The score for each player is determined by looking at the largest number of **connected cabbages** of the player's color. Cabbages are connected when they are either horizontally or vertically next to each other. Diagonal connections don't count.

You win if you have the **most connected cabbages**. In case of a tie, look at the second largest number of connected cabbages for each player. If this still yields no winner, the player with lowest total number of dice points wins.

## Good to know

Each cabbage card has two sides. The circle in the middle of each card shows what the back side looks like.