

# DREADFUL MEADOWS

## TRICKS FOR TREATS

FOR ALL THOSE CONFECTIONERS WHO LIKE TO PLAY A TAD ON THE SALTY SIDE!

This expansion contains 3 modules that can be included in the main game of Dreadful Meadows. You can add one, or all three at one time, the choice is yours!

We recommend trying each module individually to see how they impact the game. Once you have a handle on the new rules, you can feel free to include any number of the modules together. All 3 modules do not support solo play.

Use your Sinister Seed Silo to dispense Patches, and store your Concoction Cards between the claws!

## COMPONENTS

### 18 CANDY CRITIC CARDS



### 1 SINISTER SEED SILO 4 TRICKS FOR TREATS PATCHES

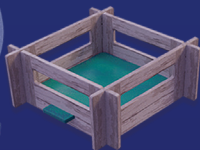


### 1 SLUG STANDEE



When new, this may have a clear removable film on both sides of the Acrylic.

### 1 PILFERING PATCH



For assembly instructions please visit:  
[www.arkusgames.com/assembleit](http://www.arkusgames.com/assembleit)

Component images above are not displayed at scale.

## TRICKS FOR TREATS

(Module 2)

### SETUP

When giving players their starting Patches, also give them a Tricks for Treats Patch. This must be placed adjacent to at least 1 of their other Patches. You do not place any Candy on your Tricks for Treats Patch at the beginning of the game.

### GAMEPLAY

Sugar Sprites and Harvesters do not generate Candy on Tricks for Treats Patches. However, Tricks for Treats Patches have a powerful Bonus when retrieving Sugar Sprites from them.

When retrieving Sugar Sprites from Tricks for Treats Patches, you may immediately take any 1 Candy from a Patch in an opponent's Meadow. The stolen Candy must be placed on your Tricks for Treats Patch. If there is no Candy to take from opponents' Patches, this Bonus has no effect.

### ADDITIONAL RULES

You cannot steal Candy from Tricks for Treats Patches. They are protected.

Candy on Tricks for Treats Patches may be spent or used for Concoction Cards like any other Candy. The value of this Candy is the same as if it were on its associated Patch type.

When purchasing Harvesters, adjacent Tricks for Treats patches count as \$0. You cannot place Harvesters on Tricks for Treats Patches.

When scoring Clusters, Tricks for Treats Patches are wild, just like Dreadful Tree Patches. See Page 15 of the Dreadful Meadows core game's Rulebook for a reminder on how to score Clusters.



## SLUG & HIS PILFERING PATCH

(Module 3)

### SETUP

Place Slug with his Pilfering Patch in reach of all players.

### GAMEPLAY

At the start of the game, Slug is available to all players.

On your turn you may place Slug onto a Patch in an opponent's Meadow as a free, bonus action.

Slug acts much like a Sugar Sprite when placed on a Patch. However, any Candy Slug would generate (including from adjacent Harvesters) is placed directly into Slug's Patch, rather than on the Patches in the opponent's Meadow. After placing Slug and generating Candy, place the Patch and its delicious Candy nearby your Meadow.

Slug stays where he is until the Meadow's owner performs a retrieve action. If Slug is in your Meadow, you may retrieve him like you would your own Sugar Sprites, gaining the retrieval Bonus of the Patch where Slug stood. As a free action on a future turn, you may place Slug into an opponent's Meadow, as described above.

### ADDITIONAL RULES

Candy in Slug's Patch may be spent or used for Concoction Cards like any other Candy. The value of this Candy is the same as if it were on its associated Patch type.

If there is Candy in the Patch when it passes from one player to another, that Candy remains in the Patch.

If you take an action to retrieve 1 or more Sugar Sprites while Slug is in your supply (not in your Meadow), you lose control of Slug and their Pilfering Patch. Slug immediately becomes available for any player to use on a future turn.



# CANDY CRITIC CARDS

(Module 1)

## SETUP

Shuffle the Candy Critic cards and place them within reach of all players.

## GAMEPLAY

Each time you complete a Concoction Card, you must draw a Candy Critic Card. After looking at the Candy Critic Card, give it to a chosen opponent. That opponent must tuck it under their Confectioner in such a way that only the YUK side is visible.

All Candy Critic Cards come with a mandatory negative effect. This is their YUK side. Much like Concoction Cards, players may move Candy to their Candy Critic Cards. This can be done all at once, or over a number of turns. This is a free action. Once there is \$15 or more worth of Candy on a Candy Critic Card, that Candy is returned to the Market, and the Candy Critic Card is moved so that the YUM side is revealed.

Once the YUM side has been activated, Candy Critic Cards provide an ongoing or end-game positive effect.

For more detailed guidance on the positive and negative effects, see the following page.



## YUK CARDS (NEGATIVE EFFECTS)

- 1 Do not generate Gummy Glob Candy when placing Sugar Sprites.
- 2 Do not generate Phantomallow Candy when placing Sugar Sprites.
- 3 Do not generate Treacle Teeth Candy when placing Sugar Sprites.
- 4 Do not generate Pumpkin Pop Candy when placing Sugar Sprites.
- 5 Cannot purchase Patches from the right-most space of the Market.
- 6 Cannot purchase Harvesters.
- 7 Harvester costs are increased by the value of the Patch they are placed on.
- 8 Each Patch costs \$2 extra to purchase.
- 9 Cannot move Candy Pieces from your Meadow to Concoction Cards.
- 10 Cannot place more than 1 Sugar Sprite in your Meadow.
- 11 Forfeit 1 Sprite Bonus when retrieving your Sugar Sprites.
- 12 You must pay \$2 to complete each Concoction Card.
- 13 Cannot purchase Gummy Glob Patches.
- 14 Cannot purchase Phantomallow Patches.
- 15 Cannot purchase Treacle Teeth Patches.
- 16 Cannot purchase Pumpkin Pop Patches.
- 17 Harvesters do not generate Candy.
- 18 Cannot use your Confectioner's ability.

## YUM CARDS (POSITIVE EFFECTS)

- 1 Gummy Glob Candy are worth an extra \$1.
- 2 Phantomallow Candy are worth an extra \$1.
- 3 Treacle Teeth Candy are worth an extra \$1.
- 4 Pumpkin Pop Candy are worth an extra \$1.
- 5 Patches in the right-most space are free when purchasing multiple Patches.
- 6 Ignore the cost of 1 Patch when purchasing Harvest.
- 7 Generate Candy Pieces on all Patches adjacent to Harvesters at the game's end.
- 8 Each Patch costs \$1 fewer to purchase.
- 9 May spend Candy from incomplete Concoction Cards for purchases.
- 10 Generate 1 Candy Piece on an empty Patch Tile after placing a Sugar Sprite.
- 11 Gain an extra unclaimed Sprite Bonus when retrieving 1 or more Sugar Sprite.
- 12 Concoction Cards require 1 fewer Candy to be completed.
- 13 Gain \$1 per Gummy Glob Patch at the game's end.
- 14 Gain \$2 per Phantomallow Patch at the game's end.
- 15 Gain \$3 per Treacle Teeth Patch at the game's end.
- 16 Gain \$4 per Pumpkin Pop Patch at the game's end.
- 17 Gain 1 VP per Harvester.
- 18 May use an opposing Confectioner's ability instead of your own.



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