

Where's my CABBAGE?

2-4 PLAYERS - 20 mn - 6+ YEARS

CONTENTS:

- 25 VEGETABLE GARDEN TILES
 - 1 GARDEN HOUSE TILE
 - 18 CABBAGE TILES
 - 3 BUSH TILES
 - 3 DOUBLE CABBAGE TILES
- 2 BUNNY TOKENS  
- 2 GARDENER PAWNS  
- 2 PAIRS OF GARDENER GLASSES  
- 1 RULE BOOKLET

ALLOCATION OF THE PLAYERS INTO TEAMS:

2-player game: One of the players roleplays the 2 bunnies, while the other player roleplays the 2 gardeners;

3-player game:

• One of the players roleplays the 2 bunnies, while the other two players roleplay 1 gardener each, **OR**

• One of them roleplays the 2 gardeners, while the other two players roleplay 1 bunny each;

4-player game: Each player roleplays 1 bunny **OR** 1 gardener.

BACKGROUND STORY

The garden is in disarray. Every night, clever little bunnies leave their hiding places to nibble on the cabbage while the gardeners are asleep.


When they awake, quick-witted gardeners follow the bunnies' footprints and find the little rascals huddled under the cabbages!



GOAL OF THE GAME



The **gardeners win** if they catch both Bunny tokens before they can eat 9 cabbages.


The **bunnies win** if one of them eats the ninth cabbage without getting caught.


SETUP

1 Players form two teams: bunnies and gardeners. .


2 The bunnies take their 2 Bunny tokens.  

3 Place the  Garden House tile in the center of the game board (boxed plastic tray), then, the 18  Cabbage tiles, Cabbage side up.



4 Place the 2 Gardener pawns on two **opposite** but **adjacent** spaces to the Garden House .

5 The gardeners take their glasses 



 The Gardeners' Track



Important: For the first few games, the 3  Double Cabbage tiles and 3  Bush tiles are stowed in the box (see Variants on page 3).



COCOW, YOUR SPACE MASCOT!

Hi, I'm Cocow! I'll be by your side as you read this booklet. I'm going to give you bits of advice and other instructions to help you get the most out of the game!



HOW TO PLAY


FIRST NIGHT:


The gardeners put their  glasses on to avoid seeing what the bunnies are up to.

The bunnies hide their 2 *Bunny* tokens under two cabbages on the board.



DAY PHASE:

The gardeners wake up and take off their  glasses. Then, they play in the order they wish.


They choose the first  Gardener pawn, which they either:


A: Move **TWO** spaces on the Gardeners' Track **WITHOUT** lifting any *Cabbage* tile,
OR


B: Move **ONE** space on the Gardeners' Track, then lift **ONE** of the *Cabbage* tiles adjacent to the space where they end the pawn's movement.

B1: If the gardener finds a *Bunny* token under this *Cabbage* tile, they catch it and remove it from the board because the bunny had no time to eat it! Then, they put the tile back, *Cabbage* side up.

B2: If there is no *Bunny* token under this tile, the gardener puts it back, *Cabbage* side up.

Repeat the steps above with the second  Gardener pawn.

Then, the  Eaten *Cabbage* tiles from the previous night are removed from the board and placed on the compost (on the back of this booklet).

The Day Phase is over; the gardeners put their  glasses on, and a new night begins.



When the gardeners have caught a *Bunny* token, the bunnies silently plan where to place the remaining *Bunny* token during the following night.




Cocow's tip: To lift a tile, press its edge with your finger!



NIGHT PHASES:

The two bunnies play in the order they wish.

Each bunny flips the *Cabbage* tile under which their token is to its  *Eaten Cabbage* side and retrieves their *Bunny* token.

Then, each bunny **must move their *Bunny* token in a straight line** in one of the directions indicated by the arrows on the tile they have just flipped and **hide their token under the first *Cabbage* tile on their path**.

Therefore, each bunny moves their token from the cabbage they just ate to the cabbage under which they want to hide **without stopping on the empty spaces, *Eaten Cabbage* tiles, or *Garden House* tile**. However, they cannot stop on or move through a *Cabbage* tile hiding a *Bunny* token.

Important: The *Bunny* tokens can never be hidden together under the same *Cabbage* tile.



Cocow's Alert: If a bunny cannot hide their token under any *Cabbage* tile, it is exposed, and the gardeners will catch it on the following day, even if the Gardener pawns are not adjacent to that token.







Game end

- The gardeners win if they catch the second *Bunny* token before there are 9 *Eaten Cabbage* tiles on the compost.
- The bunnies win when the ninth *Eaten Cabbage* is placed on the compost, and at least one *Bunny* token is still in play.



Variants

- If you are familiarized with the game, replace 6  *Cabbage* tiles with 3  *Bush* tiles and 3  *Double Cabbage* tiles during setup. The 18 tiles (12 *Cabbage* tiles, 3 *Bush* tiles, and 3 *Double Cabbage* tiles) are randomly placed on the board around the *Garden House*. The bunnies can hide their tokens under these tiles, and the gardeners can look under them. However, a *Bunny* cannot start the game by hiding their token under a  *Double Cabbage* tile.

These tiles have the following characteristics:



Bush: A bunny can hide their token under a *Bush* tile (and must stop there if one is on their path) but cannot eat it. The following night, they must move to another *Cabbage* tile (or *Bush*) while following the usual movement rules.



Double Cabbage: These tiles are like the *Cabbage* tiles, but when a bunny eats a *Double Cabbage* tile, they eat two cabbages at once! So the bunnies will have to eat fewer tiles to reach their goal of 9 *Eaten Cabbage*.




What matters is the total number of eaten cabbages, not the total number of tiles placed on the compost.
For example, the bunnies win if the gardeners have placed 5 *Eaten Cabbage* tiles and 2 *Eaten Double Cabbage* tiles on the compost.

- You can continue the game even if 9 eaten cabbages are on the compost! To do so, keep playing until both *Bunny* tokens are caught. To find out the bunnies' score, count the number of cabbages placed on the compost.

Then, you can reverse roles and compare scores.



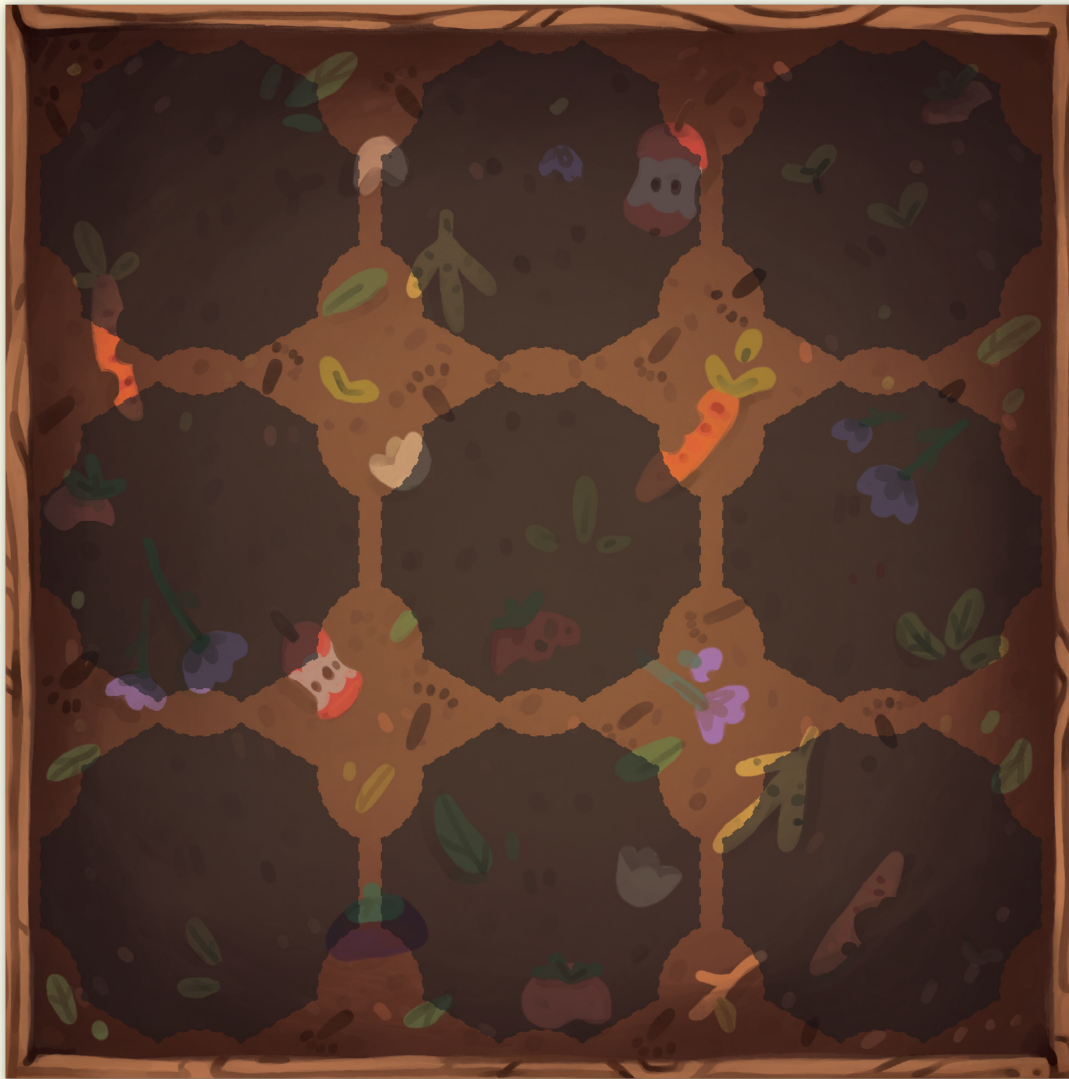
COMPOST

At the end of each Day Phase, the gardeners place the  *Eaten Cabbage* tile(s) on the compost below.

If they place the ninth cabbage, the compost is full, and the bunnies win the game.



When the Double Cabbage tiles are in play, the bunnies win the game when there are 9 eaten cabbages and not 9 tiles on the compost.



RULES REMINDER

NIGHT PHASE:

- The gardeners put their glasses on.
- Each on their turn, the bunnies:
 - Lift the tile under which their token is hidden and retrieve it;
 - Put the tile back, *Cabbage* side up;
 - Then move in a straight line until reaching the first cabbage on their path;
 - They hide their token under that cabbage.

Now, it is the other bunny's turn to repeat these steps.

DAY PHASE:

The gardeners wake up: they take off their glasses.

Each on their turn, the gardeners:

- Move TWO spaces on the Gardeners' Track WITHOUT lifting any *Cabbage* tile;

OR

- Move ONE space on the Gardeners' Track, then lift ONE of the *Cabbage* tiles adjacent to the space where they end the pawn's movement.

Then, the gardeners place the *Eaten Cabbage* tiles on the compost.

Game end:

The gardeners win as soon as they catch the second *Bunny* token.

The bunnies win when the gardeners place the ninth cabbage on the compost.

COCOW, THANKS YOU VERY MOO-MOO!

Moo-moo thanks to Marie and Wilfried Fort, and all the young Earthlings who tested the game!

Xavier Violeau, the designer, wishes to thank his daughter Maud, who inspired this game and was the first tester.

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