

EARNING BONUSES

- On your score sheet, you will see 3 vertical bonus lines. To earn a bonus, you must have filled in all 4 vegetable rows up to the bonus line.
- The first player to do this scores the higher bonus shown above the line. All players who do it after that score the lower bonus shown below it.



Example:

For the first bonus line, the first player to reach it scores 4 points. All players who reach it afterwards score 2 points.

SAVE YOUR POINTS, HARVEST YOUR VEGGIES

All the vegetables you carefully grew will rot in your Rot Zone. You will be left with very few points and may even score negative points! It is up to you to harvest your vegetables at the right time.

You harvest your vegetables in your Scoring Zone. You can score between 4 and 10 points per vegetable row here.

To harvest your vegetables, on your own turn you must roll the number of seeds shown by the last box you marked in that row. The last box marked in the row is what counts. Circle those points and write them in the score box at the end of the row. From now on, you may no longer mark boxes in that vegetable row. Your points are secured.

PUNTENZEONE

For 4, 5, or 6 points, you need 2 seeds.

For 8 or 10 points, you need 3 seeds.



If you harvested your vegetables using 3 seeds, you score 8 points for that vegetable row.

Note: Only your vegetables are frozen in this row.
Other players can still score points in the same row as usual.
Exception: If you rolled 3 Moles, you still cannot write anything down, as usual! Your opponents may, however, use your result.

ENTERED THE ROT ZONE...

You got too carried away with your vegetables, failed to harvest them in time, and ended up in the Rot Zone. Now harvest your rotten vegetables.



Circle the last box marked in the row and write the corresponding points in the score box.

THAT'S IT FOR THE GARDEN!

The game ends as soon as one player has harvested all their vegetables and scored them in the scoring area. There are 2 ways to calculate the final score. The more forgiving option is to count all points, whether the vegetables have been harvested or not. For a stricter game, count only the points each player has harvested. In both cases, add any points earned from completed bonus lines. The player with the most points wins!

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Looking for even more gaming fun?



RULES

MOESTUIN MAFFIA



IT'S EAT OR BE EATEN...

THE AIM OF THE GAME

Grow your vegetable garden into the most profitable one of all. Fill as many boxes on your score sheet as possible, because a full harvest means a big haul. But be careful: if you get too greedy, you risk losing everything. If you cross paths with the notorious Mole Mafia, your carefully built-up harvest can become worthless in an instant. Only players who tend to their garden wisely have a chance to seize power in **Veggie Mafia**.

COMPONENTS

- 6 dice
 - 1 score pad
- (You will also need some pens.)

SETUP

Each player takes their own plot of land (score sheet) and places it face up in front of them. Everyone takes a pen and gets the dice ready to see what the day will bring.

START PLAYING

On your turn:

- Roll all 6 dice.
- You may reroll up to 2 times.
- After each roll, choose:
 - Which dice to keep.
 - Which dice to reroll.

You may even reroll dice you had previously kept. After the third roll, your turn is over. You must make do with the harvest you have.

VEGETABLES

When you have finished rolling, choose one type of vegetable. For each die showing that vegetable, mark one box in the corresponding row.



IMPORTANT:

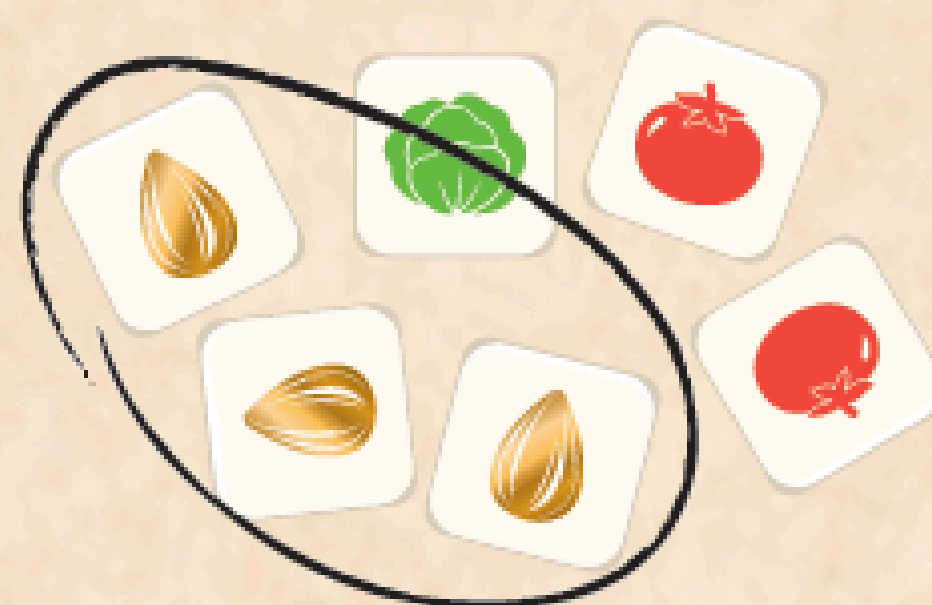
You must use all dice showing the vegetable you chose. You cannot leave any out. Waste is suspicious in this world.



SEEDS

If you roll seeds, you have power. Seeds can become any vegetable you want.

But be careful: you must choose either all the seeds or one type of vegetable. You cannot combine them.



Example:

- If you choose the 3 seeds, they could become 3 tomatoes (3 marks).
- You may not use any actual tomato dice in that turn.

MOLE MAFIA

The Mole Mafia sabotages everything. If you roll a Mole, set that die aside on the table. You cannot reroll it during your turn. But that is not all...



EFFECT ON EVERYONE

If you roll at least one Mole, your opponents must also mark boxes. First, you choose a vegetable (or seeds) and score as normal.

Then:

- ALL other players must choose from the dice results that remain.
- Multiple players may use the same result.
- They may not use the dice you chose.
- They may choose the same vegetable, as long as it is not the vegetable from your chosen roll.



SABOTAGED

Did you roll 3 or more Moles? You have been **SABOTAGED**.

- You score nothing.
- Your opponents benefit from your roll.
- Each opponent chooses a vegetable (or seeds) and marks boxes for that vegetable as if it were their own turn.