

	<h1>Carrots & Broccoli</h1>	 2 or 4
		 Fast
	Designed by Shane Tilton	Version 2.0



Image credit: Looney Labs

EQUIPMENT

- 4 Red, Yellow, Green, Blue, and Black Trios
- Pyramid Die
- Color Die
- Chessboard or Checkerboard
- Timer (optional)

OVERVIEW

Billy and Mandy want to set up a garden in their backyard. The problem is Billy wants a garden of carrots and Mandy wants a garden of broccoli. The only way a garden can grow is if all of the plants group together. Otherwise, the weather, animals, and other gardeners can destroy the garden. In this war over the backyard, there is no compromise, no surrender. You either win or become rabbit food.

GOAL

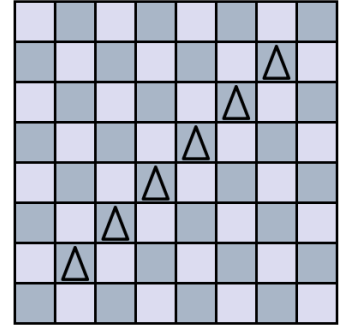
A player wins by getting all of their carrots or broccoli on their side of the board or by moving the wall so that the other players can not place their carrots or broccoli on their side of the board.

SETUP

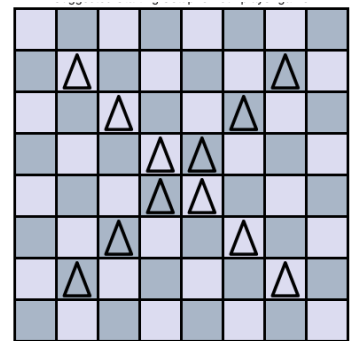
For a two player game, set up the a chessboard with one red trio and one yellow trio on one corner of the board just off the side of the board (they represent the carrots) & one green trio and one blue trio on the opposite corner of the board just off the side of the board (they represent the broccoli). Place the remaining red, yellow, green, and blue pyramids off the board at a neutral corner.



On the diagonal of the board in between the two players, form a line of random black pyramids. One pyramid per space. There should be an empty square at the corners of the board. These black pyramids represent the garden wall.



For a four player game, set up the chessboard with each color at a corner just off the board . Form an x of black pyramids in the middle of the board. One pyramid per space. There should be an empty square at the corners of the board. Each of the open spaces represents a part of the backyard.



Place two of the same color trios off each side of the board near the opening of each of the x sections, touching the edge. The remaining trios should be accessible to the other players off the side of the board.

WHO STARTS

The player who has spent the most time in a garden goes first. If it is a tie, rock-paper-scissors to see who goes first.

HOW TO PLAY

The first player rolls the Color and the Pyramid die. The player selects the pyramid based on the color and size rolled on the dice. If the dice roll shows two pieces, select one of the two pieces. If the dice roll shows the ✨, select any color. You may place that pyramid any square on the board that does not have a pyramid already. This represents planting the seed in the garden.

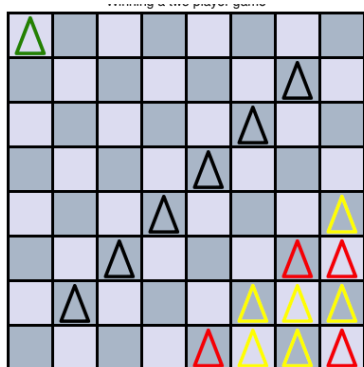
If you roll black, you may move one of the black pyramids from the wall that matches the pyramid from the other dice. The black pyramid can only be moved one orthogonal space and must be no more than two squares away from the other black pyramids.

If your roll matches a combination that is already on the board, you may move one of the pyramids one square orthogonally on the board. If there is already a pyramid on that square, a player can not move into that square.

If the pyramid was moved by the previous player, it can not be moved this turn.

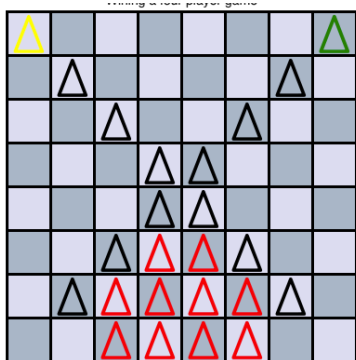
HOW TO WIN

The player wins a two-player game when they have ten of their carrots or broccoli in their corner of the chessboard. All of the pieces must be orthogonally touching with one of the piece in the corner of the board. In addition, all of the pieces must be on the same side of the wall. If a piece is on the wall line, it does not count as being on your side of the wall.



A player loses the game if the wall is moved so that they have four or fewer squares on their side of the wall.

The player wins a four-player game when they have ten of their carrots or broccoli in their side of the chessboard. All of the pieces must be orthogonally touching with one of the piece in the corner of the board. In addition, all of the pieces must be on the same side of the wall. If a piece is on the wall line, it does not count as being on your side of the wall.



A player is eliminated from the game if the wall is moved so that they have four or fewer squares on their side of the wall. Their pieces remain on the board.

ERRATA

- For a shorter game, you can create a triangle of six to win the game.



- If you are using a timer and there is no winner at the end of the twenty minutes, the player that has the most pyramids of their color in their walled off area. If there is a tie, the player who has the most pips (the dots on the bottom of the pyramids) on their walled off area wins.
- If you are playing with kids, you may chose to let them move a piece one square in any direction, as opposed to orthogonally.

FAQ

- Is the initial set-up of the wall random with regard to size? Yes
- When moving a wall piece, does it just move one space from where it is, or anywhere on the board so long as it is within two squares of the other black pieces? Move one space from where it is
- Does two squares include diagonal movement, or only orthogonal? Only orthogonal
- When the wall moves, do we assume that the wall is basically a line going through all the black points? This is correct
- If that's the case, then is it true that part of the strategy involves moving the wall in order to limit the size of your opponents' garden and/or switch the side of the wall that your pieces are on? That is one aspect of the strategy.

SPECIAL THANKS TO

- The Uher Family Reunion, the Plummer Family Reunion, and the various players at GenCon 2012 for playtesting this game.
- Andy Looney, Kristen Looney, Laurie Menke, & Leila Zucker for being on the committee to approve this game for the Arcade.
- Dani Rotach for proofreading the rules.
- Jeff Wolfe for proposing the wall victory condition.
- Brandy Tilton

REVISION HISTORY

- (September 28, 2020): Added additional wall victory condition and revised rule sheet with the graphics from icehousegames.org
- (March 5, 2020): New icehousegames.org version of the rules.
- (May 3, 2016): Created new rule sheet from Pyramid Arcade.
- (August 17, 2012): Added optional timer rule after play-testing at GenCon
- (July 13, 2012): Added errata after play-testing at Uher family reunion.
- (July 2, 2012): Adjusted wall movements after play-testing at Plummer family reunion.
- (November 20, 2011): First complete rules of the game were written.
- (April 16, 2011): Added the template to the original icehousegames.org