

MR. CABBAGEHEAD IS AWAY AND NEDDANCE SAVES THE DAY

A Solitaire Postcard Game by Todd Sanders

Mr. Cabbagehead is away on one of his holidays. Neddance has stayed behind to protect Mr. C's garden from his annoying neighbours and to make sure they do not leave with any vegetables. But alas, for each neighbour she sends on their way, the others become even more determined to snatch a vegetable. Neddance is perfectly polite with all the neighbours but even she has a limit to her patience and only so many excuses she can divert them with.

Components and Setup:

- A game board showing the paths through Mr. Cabbagehead's Garden and Neddance's Patience track.
- Cut out the 8 Neighbour tiles and 2 Neddance tiles (one representing the player in the garden, and one to track Patience).

You will need to provide:

- 2 six sided dice (used to determine Neighbour movement and Pestering).
- A deck of regular playing cards divided into 2 separate, smaller decks as follows:

1. **Neddance's Composure and Movement Deck (10 cards):** All 4 Aces (which count as 1), 2 Twos, 2 Threes, and 2 Fours. Take this deck in hand.

2. **Excuses Deck:** All 4 Kings, placed face up next to the game board.

Roll a six sided die once for each of the 8 Neighbours. Place the Neighbour tiles on the green square spaces next to their corresponding die value. Two Neighbours may share the same space. Place one Neddance tile on the ☀ sun space at the left of the game board. Place the second Neddance tile on the "20" space on Neddance's Patience Track.

To Win: Neddance must send each of the 8 Neighbours on their way to bother someone else before the remaining Neighbours reduce her Patience to 0 (which will cause her to lose her temper and the game).

To Play: The game is played in a series of rounds. Each round of the game consists of three phases:

Phase 1: Neighbours Move Through The Garden - Roll one die. The number rolled equals the total number of movements the Neighbours will make towards Neddance.

The Neighbours will move one at a time, in order of proximity to Neddance, starting with the closest one, followed by the second closest one, and so on. In case of a tie for proximity, the player chooses which one to move first. Each Neighbour moves one space per movement.

If the number of movements is higher than the number of Neighbours in the garden, then the Neighbours move again, once more starting from the closest one, until the number of movements made is equal to the die roll.

Neighbours will stop moving if they land on the same space as Neddance.

Phase 2: Neighbours Now Pester Neddance, While She Tries To Maintain Her Composure - For each Neighbour on the same space as Neddance, these steps are followed:

1. A Neighbour's total Pestering is determined by rolling one die, plus one more die for each Neighbour that has already been sent away. For example, if Neddance has already sent away 3 Neighbours, the next Neighbour will pester her with 4 dice.
2. Neddance's Composure is now determined by playing cards, one by one, and adding up their value.

Neddance does not have to play any cards, but must stop if their total value exceeds the Neighbour's Pestering.

3. The encounter is then resolved and the played cards discarded:

- If Neddance's Composure exceeds the Neighbour's total Pestering, the Neighbour is removed from the game. If this is the 1st, 3rd, 5th or 7th Neighbour to be sent away, take the appropriate Excuse card in hand (see Excuses).
- If Neddance's Composure does not exceed the Neighbour's tiresome Pestering, then the difference between her Composure and the Pestering is how much Patience she will lose. The Patience tile is moved back along the track that many spaces. Should it ever reach the "0" space, Neddance gives up and the game is lost.

Phase 3: Neddance Is On The Move, Looking For Neighbours To Send Away - If there are now 0-2 cards in Neddance's hand, all discarded cards are taken back in hand.

Neddance must play 1-3 cards to move a number of spaces up to their total value. Should she encounter one or more Neighbours in a space, she may stop and deal with the pestering Neighbours in the same way as described in Phase 2.

End of the Round: If there are still Neighbours in the garden, Neddance's Patience is decreased by one, and the track is adjusted accordingly. A new round then begins.

Excuses: When certain Neighbours are sent away, Neddance gains confidence and can make more excuses in order to send the rest of the Neighbours away.

When an Excuse card is gained, it is taken in hand. When played, its effect is resolved and the card is discarded.

1st Neighbour sent away

K♦ = LOOKS LIKE RAIN

At any time before a Neighbour's Pestering begins: Neddance may move from any ♦ red diamond space to any other ♦ red diamond space.

3rd Neighbour sent away

K♠ = IT IS TIME FOR MY NAP

After a Neighbour rolls for Pestering: Reroll all "6" results until no "6" results remain.

5th Neighbour sent away

K♣ = WILL YOU POST THIS LETTER FOR ME

Before Phase 1: The Neighbours' die roll for movement is halved (rounded up).

7th Neighbour sent away

K♥ = I THINK THE MAYOR OF ONION TOWN WANTED TO SEE YOU

After a Neighbour rolls for Pestering: Neddance's Composure is increased by 5.

Variant: For a different, more challenging game, the Patience tile may also start at a lower number:

15 : Hard

10 : Expert

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