Bite the Pumpkin!

A tenacious farmer versus a herd of pigs greedy for pumpkins.

Asymmetrical smart filler

2 players **15'**

Components

8x8 board, 6 Trees, 5 Pigs, 20 Pumpkins

Goal

The **Farmer** player wins if he manages to plant all of his Pumpkins.

The **Herd of Pigs** player wins if he eats so many Pumpkins that only 2 or less are still on the board.
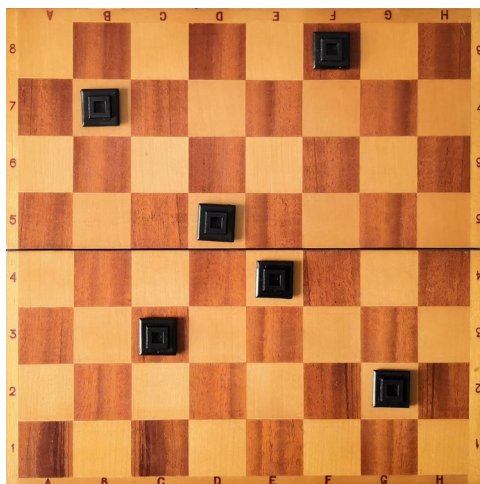
Setup

This rule always applies: **Each cell can contain only one piece** (Tree, Pig or Pumpkin).

Start putting the (irremovable) **Trees** on the board, as shown below.
Give the **Pigs** to the Herd player and the **Pumpkins** to the Farmer player.

Starting from the Herd, the players take turns placing 1 of their pieces on an empty cell of their choice, until they have placed 5 pieces each. The Herd player must always place his Pig in a cell not adjacent (even diagonally) to a Pumpkin, if possible.

Setting up Trees
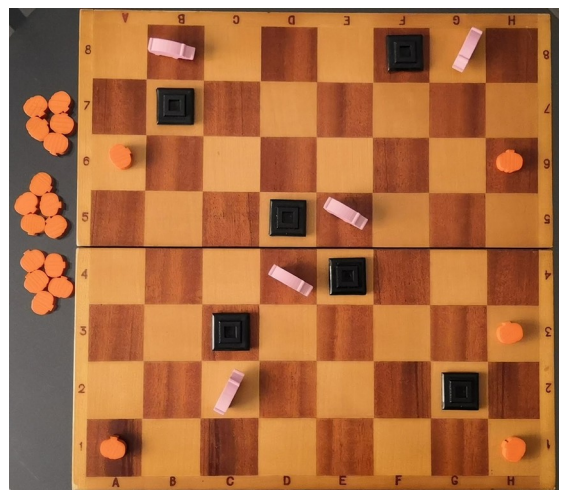
End of Setup (example)

Playing the game

The players take turns, starting from the Herd playerm until a winning condition is met.

Herd Turn

1. **BITE**: every Pig adjacent to a Pumpkin, even diagonally, <u>must</u> eat it.
   The Pigs eat standing still on their cell.
   The eaten Pumpkins are removed from the game.
   If there's more than one Pumpkin near one Pig, choose just one Pumpkin eated.
   If there's more than one Pig near one Pumpkin, choose just one Pig eating.
   The Herd player chooses which Pig eats first.
   Lie down the eating Pigs: they can't run in this turn!

2. **COUNT:** count the Pumpkins still on the board: if they are 2 or less, the Herd wins!

3. **RUN**: choose a direction (north, south, west or east). All the standing Pigs (the one that have not eaten) <u>must</u> run in that direction, cell after cell until they are blocked by a Tree, a Pumpkin, a lying down Pig or the edge of the board.

4. **DIGEST**: put the lying down Pigs back on their feet.

Farmer Turn

The Farmer <u>must</u> plant a new Pumpkin in an empty cell of his choice, then his turn is over.
Whenever the Farmer has no more Pumpkins to plant, he wins!
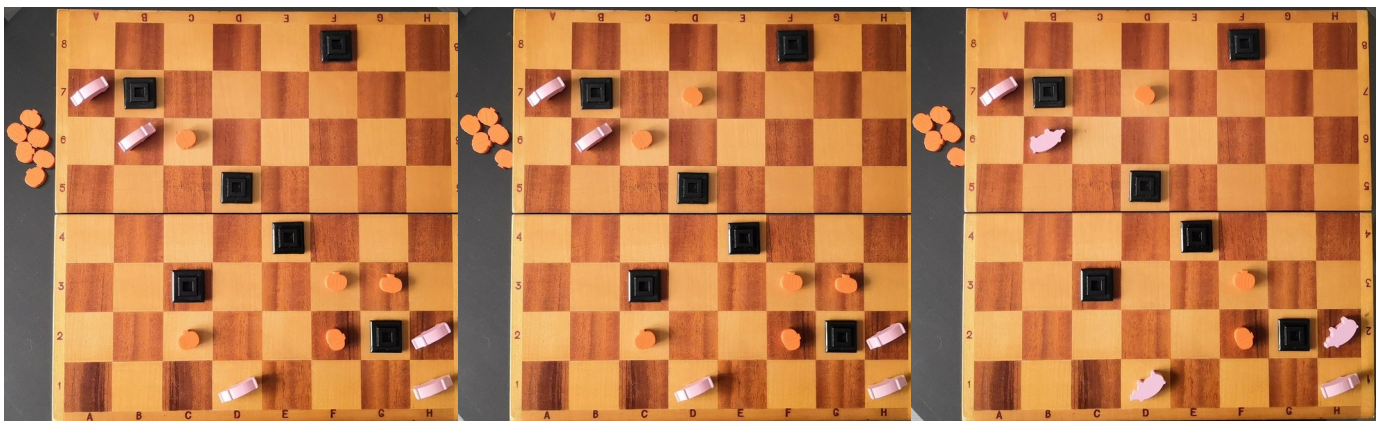
Example

The following pictures show in detail four turns of a sample game (starting mid-game).
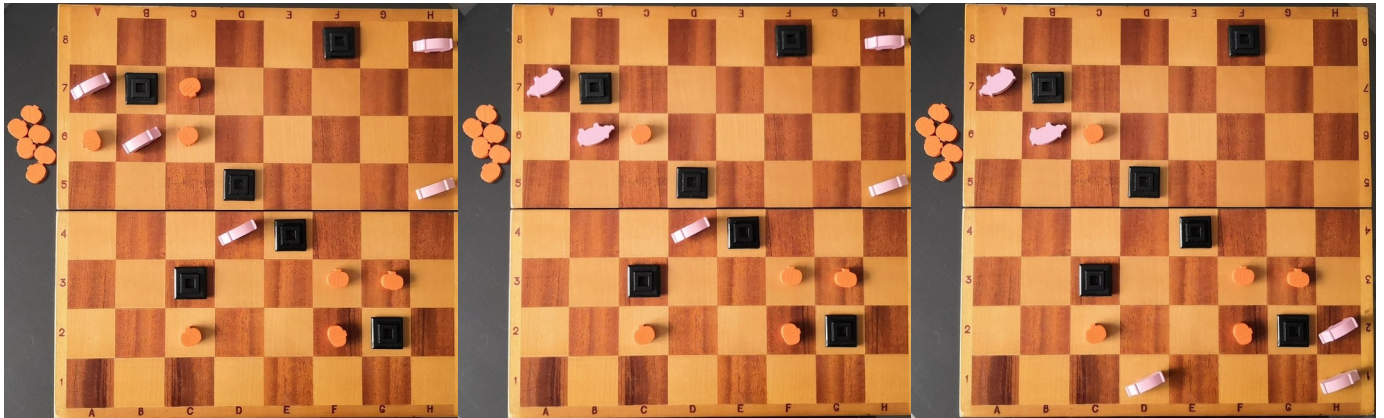
Turn 19 starts
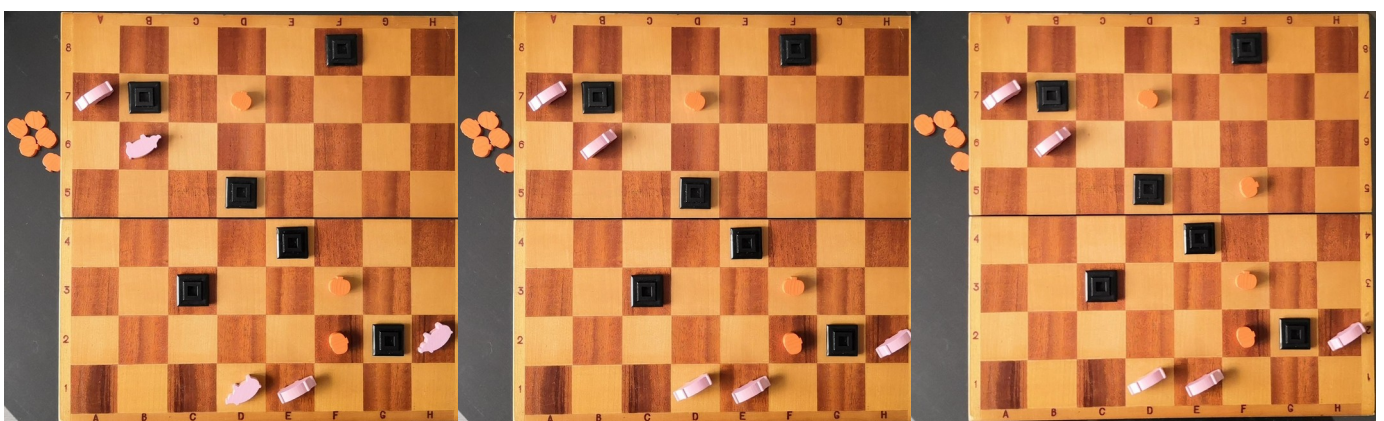

Turn 19: Herd Bites

Turn 19: Herd Runs South

Turn 19: Herd Digests

Turn 20: Farmer Plants


Turn 21: Herd Bites

Turn 21: Herd Runs Left

Turn 21: Herd Digests

Turn 22: Farmer Plants

Variant: Alternative Tree Setup

Alternative Tree positions lead to a different gaming experience. Try the one on the right!

You may even create your **custom Tree Setup**.
Hint: since the Pigs can't stop in the middle of big empty zones, consider how your Trees placement will affect the Pig's movements.
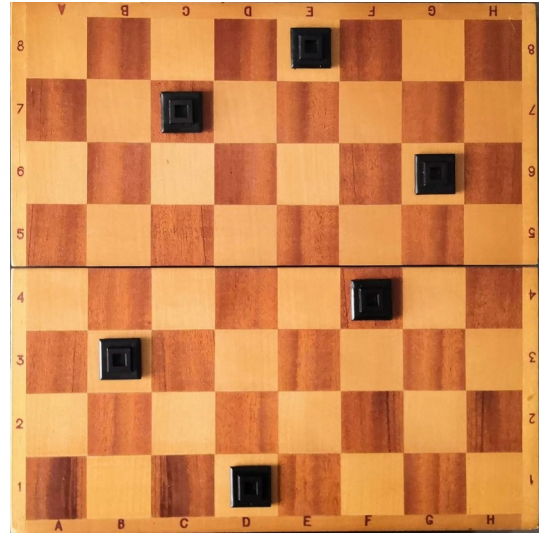
Alternative Tree Setup

Variant: Novice players help

A novice Farmer may be given one or two **extra turns** (placing Pumpkins) at the end of Setup.

Variant: Three players game

The third player is the **Broccoli Farmer**! Only 18 Pumpkins (and 18 Broccoli) are used.

The players take turns in this order:
  (a) Herd, (b) Pumpkin Farmer, (c) Broccoli Farmer.

The following rules apply:
  • Pumpkins and Broccoli <u>cannot</u> be placed in horizontally or vertically adjacent positions.
  • During Setup, Pigs should not be placed near any vegetables, if possible.
  • A Pig is able to bite a Pumpkin <u>and</u> a Broccoli simultaneously.
  • When a Farmer has 2 or less of its vegetables on the board, he loses. His vegetables remain on the board and can still be eaten by the Herd.
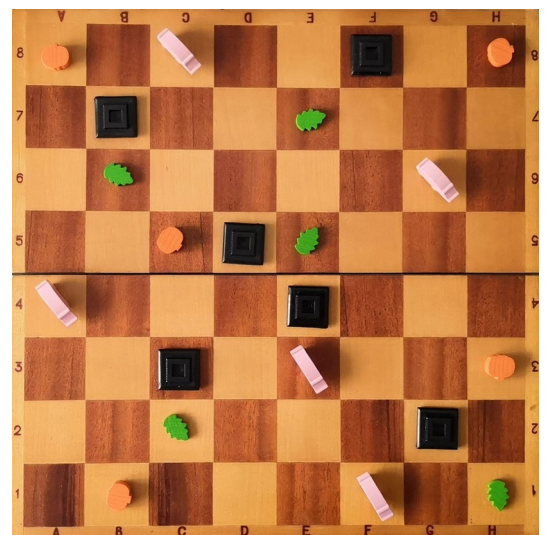
Three players end of Setup (example)

Goals:
  • The Herd wins if he manages to beat both the Farmers.
  • If a Farmer lose, the other one can still win.
  • If both the Farmers manage to plant their last vegetable, the Broccoli Farmer wins.

A game by Giuliano Polverari

P.s. To help me balance the asymmetry of the game I developed a simulator, playing thousand matches against itself. A limited version of it is here:
http://www.whiletrue.it/azzanna-la-zucca/
You control the Herd player, choosing where to run each turn; Pumpkins are eated automatically.