



















**Remember!** You may not buy an item that you just used... see the rulebook for details.

			
3	3	4	4

This is the price card to remind you of what things cost.

You can use toothpicks or stir sticks for spoons, coins for crackers, meeples for Pans, and beans for beans. For the game you will need 4 Spoons, 6 Crackers, 2 Pans, and 30 Beans.

Dice labels; cut out the six labels and glue or scotch-tape them to regular 16mm dice. Make sure the grouped six labels go on one die so that each die is correct.

## CROP ROTATION!

Perform a Swap of two of your own fighters, or two enemy fighters.

Return to the pantry after use!

6

## BEAN BOOST!

Whenever one of your Attacks hits, gain 2 Beans.

Keep this in front of you!

5

## RE-GROW!

Take back one of your knocked-out fighters. Put it anywhere you want on your side, but don't leave a gap.

Discard from the game after use!

10

## MEAT SHIELD!

Play on your turn; put two beans from the supply in one fighter's hands... these beans work exactly like crackers. (Your fighter can not carry anything else in the same hand as a bean.)

Discard from the game after use!

9

## THE WURST!

Play on your turn; Choose one enemy and return all items on it to the pantry.

Return to the pantry after use!

7

## SIZZLE!

Play after your turn; take a second turn right away.

Return to the pantry after use!

7