

Panel 1

PIE RATS



THE CURSE OF THE FARMER'S WIFE

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THE WILD EAST Game Company

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Panel 2

The Curse of the Farmer's Wife

Expansion #1 for the game
Pie Rats of the Carob Bean Farm

It was only a matter of time before the farmer's wife figured out what was happening to her delicious pies. Now she's out for revenge. She has started poisoning the pies. But which pies? Will it be too late by the time you find out? To win the game, you'll have to take the risk!

Because Curse of the Farmer's Wife is an expansion you must have Pie Rats of the Carob Bean Farm in order to use this deck.

POISON CARDS

The Set Up:

The set up for the game stays the same with the exception of the Poison cards. Shuffle the Pie cards and deal 10 to the side to be used in play. Put the rest of the Pie cards away. They will not be used during the game. Shuffle the Poison cards and deal 10 to the side to be used in play. Put the rest of the Poison cards away. They will not be used during the game.

Place the Poison cards next to the Pie cards. On Phase 1 place a Poison card (face down) on the table then place the Pie card (face up) on top of the Poison card. When a Pie is looted, then the Poison card is revealed.

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During Phase 1:

On phase 1 of a turn take the top Poison card and, moving it into play, leave it face down. The next card should be the Pie card. Take the Pie card and turn it face up and place it on the Poison card.

During Phase 6: (if a player is looting pie)

- 1) Select the Crew Members used to loot the Pie.
- 2) Loot the Pie. Put the Crew Members used to loot the Pie into the discard pile.
- 3) Turn over the Poison card associated with the Pie (the card under the Pie that was just looted).
- 4) If the Poison card is not poison simply put the card aside and remove it from the game.
- 5) If the Poison card is poison then the effects take place on any remaining Crew Members.
 - a) If there are no Crew Members left then the Poison card should stay next to the Captain card until it has been fully resolved. Removing a Crew Member from the game happens at the end of Phase 3 during the next turn in which the Captain has table Crew Members.
 - b) If the Captain is required to lose a turn they may not participate in any of the 6 phases of the next turn, or play any cards at all - such as Carob Bean. During the turn they have to sit out, their Crew Members may be lured away. Any other legal actions that a Captain can make against another Captain's Crew Members, such as Carob Beans, can also be played against the Captain that has lost their turn.

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CREW CARDS

The Three Bind Mice

While not so strong, they are fiercely loyal. They also have the bonus ability that if any single Captain has all three Bind Mice in the crew at the same time they can choose to, at any time, use them to loot a Pie. The Pie is taken, the mice are placed in the discard pile, and the Poison card is resolved. Then the game continues right where it left off before the mice looted the pie.

Nurse

While she cannot help loot a Pie she is pretty handy when it comes to healing the effects of poison. If the Captain looting a Pie reveals a Poison card that is actually poison the Nurse can be used to cancel the effects of that card. To use the Nurse simply remove the Poison card from game play and place the Nurse in the discard pile.

CHARISMA CARDS

Buccaneer

The Captain has stolen some corn and sold it for a buck an ear. Roll the dice when you use this card - not when you table the card. You may add that many charisma points to your Captain for this turn only. Because the Buccaneer is a Charisma card it must be tabled during Phase 2 in order to use it. It is not considered activated

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until the Captain chooses to use it and rolls the dice. Once the dice has been rolled the card must be discarded after phase 6 of the current turn if it has not been used.

Mini Pie Rat Me

Mini Pie Rat Me is a Charisma card with a couple of options. The card can be used as Charisma to help lure other Crew Members or as Strength to help loot a Pie. This card is discarded once used.

ACTION / ITEM CARDS

Whipped Cream

This is another card that has a couple of options on how to use it. Because it is an Action/Item card it must be used the turn it is tabled. It cannot be kept over multiple turns like a Charisma card. Whipped Cream can be used as 2 extra Charisma points towards luring a Crew Member or it can be placed on a Pie that is being actively being looted for an extra point. If it is used as Charisma simply discard the card once used. If it is used as a point simply place the Whipped Cream on the Pie that is being looted and keep it in the stack of that Captain's Pies. It can not be placed on a previously looted pie.

Secret Compartment Ring

May be used at any time. It can be used to either add 8 strength to the Captain or protect all their Crew Members.

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Protection includes being lured away, spells, poisons, kidnaping or any other action that is harmful to a Crew Member.

Effects of the ring last 1 turn only. Discard after Phase 6 of the current turn.

Bag of Jelly Beans

May be used at any time* on any single Captain. Roll the dice. You may feed that many crew members jelly beans who upon receiving them run away in delight to eat them. The Captain playing the card is the one who picks the Crew Members receiving the Jelly Beans. Once used the Bag of Jelly Beans and the chosen Crew Members are placed in the discard pile.

*Cannot be played once a player has called looting a pie.

Reaper Pepper

This card must be used immediately. This is not a card that is played on another player's Crew Members. It affects a Crew Member of the person drawing the card.

The strongest Rat in your crew is not necessarily the smartest rat. He just mistook a Carolina Reaper Pepper for a Carob Bean. Remove that Crew Member and this card from the game. If you do not have any Crew Members then simply place this card in the discard pile immediately - but do not draw a replacement card.

Back

Rat's Nest

Must be played during Phase 3. Draw cards from the draw pile (face up so others can see) until you draw a Crew Member and immediately add it to your crew. You may keep, use or discard any of the other cards you drew.

Cat

The cat is loose, and the rats are on the run. May be played at any time on any Captain who must return 3 Crew Members to his hand. Discard this card after use.

GENERAL NOTES

Once activated, some of these cards may cause a player to have more than 3 cards in their hands at the end of Phase 6. There is no penalty for this; you do not need to discard down to 3 cards. However, you do not draw any new cards until your hand is below 3 cards at the end of a phase 6.

Card Priority

Action/Item cards take precedent in the order they were played or tabled. Ex: Captain 1 plays the Cat on Captain 2. Captain 2 plays the Secret Compartment Ring for protection. The effects of the Cat happen first - so Captain 2 has to pick up 3 of their cards and place them back in their hand, then the ring can protect the remaining Crew Members for Captain 2. If Captain 2 had the Secret Compartment Ring and wanted the full protection from it they needed to have played it earlier in the round.

Cover with bleeds

