

# Veggie Quest

The Game of Values and Fun for Everyone!

**PLAYERS:** 2-4, ages 4 & up.

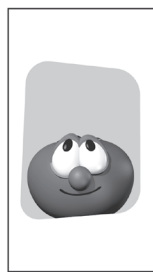
**CONTENTS:** Game board, 68 Veggie Quest Cards: 48 Character Cards, 20 Value Cards, 8 Character Pawns (carefully punch them out), 4 Stands. NOTE: There are extra character pawns for a larger selection but only one pawn per player is used during the game.

**OBJECTIVE:** Be the first player to land on the FINISH space at the end of the Veggie Quest path AND recite the Value Cards you have collected.

**SETTING UP:** Lay the game board in the center of the playing area. Shuffle all the Veggie Quest Cards and place the entire stack facedown in reach of all players. Players then select their favorite Character Pawn and insert into a stand to represent them in the game. When all pawns are assembled place them on Bob the Tomato at the beginning of the path to start the game. Below is a reference for the game components:



Character Pawn  
& Stand



Character Card



Value Card



**HOW TO PLAY:** The youngest player goes first. Turns then pass to the left for the rest of the game. On a player's turn they draw a card from the stack and move their pawn forward to the closest FACE space that matches the card. If a Value Card is drawn then the player must move to the closest VALUES space either in front or behind them. Moving a few spaces back isn't too bad considering the values you learn will be with you long after the game is played. After a player has moved their pawn they return the card facedown to the bottom of the stack. When a Value Card is drawn the player instead keeps the card and recites their collected values when they reach the FINISH space to win the game!

**WINNING THE GAME:** A player wins the game when they are the first to reach the FINISH space and successfully recites their collected Value Card(s) to the group!

**SPECIAL RULE FOR YOUNGER PLAYERS:** Value Cards during normal play require players to move to the closest VALUES Space either in front or behind them. For simpler game play, move only forward to the closest VALUES Space when a Value Card is drawn.

**MATCH & MEMORY GAME:** For quick fun, 2 players can use the Character Cards in a game of matching. Simply remove two of each Character Cards (12 total) and place them in four rows of three facedown in the center of the playing area. Youngest player goes first and flips over 2 cards trying to make a match. If a match is made then the pair is collected and their turn is over. If no match is made, then both cards are flipped facedown and their turn is over. When all cards have been matched the player with the most matches WINS! If there is a tie, then both players WIN!

Older players can use more Character Cards and even include Value Cards, that have no match, to make things more challenging.

