

The Vegetarian Pact

A hidden-monster party game for coworking communities

4–8 PLAYERS · 20–30 MINUTES · AGES 14+ · PRINT AND PLAY

It's the grand-opening potluck at The Kindred Keep, and every guest has signed the Vegetarian Pact: no eating colleagues. Somebody at your table broke it. Make friends, gather clues and expose the Monsters before they outnumber you.

What to print

Pages 4–12: the cards (9 per page). Pages 13–15: card backs, printed on the reverse of pages 5, 6–11 and 12 (flip on the long edge). Page 16: tokens. Print at 100% (actual size) on 250–300 gsm card, or on plain paper in opaque card sleeves. Cut along the grey guides. One set runs one table of up to 8; print a set per table for bigger events.

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Free to print and share. Characters © Spacebring, from the coworking fairy tales by Helga Moreno · spacebring.com/library

How to play

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Everyone at the Keep's potluck signed the Vegetarian Pact: no eating colleagues. One or two of you broke it. Residents (and the Shield Witch) win when every Monster is a Ghost. Monsters win when they equal or outnumber everyone else still alive.

Setup (3 minutes)

1. Who's who, secretly. Shuffle the Nature cards you need and deal one face down to each player. Peek at yours. Don't show anyone.

- 4–5 players: 1 Monster, 1 Shield Witch, the rest Residents
- 6–8 players: 2 Monsters, 1 Shield Witch, the rest Residents

The reference card isn't a role. Keep it out of the shuffle and put it in the middle of the table.

2. Say hello. Deal one Character card face up to each player. Going around the table, read your icebreaker aloud and answer it in 20 seconds. Congratulations, you're all suspects now.

3. Deal in. Shuffle the Midnight Deck and deal 4 cards to each player. Put the Fang, both Shields and the Accusation and Bond tokens in the middle. Whoever ate candy most recently is the First Player.

One night, four steps

1. Midnight. Everyone closes their eyes and drums on the table (it hides the sneaky noises). The First Player counts slowly to 20, out loud.

- 1 to 10: Monsters open their eyes, silently agree on a victim and slide the Fang under that player's Character card. Eyes shut again.
- 11 to 20: the Shield Witch opens her eyes and slides a Shield under another player's Character card, without lifting it. She can't shield herself. Eyes shut.
- On 20: everyone opens their eyes. Nobody looks under any card until Dawn.

The first night is gentle. Monsters only open their eyes to see who the other Monster is. Nobody places the Fang or a Shield. From the second night on, play Midnight as above.

2. Day. Starting with the First Player and going clockwise, everyone plays one card face up and does what it says. Nothing useful in your hand? Discard one. Protection cards stay in front of the player they protect until Dawn. Ghosts play a Ghost card instead.

3. Dawn. Everyone lifts their Character card. Fang underneath? You're bitten, unless:

- a Shield is under your card too
- a Protection card is in front of you
- your Bond partner discards a card to save you
- someone plays Pinger

Example: the Fang is under Mortimer's card, but Charlotte played Hush Moss Booth on him during the Day. Mortimer lives to see another potluck.

If you're bitten, flip your Nature card: you're a Ghost now. The Fang and Shields go back to the middle, and used Protection cards go to the discards (Three Glowing Bones only leaves once it has saved someone).

4. Refill. Everyone still alive draws back up to 4 cards. Pass the First Player token to the left. Deck empty? Shuffle the discards.

Accusations

Accusation tokens sit on a player's Character card. Two tokens and that player flips their Nature card right away. A Monster is banished and becomes a Ghost. Not a Monster? Phew. Remove both tokens and carry on.

Bonds

Alliance cards put a Bond token between two players. If either is bitten, the other can discard one card to cancel the bite. Then the Bond goes back to the middle.

Ghosts

Being a Ghost isn't the end. Flip your Nature card, swap your hand for two Ghost cards, and each Day play one and draw another. Ghosts can't be bitten, accused or bonded, and they don't count as alive. They may only moan and point. Dramatically.

Talking

Say anything you like: bluff, accuse, promise, plead. Just never show your Nature card unless a card tells you to.

Quick reference and host notes

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Card families

CLUE	Peek at secrets: Nature cards and hands
ACCUSATION	Point a finger. Two tokens expose a player
PROTECTION	Keep someone safe from tonight's bite
ALLIANCE	Bond two players, so one can save the other
INVISIBLE ARMY	The glowing helpers: draw, protect, peek, tidy up
PRANK	Chaos that moves cards around
GHOST	Only for Ghosts. Moaning optional

The Midnight Deck: 54 cards

- 3 × Professor Twitch's Secret
- 4 × Midnight Booking
- 3 × Shiver's Rumor
- 9 × Accuse
- 2 × Witch's Sight
- 5 × Dr. Pippa's Reinstallation
- 4 × Hush Moss Booth
- 2 × Three Glowing Bones
- 3 × Lu Lu's Mismatched Basket
- 3 × Welcomer
- 2 × Whisperer
- 2 × Cruncher
- 2 × Scribbler
- 1 × Night Sparkler
- 2 × Pinger
- 1 × Sizzle
- 2 × Sentient Coffee Machine
- 2 × Dragon Egg Emergency
- 2 × Gordo Ate the Key

Running it at your Halloween party

Set up one table per 4–8 players next to the quiet room (not in it: there will be drumming). Put out a printed set, a bowl of candy corn and one volunteer who has played before. The volunteer explains the four steps with the reference card in three minutes and takes the First Player token on the first night, so they do the first count.

A game takes 20–30 minutes. Want another round? Reshuffle the tables first, so people meet new suspects. The winning team at each table gets a small prize, like a day pass or meeting room hours.

No token sheet? Candy corn makes great Accusations, gummy worms work as Bonds, a coin can be the Fang and a mint the Shield. Just don't let the Monsters eat the evidence.

Want the story behind the cards? The characters come from three free fairy tales at spacebring.com/library.

CHARACTER · TALES 1–3

Tig



Witch, founder of The Kindred Keep. Travels with Lu Lu.

ICEBREAKER · ANSWER IN 20 SECONDS

What would you name your own coworking space?

THE VEGETARIAN PACT · FACE UP

CHARACTER · TALES 1 & 3

Shiver



Ghost who runs Monster Meet. Never uses doors.

ICEBREAKER · ANSWER IN 20 SECONDS

What is the spookiest thing that ever happened at your work?

THE VEGETARIAN PACT · FACE UP

CHARACTER · TALE 2

Stella



Cat-witch. Community Manager of Monster Meet.

ICEBREAKER · ANSWER IN 20 SECONDS

Who made you feel welcome on your first day at work?

THE VEGETARIAN PACT · FACE UP

CHARACTER · TALE 2

Professor Twitch



Gnome founder of The Healer's Hive. Keeps three secrets.

ICEBREAKER · ANSWER IN 20 SECONDS

What is the best advice you ever got at work?

THE VEGETARIAN PACT · FACE UP

CHARACTER · TALE 1

Mr. Vlad



Vampire regular at Monster Meet. Avoids the sun.

ICEBREAKER · ANSWER IN 20 SECONDS

What time of day do you do your best work?

THE VEGETARIAN PACT · FACE UP

CHARACTER · TALE 3

Mortimer



Retired vampire. Pomegranate juice only. Excellent knitter.

ICEBREAKER · ANSWER IN 20 SECONDS

What habit gets you through a long workday?

THE VEGETARIAN PACT · FACE UP

CHARACTER · TALES 1 & 3

Charlotte



Giant spider who weaves from the ceiling.

ICEBREAKER · ANSWER IN 20 SECONDS

What do you make that most people never see?

THE VEGETARIAN PACT · FACE UP

CHARACTER · TALE 3

Grimbolt Ledgerfang



Chief Teller at the goblin bank. Waters a golden fern.

ICEBREAKER · ANSWER IN 20 SECONDS

What is the best money you ever spent on your work?

THE VEGETARIAN PACT · FACE UP

CHARACTER · TALE 3

The warlock



Newest member. His dragon egg is hatching.

ICEBREAKER · ANSWER IN 20 SECONDS

What are you hatching right now?

THE VEGETARIAN PACT · FACE UP

SECRET NATURE · KEEP HIDDEN

Monster



You broke the Vegetarian Pact. Oops.
At Midnight, open your eyes (with the other Monster, if there is one) and slide the Fang under another player's Character card.
You win when Monsters equal or outnumber everyone else still alive.

THE VEGETARIAN PACT

SECRET NATURE · KEEP HIDDEN

Monster



You broke the Vegetarian Pact. Oops.
At Midnight, open your eyes (with the other Monster, if there is one) and slide the Fang under another player's Character card.
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THE VEGETARIAN PACT

SECRET NATURE · KEEP HIDDEN

Shield Witch



At Midnight, after the Monsters, open your eyes and slide a Shield under another player's Character card. No peeking at the Fang.
You win with the Residents.

THE VEGETARIAN PACT

SECRET NATURE · KEEP HIDDEN

Resident



You kept the Pact. Find the Monsters and expose them with Accusation tokens.
You win when every Monster is a Ghost.

THE VEGETARIAN PACT

SECRET NATURE · KEEP HIDDEN

Resident



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THE VEGETARIAN PACT

HOW A NIGHT WORKS · NOT A ROLE

1 Midnight
Eyes shut, drum the table. First Player counts to 20. Monsters place the Fang on 1–10, the Shield Witch shields someone else on 11–20.

2 Day
Clockwise, everyone plays one card and does what it says.

3 Dawn
Lift your Character card. Fang and no protection? You're bitten. Welcome to the Ghost club.

4 Refill
Draw back up to 4. Pass the First Player token left.

THE VEGETARIAN PACT

CLUE

Professor Twitch's Secret



Peek at one player's Nature card. Keep a straight face.

THE VEGETARIAN PACT

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Professor Twitch's Secret



Peek at one player's Nature card. Keep a straight face.

THE VEGETARIAN PACT

CLUE

Midnight Booking



Look at another player's hand. You may swap one of your cards for one of theirs. Rude, but useful.

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Midnight Booking



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Midnight Booking



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THE VEGETARIAN PACT

CLUE

Shiver's Rumor



Choose a player. They read aloud: "I have a perfectly normal explanation for the teeth in my drawer." Then they give an Accusation token to anyone except you or themselves.

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Shiver's Rumor



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THE VEGETARIAN PACT

ACCUSATION

Accuse

Point a finger: put an Accusation token on any living player. Two tokens and they flip their Nature card right away.

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THE VEGETARIAN PACT

ACCUSATION

Witch's Sight



Peek at one player's Nature card. Then, if you like, put an Accusation token on them.

THE VEGETARIAN PACT

ACCUSATION

Witch's Sight



Peek at one player's Nature card. Then, if you like, put an Accusation token on them.

THE VEGETARIAN PACT

PROTECTION

Dr. Pippa's Reinstallation



Play on any player. If they're bitten at Dawn tonight, the doctor fixes it: the bite fails.

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THE VEGETARIAN PACT

PROTECTION

Dr. Pippa's Reinstallation



Play on any player. If they're bitten at Dawn tonight, the doctor fixes it: the bite fails.

THE VEGETARIAN PACT

PROTECTION

Hush Moss Booth



Play on any player. Nobody can find them in the booth tonight, so they can't be bitten.

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Play on any player. Nobody can find them in the booth tonight, so they can't be bitten.

THE VEGETARIAN PACT

PROTECTION

Three Glowing Bones



Place in front of any player. It stays there until a bite would get them. Then the bite fails and the Bones go to the discards.

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Three Glowing Bones



Place in front of any player. It stays there until a bite would get them. Then the bite fails and the Bones go to the discards.

THE VEGETARIAN PACT

ALLIANCE

Lu Lu's Mismatched Basket



Choose another player. Each of you names one thing your companion stole from the other. Put a Bond token between you.

THE VEGETARIAN PACT

ALLIANCE

Lu Lu's Mismatched Basket



Choose another player. Each of you names one thing your companion stole from the other. Put a Bond token between you.

THE VEGETARIAN PACT

ALLIANCE

Lu Lu's Mismatched Basket



Choose another player. Each of you names one thing your companion stole from the other. Put a Bond token between you.

THE VEGETARIAN PACT

ALLIANCE

Welcomer



Choose another player. Introduce yourselves: name, work, favorite snack. Swap one card. Put a Bond token between you.

THE VEGETARIAN PACT

ALLIANCE

Welcomer



Choose another player. Introduce yourselves: name, work, favorite snack. Swap one card. Put a Bond token between you.

THE VEGETARIAN PACT

ALLIANCE

Welcomer



Choose another player. Introduce yourselves: name, work, favorite snack. Swap one card. Put a Bond token between you.

THE VEGETARIAN PACT

INVISIBLE ARMY

Whisperer



Choose two other players. They secretly show each other their Nature cards. Awkward.

THE VEGETARIAN PACT

INVISIBLE ARMY

Whisperer



Choose two other players. They secretly show each other their Nature cards. Awkward.

THE VEGETARIAN PACT

INVISIBLE ARMY

Cruncher



Remove one Accusation token from any player. The numbers just don't add up.

THE VEGETARIAN PACT

INVISIBLE ARMY

Cruncher



Remove one Accusation token from any player. The numbers just don't add up.

THE VEGETARIAN PACT

INVISIBLE ARMY

Scribbler



Draw two cards.

THE VEGETARIAN PACT

INVISIBLE ARMY

Scribbler



Draw two cards.

THE VEGETARIAN PACT

INVISIBLE ARMY

Night Sparkler

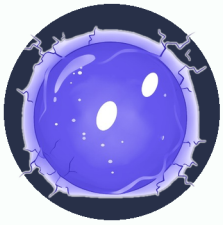


At the next Midnight, the Shield Witch gets to place both Shield tokens.

THE VEGETARIAN PACT

INVISIBLE ARMY REACTION

Pinger

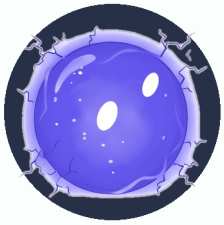


Play out of turn at Dawn, when anyone is bitten. The bite fails.

THE VEGETARIAN PACT

INVISIBLE ARMY REACTION

Pinger



Play out of turn at Dawn, when anyone is bitten. The bite fails.

THE VEGETARIAN PACT

INVISIBLE ARMY

Sizzle



Peek at any player's Nature card, then draw a card.

THE VEGETARIAN PACT

PRANK

Sentient Coffee Machine



Choose a player. They give the coffee machine a job title, then discard a card of their choice.

THE VEGETARIAN PACT

PRANK

Sentient Coffee Machine



Choose a player. They give the coffee machine a job title, then discard a card of their choice.

THE VEGETARIAN PACT

PRANK

Dragon Egg Emergency



Everyone passes one card of their choice to the left. The egg made them do it.

THE VEGETARIAN PACT

PRANK

Dragon Egg Emergency



Everyone passes one card of their choice to the left. The egg made them do it.

THE VEGETARIAN PACT

PRANK

Gordo Ate the Key



Take a random card from any player's hand. Gordo is very sorry.

THE VEGETARIAN PACT

PRANK

Gordo Ate the Key



Take a random card from any player's hand. Gordo is very sorry.

THE VEGETARIAN PACT

GHOST CARD

Ghostly Whisper



Look at one living player's Nature card. You may moan meaningfully. Then draw a new Ghost card.

THE VEGETARIAN PACT

GHOST CARD

Ghostly Whisper



Look at one living player's Nature card. You may moan meaningfully. Then draw a new Ghost card.

THE VEGETARIAN PACT

GHOST CARD

Ghostly Whisper



Look at one living player's Nature card. You may moan meaningfully. Then draw a new Ghost card.

THE VEGETARIAN PACT

GHOST CARD

Haunted Hot Desk



A living player of your choice discards a random card. Then draw a new Ghost card.

THE VEGETARIAN PACT

GHOST CARD

Haunted Hot Desk



A living player of your choice discards a random card. Then draw a new Ghost card.

THE VEGETARIAN PACT

GHOST CARD

Haunted Hot Desk



A living player of your choice discards a random card. Then draw a new Ghost card.

THE VEGETARIAN PACT

GHOST CARD

Possessed Printer



Two living players of your choice swap one random card. Then draw a new Ghost card.

THE VEGETARIAN PACT

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Two living players of your choice swap one random card. Then draw a new Ghost card.

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Two living players of your choice swap one random card. Then draw a new Ghost card.

THE VEGETARIAN PACT

The Vegetarian Pact
SECRET NATURE
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HOW A NIGHT WORKS · NOT A ROLE

1 Midnight
Eyes shut, drum the table. First Player counts to 20. Monsters place the Fang on 1–10, the Shield Witch shields someone else on 11–20.

2 Day
Clockwise, everyone plays one card and does what it says.

3 Dawn
Lift your Character card. Fang and no protection? You're bitten. Welcome to the Ghost club.

4 Refill
Draw back up to 4. Pass the First Player token left.

THE VEGETARIAN PACT

The Vegetarian Pact
SECRET NATURE
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The Vegetarian Pact
MIDNIGHT DECK
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Tokens

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Cut out the circles. Glue them to card if you like. Spares included.

