



Happy Cows!

Translation of the rules in English
(original Dutch title: Koe zoekt Boer)



It's a sad day for our girls on the farm

The farmer is away on business. Mr T-Bone, the cool guy on the farm, shows no interest in the girls whatsoever. And, of course, they're out of fresh hay.

Just chewing the cud can only keep you busy for so long – it's time for Daisy, Lucy, Bella, Lulu and Rose to take matters into their own hooves: they are on the prowl for a super farmer.

Can you round up a happy herd?

The game's objective

At the end of the game you need to have as many happy cows on your farm as possible.

Overview

Every player starts a farm with 3 cow cards and adds cows to his herd by collecting more cow cards. By playing farm cards you can influence the moods of the cows on your own farm and sometimes even of the other players' cows. The game ends when the last card of the work pile has been played. Then it is time to count the cows: each happy cow icon gives the player 1 point and each sad cow icon takes away 1 point. The player with the most happy cows on his farm (= the most points) wins the game!

Content

25 cow cards
30 farm cards
1 game rule booklet

Preparation

- Make 2 piles: one pile with cow cards and one with farm cards.
- Shuffle the cow cards and give 3 cards to each player (when you're playing with 2 players, every player receives 5 cow cards).
- The players lay out their cow cards with the sad cows facing up (= their farm).
- Every player gets 1 barn card.
- Make one pile of the remaining farm cards and cow cards and shuffle them (= work pile).
- Lay out the 3 top cards of the work pile.
- Every player can now turn over one of their cow cards from sad to happy.

Game play

It is time to determine who starts the game: the player who has most recently seen a cow alive starts the game (this rule will not work so well when you work at a slaughter house – so you could also settle on who has most recently stepped into a meadow muffin or cow plop if you will).

You can pick one of three actions:

Action 1 = play one of the 3 cards

- If you choose a cow card, you place the card in front of you. You now have added one cow to your herd. The mood of the cow does not change.
- If you choose a farm card, you play the card as is indicated by the symbols on the card (see: explanation of the farm cards). The farm card must be placed next to the work pile, thus starting the discard pile.

Action 2 = put away one of the 3 cards

- If you choose to put away one of the cards, it must be placed on the discard pile and, therefore, it will not come back into play. Your turn is over.

Action 3 = play the top card of the work pile

- If you choose not to play action 1 or 2, you can take the top card of the work pile. You must play this card.
- A cow card must be added to your farm. The mood of the cow does not change.
- A farm card must be played as is indicated by the symbols on the card. Then you can place the used farm card on the discard pile.

After action 3 has been played the next top card will be turned over and placed on the table. **When this is a cow card you have to turn over the card, so that the cow's mood changes!** Now there are 3 cards on the table again.

The next player is the one to the left and, as the hooves of a clock rotate, every player gets a turn. Choose one of 3 possible actions and play the chosen card. It is NOT possible to save up farm cards and play them later on in the game. The cow cards and the barn card stay on your farm.

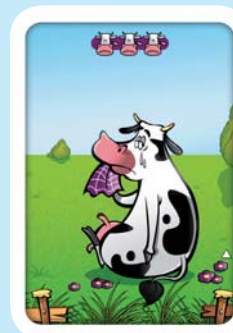
The cow cards

- There are 25 cow cards in 5 colours.
- Every colour has 5 consecutive cards with 1 up to 5 cow icons.
- Every cow card has 2 sides: a happy side and a sad side.
- When it is time to count cows on your farm, each happy cow gives you 1 point and each sad cow takes away 1 point.

For instance, when a player has the following cow cards on his farm, he gets 4 points for the happy (blue) cows and loses 3 points for the sad (purple) cows.



This is a cow card with 4 happy (blue) cows



This is a cow card with 3 sad (purple) cows.

The colours do not affect your final score. The colours only matter when the farm cards 'farmer', 'super farmer' and 'rain' come into play (see: explanation of the farm cards).

The farm cards

The Farmer (5x) --> A way of living!

If a farmer cannot make cows happy, who can? When you play The Farmer, the cows with the same colour as The Farmer can start smiling.

For instance, all the blue cows on all the farms become happy! The cows in the barn are not affected by The Farmer – they do not change their moods.

The Barn (7x) --> Home sweet home!

A maximum of 3 cow cards can find shelter in the barn. Once inside, their mood cannot change. They are no longer susceptible to rain and hunger and cannot be tempted by farmers or even handsome bulls Only Nice Weather can lure a cow to leave the barn.

It is a smart move to let only happy cows into the barn... and try and keep that laughing stock there.

When a player plays The Barn Card, he can lead his own cows into the barn. Note that there is only room for a maximum of 3 cow cards, regardless of how many cow icons there are on your cow cards. **Also, a player is not allowed to own more than one barn.** Place your cow cards on a pile on your Barn Card. Therefore, it is possible to have 10 cows in your barn with just 3 cards: one card with 2 cow icons, one with 3 cow icons and one with 5 cow icons.

When playing with 2 players:

Only when you are playing with 2 players, you can have 2 barns on your farm. When you already have one and you play the Barn Card you can build a second barn on your land. Take good notice of the fact that once you have built a second barn, you can only lead cows into this particular barn and not into the first one.

Rain (5x) --> Lovely weather for ducks...

One umbrella is not enough when it's raining cats and dogs. A roof over their heads is what your cows need. With the Rain Card you can bring your cows of the same colour as the Rain Card into the stable. There is still a maximum of 3 cow cards per stable.

For the other players: when it rains, it pours – all happy cows of the same colour as the Rain Card change into sad.

For example: when a player plays the blue Rain Card, he can put up his own blue cows in a dry and comfortable barn just before it starts to rain. All the blue cows of the other players will be very sad Amooosing, right?!

The Trough (4x) --> Food for thought!

Buy fresh feed and happy hooves will be stampeding towards your farm. With the Trough Card you swap 1 of your cow cards with one of another player. You can really milk it for all it's worth when you take a happy cow and leave a sad cow instead. The other farmer just has to turn the udder cheek and moo-ve on!

The Bull (2x) --> Love rules!

The girls all take a fancy to Mr T-Bone (who wouldn't?). When you play the Bull Card 1 or 2 of your sad cows will gladly put on a happy face (you can turn either 1 or 2 cows as indicated on the Bull Card).

Hunger (2x) --> The grass is not always greener on the other side of the fence...

Even if you are a ruminating bovine and even if you have four stomachs, hunger makes any cow feel sad. The Hunger Card gives you the right to turn another player's happy cow(s) to sad - turn either 1 or 2 cow cards as indicated on the Hunger Card.

Nice weather (2x) --> Out and about

Cows are curious animals and just one ray of sunshine will make them want to come out of the barn. So the Nice Weather Card is the best way to take one cow card of all the other players out of their barns (that must be the top card of their piles) and back to the farm. Their moods don't change but the farmer's mood might...

Milkmaid (2x) --> Moooh La-La!!

'Moooh'-cho importante to any cow: being milked at certain times. When the udderly attractive milkmaid shows her pretty face, it is time for one of your cows to start smiling and hightail to the barn. With the Milkmaid Card you can turn one of your sad cows into happy and put it up in the barn.

Super farmer (1x) --> Turn that frown upside down!

In our opinion any (cow) farmer is a super farmer and can do wonders with cows of any colour. When you play the Super Farmer Card you say which colour of cow cards can turn from sad to happy (or stay happy).

For those players who are colour blind: the colours have been marked with the following symbols (in the grass on the right hand side).

Blue = □
Purple = △
Red = ✕
Orange = ◇
Green = ○

Round them up...

The game ends when there are no more cards on the work pile. Then it is time to round up your heard and start the cow count!

You could start by counting the hooves and divide by four! But that's bull! To know your final score you simply count the cow icons on the happy cow cards. One happy cow icon = 1 point. Each sad cow icon takes away 1 point. For example: 5 happy cows = 5 points added to your total and 5 sad cows = 5 points taken from your total. You won't need a cowculator!

The player with the highest score wins!

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We hope you play this cowlarious card game till the cows come home...

If you have any further questions, please contact us at:
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Contents:

1 game rules booklet
55 cards

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