

NASTY COW

WHO'S GOING TO GIVE
THE MOST POINTS TO WHOM?

**A casual card game
for 2 to 5 cow lovers ages 8 and above**

Well-played, or the perfect set up for your opponent? What am I going to do now? Only the first player to complete the task sweeps up the points everyone is fighting for. Plus points you keep, of course. The bothersome minus points? You just stick those to the other players! So, who is the nasty cow on this playing field? Moo-wahaha!

Here's what is in the box:

66 cards

10 cow cards (numbered 1 to 10) in each of 6 colours
6 task cards

20 point chips

red chips (valued from -1 to -5)
green chips (valued from +1 to +5)




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Here's how you get ready to play:

Before you play the first time, carefully separate all of the chips from the perforated boards.

- Mix **the point chips** and lay them face down – with the number side down – as a point pool.
- Then shuffle **the 60 cow cards** and place them in the middle of the table as **a face down draw pile**. Leave some space next to that pile for the discard pile.
- Grab **the task cards** and lay them in a circle around the draw pile. It doesn't matter which side is facing up.
- Take **six point chips** from the point pool and place one randomly, but face up, on each of the task cards. These are the tasks that you can get plus or minus points for.
- Finally, each of you draws **5 cow cards** from the draw pile into your hand.

What's the object?

The six task cards with their various tasks are lying in the middle of the table. Whoever's turn it is lays at least one suitable cow card on one of the task cards. During the course of the game more and more cow cards will be lying in the middle of the table. Whoever lays the last suitable cow card on a task card has completed the task and collects the points. So pay attention and don't play into your opponents' hands!

This is how you play:

Whichever player last saw a cow goes first. Play continues clockwise. You have to lay at least one of your cow cards on a task card. Which cow cards you can lay on which task cards is explained in the section *The Tasks*. Is it your turn? Then look at the cards in your hand. The rules for your turn are:

- ▶ You **have to lay at least** one cow card.
- ▶ You are **only** allowed to lay cow cards on **one single** task card.
- ▶ You are allowed to lay **any number** of cow cards that fit that task card.
- ▶ You are **only allowed to lay cow cards that fit that task card**.
(Are there already cow cards on a task card? Then those cow cards limit what you can still lay on that task card!)

Note: You **don't have** to lay the cow cards in the same order as they appear on the task cards.

Are you ending your turn? Draw as many cow cards from the draw pile as you need to have five cow cards in your hand again. Then it's the next player's turn.

It's your turn, but you can't play any cow cards on any of the task cards? Then show your cow cards to the other players. They have to confirm that you can't play any cow cards. Only then can you discard your cow cards on the discard pile and draw 5 new ones from the draw pile. It's still your turn and you have to play at least one cow card.

How do you complete the tasks?

Each task requires a specific combination of cow cards. You can find an overview of the various tasks in the section *The Tasks*.



Did you lay **the last possible** cow card on a task card during your turn? Then you completed the task and you get **the point chip** lying on that card.



Green point chips are **plus points**. Lay them **face-down** in front of you. **Red** point chips are **minus points**. This is where it gets nasty: you give these to the opponent of your choice. This player **has** to lay that point chip **face-down** in front of him. Moo-wa-haha!

Then you collect the played cow cards **from the completed task** and lay them onto the discard pile. **Turn the task card over**. Take a point chip from the point pool and lay it face-up on the new task.

Note: During the course of the game you can turn a task card over any number of times.

Is the draw pile empty?

Did you draw the last cow card from the draw pile? Then shuffle the cards in the discard pile and make a new draw pile.

Ending the Game:

Did you complete a task, but there **aren't any** point chips left in the point pool to lay on the new task? Then the game ends immediately. Each player adds up his plus and minus points. Do you have the most points? Congratulations, you won this round! If two players have the same number of points, then the number of point chips decides the winner. Do you have the most point chips of all the players with the most points? Then you win. Is there still a tie? Then you share the win.

The tasks:

Note: Is it hard for you to tell the difference between the colours of the cow cards? Then use the symbols on the bottom edge of the cards.



Thoroughly Thirty

The **sum** of all of the cow cards must equal **exactly 30**. The colour and number of the played cow cards doesn't matter.

Note: You cannot play a cow card that would put the sum of the cow cards over 30!

Example: Cow cards with the sum 28 have already been played on the task card "Thoroughly Thirty". Now you can only play either a single 1, or you can complete the task by playing two 1's or a 2. You can't play higher numbers.



Fantastic Forty-five

The **sum** of all the cow cards has to equal **exactly 45**. The colour and number of the played cow cards doesn't matter.



Triplet

You need 3 cow cards with **the same number**. The colour doesn't matter.

Example: Diane has three 7's and two 9's in her hand. A 4 has already been played on the task card "Triplet". Diane cannot complete the task even though she has three 7's in her hand. Only 4's can be played.



Quadruplet

You need 4 cow cards with **the same number**. The colour doesn't matter.



Two different pairs

You need two sets of 2 cow cards with **the same numbers**. The colour doesn't matter.

*Note: No quadruplet! The pairs have to be pairs of **different** numbers.*



Full House

You need **one set of 3 identical numbers** (a triplet) and **one set of 2 identical numbers** (a pair).

The colour doesn't matter.

Note: 5 cow cards with the same number are not allowed!



Colour Full House

You need 3 cow cards of **one colour** and 2 cow cards of **another colour**. The numbers don't matter.



Favourite Colour

You need 5 cow cards of **one colour**.

The numbers don't matter.



Uneven Numbers

You need 5 cow cards with **any uneven numbers**.

The colour doesn't matter.

Note: You can play any uneven number regardless of the order, e.g. "3, 5, 9, 1, 1".



Even Numbers

You need 5 cow cards with **any even numbers**.

The colour doesn't matter.

Note: You can play any even number regardless of the order, e.g. "10, 2, 6, 4, 10".



Large Straight

You need 5 cow cards with **consecutive numbers** (e.g. "1, 2, 3, 4, 5" or "4, 5, 6, 7, 8").

The colour doesn't matter.

Note: You can play the 5 numbers in any order.

Attention: The row of numbers cannot cross over 10: A set like "8, 9, 10, 1, 2," is not possible!

Example: A 2 and a 5 have already been played on the task "Large Straight". A 3 and a 4 can definitely be played here. Additionally, you could play either a 1 or a 6, but not both. There is no way you can play the numbers 7, 8, 9 or 10 anymore.



Colour Salad

You need **each colour exactly once**.

The numbers don't matter.

Note: You **don't** have to play the cow cards in the order they appear on the task card.

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