

# SHOOT COWS


A Survival Horror Comedy Card Game... with Cows.

## OBJECT:

To see your Party safely through the Mad Cow infested Holstein City. You win by Rescuing 3 Survivors (or 2 if playing a 5-6 player game), or by having the most Rescued Survivors when the Location Deck runs out.

## SETUP:

Separate the Survivor Cards and the Location Cards from the Main Deck. Deal each player a hand of 6 cards from the Main Deck, then deal 2 Survivors to each player. Before you begin, shuffle the remaining Survivors into the Main Deck.

Turn up the top card of the Location Deck. Deal a row of cards from the Main Deck onto the center of the playing surface. The number of cards in the row is equal to the Location Card's Explore Value, the number indicated by the  symbol. Cards in this row are called EXPLORE CARDS. Now you're ready to begin!

## GAME TERMS:

### PARTY

A player's PARTY starts with 2 Survivors, but can have up to 3 Survivors in it at one time. Survivors in your Party are placed face up on the playing surface in front of you. Survivors will come and go from your party, so don't get too attached!

### HAND

A player's HAND can have up to 6 cards in it when it is not that player's turn. During a player's turn it can have any number. **If a player would end their turn with more than 6 cards, or acquire more than 6 cards on another player's turn, they must immediately discard down to 6 cards.**

### REVEAL

Whenever a rule calls for a card to be REVEALED, it is turned face up so everyone can see it, and it is played immediately.

### STOCK

Whenever a card is STOCKED, it is placed under the top card (usually a Survivor or a Creature) so that only the red number in the lower right hand corner is showing.

### FLIP

Whenever a card is FLIPPED, turn it face down. The rule calling for the Flip will always specify when to RESET the card, or to turn it face up. A Flipped card is not in play.

## THE TURN:

The player whose Survivors have the lowest combined Survival Scores goes first. That player takes their turn, and play then continues to the LEFT. A TURN consists of five PHASES, always done in order: BEGIN, SURVIVOR, CREATURE, RESCUE, END.

### 1. BEGIN PHASE

There are 3 basic things that happen in the Begin Phase:

#### RESOLVE EFFECTS

Resolve anything that says it occurs at the beginning of your turn, such as resetting flipped cards.

### PLAY SURVIVORS

Play Survivors from your hand to your Party, provided you have fewer than 3 Survivors.

### PLAY ITEMS

Play any number of Items. An Item can be played in 3 ways: EQUIP, UNEQUIP or STOCK. **Once an item is played, it cannot be played again in the same phase.**

- **EQUIP** by putting the Item into play above a Survivor. The Survivor gains only the benefit of the Item's Ability and its Fight Score bonus (**+2**, for example). Items tell you where on a Survivor they are equipped: in 1 hand, 2 hands, on the body or carried. **A Survivor may equip up to 2 1-Hand Items or 1 2-Hand Item, 1 Body Item and 1 Carry Item.**

- **UNEQUIP** by returning an Equipped Item to your hand.

- **STOCK** by putting the card under the Survivor so that only the red number in the lower right hand corner is showing. Stocked cards increase the Survivor's SURVIVAL SCORE but confer no other benefit. **Once a card is Stocked, it cannot be removed.**

### 2. SURVIVOR PHASE

Each Survivor in your Party must EXPLORE, FIGHT or PASS. If you have fewer than 3 Survivors in your Party, you may choose to skip this phase and instead take 1 Survivor from the MISSING PERSONS PILE and add it to your Party (see "Missing Persons Pile" below).

#### EXPLORE

When a Survivor Explores, you first draw a card from the Main Deck and add it to your hand, then Reveal 1 Explore Card.

Revealed Survivors join your party, unless it is full, in which case you send them to the Missing Persons Pile. **Revealed Survivors always take the "Pass" action on the turn they are revealed.**

Revealed Creatures immediately start a Fight with the Exploring Survivor (See "Resolving a Fight" on the reverse side). **Normal Creatures only start a Fight if there is a Mad Creature in play.**

Revealed Item cards can be Equipped or Stocked by the Exploring Survivor (if able), or added to your hand.

Revealed Event cards are resolved immediately and may affect other Survivors—for good or bad!

**Whenever a Location's final Explore Card is Revealed, the Location changes.** Discard the current Location Card and turn up the next one. Deal out a new row of Explore Cards equal to the new Location's Explore Value. Do this every time a Location's Explore Cards are exhausted. When the last Location Card is discarded, the game is over!

#### FIGHT

A Survivor may choose 1 Creature in play to Fight. Refer to the "Resolving a Fight" section below.

#### PASS

When a Survivor chooses to PASS, they simply don't perform an action. Useful if you don't want to risk a valuable Survivor.

### 3. CREATURE PHASE

Two Things happen in this phase:


#### RESOLVE CREATURE SKILLS

**Any Creature with a skill in red lettering will perform its skill in the Creature Phase.** If multiple Creatures would do so, begin with the Creature with the highest Power Score (the number in the steak symbol) and continue in descending order.

## START A FIGHT

You may play 1 Creature card from your Hand to start a Fight with any Survivor in play, except for those belonging to a player who has not yet taken their first turn.

## 4. RESCUE PHASE

Skip this phase on your first turn. On subsequent turns, you may Rescue any number of Survivors in this phase. To be Rescued, a Survivor's total Survival Score (the value on its card plus the values of all cards Stocked underneath it) must be equal to or Greater than the current Location's Rescue Cost. The Location's Rescue Cost is the number in the  symbol. **Add 1 to the Rescue Cost for every Creature in the Herd.**

When you Rescue a Survivor, immediately remove the Survivor from your Party and set it face down nearby to keep track of the number of Survivors you've rescued. A Rescued Survivor is out of play and cannot be returned to play. Finally, discard all of its Equipped Items and Stocked cards.



## 5. END PHASE

The End Phase is functionally identical to the Begin Phase, in that you resolve any effects that say they occur now, you may play Survivors, and you may play Items.

## RESOLVING A FIGHT:

Whoever starts a Fight is the ATTACKER. The other side is the DEFENDER. No matter how a Fight starts, follow these steps:




### 1. WEIGH IN

Compare the FIGHT score of the Survivor (, for example) to the POWER score of the Creature (, for example). The highest number wins (of course), but...

### 2. UP THE STEAKS

...ANY player may UP THE STEAKS during ANY Fight by playing ANY number of Cards showing the Steak Symbol. **When a Player plays a Creature to Up the Steaks, they choose to increase the Fight or Power score of the Survivor or Creature in the Fight. The increase is equal to the number in the played card's Steak Symbol.** It is important to note that Creatures played to Up the Steaks do nothing other than add a bonus to either side. As such, ignore all other rules on Creature Cards used to Up the Steaks until after the Fight is resolved. **Creatures played to Up the Steaks are added to The Herd when the fight is resolved.**

### 3. FINISH

Add up the new Fight Score and Power Score totals and decide who wins. **In the case of a tie, refer to the Advantage on the Location card.** If there is a  symbol, Survivors win ties. If there is a  symbol, Creatures win ties. If there is a  symbol, neither side wins the fight.

## WINNING A FIGHT

If a Survivor wins, the Creature is Killed. Killed Creatures are Stocked under the winning Survivor to increase their Survival Score.

## LOSING A FIGHT

**If a Survivor loses, It suffers DAMAGE equal to the Creature's base Power Score—ignoring any cards used to Up the Steaks.**

## DAMAGE

No matter what causes a Survivor to take damage, Damage is always handled the same way. If the Survivor has no stocked cards, compare the damage to its Survival Score. If the damage is less, the Survivor is wounded. Flip it, and reset it at the start of that player's next turn. If the damage is equal to or greater than the Survivor's Survival Score, the Survivor is Killed. When a Survivor is

Killed, Un-Equip all of its Equipped items and place the Survivor in the Missing Persons Pile.


If the Survivor has Stocked cards, discard a number of Survival Points equal to the Damage dealt before comparing any leftover damage to the Survivor's base Survival Score. When discarding stocked cards due to damage, change is not given. For example: if your survivor suffers 2 damage, and its only stocked card is worth 5 survival points, you must discard that card.

## OTHER RULES:

### LOCATION TACTICS

Survivor tactics appear in the green box on Location Cards, while Creature tactics appear in the gray box. Tactics are unique rules that apply only at the current Location.

### SURVIVOR SKILLS & ITEM ABILITIES

Survivor Skills and Item Abilities function the same way. Some are innate, meaning when a certain condition is met, the skill or ability activates. Some are more powerful, and to use them you must discard cards from your hand. These skills or abilities always begin with (Discard ) to indicate how many cards to discard. Unless noted otherwise, you can only use this kind of skill or ability once on each player's turn. Item abilities that modify a Fight only apply to a Fight involving the Survivor with that item equipped.

### CREATURE TOUGHNESS

In order to kill a Creature with Toughness, you have to beat its Power score by that number. If you win the Fight by less than the Toughness score, the Creature is not killed and remains in play.

### PLAYING EVENT CARDS

Event Cards always tell you when you're allowed to play them: "at any time" (on any player's turn) or "on your turn" (at any time during your own turn). Remember that event cards can affect any Survivor in play, not just your own. **Event cards cannot be played during a Fight, unless they have the Steak Symbol on them.**

### MISSING PERSONS PILE

A stack of Survivor cards to one side of the play area. Survivors in the Missing Persons pile are NOT in play. **Whenever a Survivor is killed or discarded, it is sent here instead of to the discard pile.**

### THE HERD

The Herd is a play area on the gaming surface containing Creature Cards only. Creatures in the Herd are in play, and remain in play until they are killed or an action causes them to be discarded. **Any Creature that is played or revealed is added to the Herd after resolving the action that brought it into play—unless it is killed in the course of that action.** There can be up to 10 Creatures in play at any given time. Discard any Creatures that would be added to the Herd when there are already 10 Creatures in play.

### TIEBREAKERS

If the Location Deck is exhausted before a player wins by rescuing 3 Survivors (for a 2-4 player game) or 2 Survivors (for a 5-6 player game), whoever has the most Rescued Survivors wins. If there is a tie for most Rescued Survivors, add up the Survival Point totals for each tying player's Survivors that are currently in play. The player showing the highest total wins.

### CREATURE VICTORY

If there are no Survivors rescued when the Location Deck is exhausted, the game ends in a CREATURE VICTORY. A Creature Victory also occurs immediately if there are ever the maximum number of Creatures in play (10) and no Survivors in play.