

STRATEGY HINTS:

Strategy: To win this game, you will need to spend your money wisely. Just because you can play all your cards every turn doesn't mean it's always correct. Buy carefully and don't overextend yourself.

Many cards can move cows around, steal cows, swap cows, and otherwise pick on players with big herds, so you make yourself a target by having a lot of cows. On the other hand, if you really want to grab the City card, a big herd is your best bet.


Remember that you can play cows on other players! This is normal with negative cows and Spies, but it can be a good move with any cow, especially when you want to put more of other people's money into the pot.


CREDITS:


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UNEXPLODED COW

A card game for 2-6 players

Europe. Summer. 1997.

You and your so-called friends have discovered two problems with a common solution: mad cows in England, and unexploded bombs in France.

The French countryside is lousy with bombs, left over from long-forgotten wars. You've decided the smartest use of your time would be to clear those bombs, with an army of mad cows.

So round up your herd, sail them over the Channel, and loose them in La Belle France. If you're lucky, you'll get rich before someone shuts you down.

UNEXPLODED COW IS A FUN, FAST-PACED CARD GAME ABOUT BLOWING UP MAD COWS. THE GOAL IS TO FINISH WITH MORE MONEY THAN YOU STARTED WITH. IF YOU FINISH WITH THE MOST, YOU WIN!



GAME CONTENTS:

Unexploded Cow has two card decks: a 12-card City Deck, and a 69-card Main Deck. There are also 78 Money Tokens, one six-sided die, and these rules.

SUMMARY:

You and your opponents will buy herds of cows and march them through bomb-littered fields in France.

When a cow finds a bomb, he blows up, and earns money. If you blow up your own cows, you earn the friendship of the City, taking the City card and doing what it says.

After the last City is taken, the game goes into *Sudden Death*, which begins with the player who took the most City points. At the end, the player with the most money wins!

SETTING UP:

Shuffle the City Deck and put it in the middle of the table, face down. Turn the top City card face up. This represents the town you are visiting first.

Shuffle the Main Deck, and deal a starting hand of three cards to each player. Put this deck beside the City Deck, leaving space for a discard pile.

Give everyone 5000 francs as follows:

4 x 100, 3 x 200, 4 x 500, and 2 x 1000.

Everyone pays an *ante* of 500 francs to start the pot.

Determine randomly who will go first. Play proceeds to the left.

BEFORE THE TURN, SOMETIMES:

New City Card: If the last player took the City Card, turn a new one up. If there are no cards left in the City Deck, proceed to *Sudden Death*.

Empty Pot: If the pot is empty at the start of a turn, everyone must ante another 500F. This happens at the start of the game, and it might or might not happen again.

ON EACH TURN:

You will do three things on your turn, in this order:

- 1: Draw 2 Cards**
- 2: Play Cards (as many as you wish)**
- 3: Make a Bomb Roll**

Details are as follows:

1: Draw

Draw two cards from the Main Deck. If the deck is ever empty, reshuffle the discard pile and replace the deck. In general, don't reshuffle until you need to draw a card, because some cards make use of the discard pile.

2: Play Cards

You can play *as many cards as you wish, in any order*. There are two kinds of cards in the Main Deck, *cows* and *events*.

Cows: Cows are played into "herds," which are lines of cows on the table in front of each player. (See diagram below.)



You may play a cow into *any player's herd*. Usually you will play bad cows in other players' herds, and good cows into your own herd, but you have the freedom to play any cow anywhere.

A cow played in another player's herd belongs to that player, unless the cow is a Spy (described later).

When you play a cow, the *owner of the herd* must pay the price, into the pot. This means that you pay for your own cows, but if you play cows on other people, they must pay for them.

Arranging Herds: The order of your herd will matter when it's time to roll for bombs. You may only rearrange your herd *during your turn*, in the same step when you play cards. When you play a cow on someone else, it must go at either end of the herd, not in the middle.

Events: Events are played for immediate effects, and describe exactly what they do. Like cows, events have a price which must be paid into the pot.

Because some events bring cows into your herd, they often say that these cows have "no additional cost." This is just a reminder that you don't have to pay the usual price of the cow, just the price of the event.

When an event says "you," it's referring to the person who played it.

3: Bomb Roll

At the end of your turn, you will make a *bomb roll*. This roll determines which cow (if any) finds a bomb, and blows up. This always happens at the end of your turn, even if you have no cows.

Roll the die and count around the table, starting with the *rightmost* cow in your herd, and proceeding to the *left*. In the diagram at left, the player at the bottom has just rolled a 5. The numbers show how he counts it out.

If you roll higher than the number of cows in your herd, keep counting into the next player's herd, and so on around the table until you stop on a cow. That cow "finds a bomb" and explodes. You can't count the same cow twice, so stop counting if you go all the way around the table.

Exception: If you roll a 6, rather than counting cows, you *pass the die to the player on your left*. That player makes a bomb roll, starting from his rightmost cow, as though it were his turn. If he also rolls a 6, this repeats with the next player to the left, and so on.

When a cow explodes, its owner earns money from the grateful citizens of the town. This is the franc value in the upper right corner. Discard the cow, and take that amount from the pot. If the pot can't afford to pay you, then you take what you can, and discard the cow anyway.

Some cows do more harm than good. If a cow is worth *negative money* (shown in red), it will cost money when it explodes. When one of these cows explodes, its owner pays this value into the pot.

Other cows, like Generals and Mechanics, have special abilities which are explained later.

Note about Metal Detector: *This event lets you choose from two bomb rolls. If one of those rolls is a 6, you don't pass the die until you choose that as your roll.*

Earning the City Card: If *your cow* blows up on *your turn*, you earn the respect and admiration of the town. This means you take the City card, and do whatever it says.

For you to collect the City card, *your cow* must explode on *your turn*. It might be as a result of your normal bomb roll, someone else's roll (because you rolled a 6), or because of an extra bomb roll (from *Night Shift*).

When you take the City, follow its instructions. These are simple instructions like drawing cards, stealing cows, and taking money from the pot. Note that if a City gives you a new cow, you are allowed to add it anywhere in your line, but not to otherwise rearrange your herd.

After you take a City, set it aside. It has a point value that will determine who goes first in Sudden Death.

Reminder: *You do not turn over a new City card until the beginning of the next turn. This means it's impossible to take two Cities in the same turn.*

RUNNING OUT OF MONEY:

If the pot is empty, players don't re-ante until the next turn, so sometimes the pot can't pay for every cow.

If several cows blow up at the same time, and if they can't all be paid for, the *owner of the herd* decides which order to collect / pay for them. This only matters if some of the cows are Spies, meaning that they would pay money to other players.

If a player runs out of money, he can take out a loan; there's no reason to knock players out for going broke. Just remember this loan in the final score.

SPECIAL COW ABILITIES:



General: If he gets a bomb, a General can hand that bomb to another cow in the same herd. The bomb is passed away before it explodes, saving the General. A General can do this only once per turn.



Mechanic: These cows can defuse bombs, which means they can decide not to explode. If you use this ability, you collect 200F and keep the Mechanic alive.

Using this ability *does not* earn you the City card, but you might do it when you were (or were not) going to get the City card anyway.

A Mechanic can use his ability only once per turn.

PFC: These cows are the opposite of Generals. They can *steal* a bomb from any other cow in the same herd. (*Story-wise, this really means that any cow can hand a bomb to them, but rules-wise it makes more sense to explain it as stealing.*)

This ability can be very useful: you can steal a bomb away from a negative cow, a Spy, or any other cow you want to save.



Spy: Spies are yours, no matter where they go. When you play a Spy, orient the card so that the cow's feet are *pointing at you*. This will help everyone remember that the Spy is yours.

Until it dies, no matter where that Spy goes, it will always belong to you. Here's how that breaks down:



The owner of the herd pays for your Spy when you play it. When your Spy explodes, you get the money.

If your Spy explodes on your turn, you get the City.

If your Spy explodes on someone else's turn, that player doesn't get the City.

If your Spy moves around, you continue to own it.

If your Spy dies, it forgets all about you.



Bomber: When a Bomber explodes, he hands a new bomb to his neighbors on the left and right (within the same herd).

Note that this only happens *after* he explodes, so if a PFC steals a bomb from a Bomber before the Bomber explodes, the Bomber does not do his thing.

SUDDEN DEATH:

The game enters Sudden Death after the last City card is taken. (Actually, after the end of that turn.)

If the pot is empty *at the beginning* of Sudden Death, everyone re-antes 500F.

To determine who goes first in Sudden Death, add up the point values on the City cards. The player who has taken the most City points goes first, and play proceeds to the left. If the score is tied, the tiebreaker is the first City, alphabetically.

In Sudden Death, players don't play cards or rearrange their cows; they just make bomb rolls. This continues until the pot is empty, or until there are no more cows in play.

Negative cows still cost money.

If the pot runs out of money *during* Sudden Death, the game is over. If the last cow explodes and there is still money left in the pot, the last cow takes it all!

Rolling a 6: *A roll of a "6" in Sudden Death is just a miss. You pass the die to the left, but it doesn't count as the previous player's turn, as it would in normal play. That would cause too much backtracking to be worth it.*

WINNING THE GAME:

After Sudden Death, the game is over.

If you have more money than you started with, you have done well.

If you have the most money, you win.

For a greater challenge, you can keep score over a series of games.

