

## CARD TYPES AND THEIR QUANTITY IN THE DECK



### CAPTAIN COW

The one and only. There is only 1 such card in the deck. This card brings 10 points.

2-6 - 1



### BULLMAN

A universally recognized hero. Each card brings 5 points.

2-4 3-4 - 8 5-6 - 12



### BULL MARTEN

Also known as the Bull of Prey. Each card brings 3 points.

2-6 3-4 - 10 5-6 - 14



### DR. MUU

Only pretends to be a hero, but in reality, he is always up to some petty mischief. Each card brings 2 penalty points.

2-7 3-4 - 12 5-6 - 17



### ARACHNOBULL

Can summon his copies from parallel universes to get a stronger team.

The more copies of this character a player has at the end of the game, the more points they receive.

For example, for 4 Arachnobull cards at the end of the game the player will receive 17 points in total.

2-8 3-4 - 12 5-6 - 16



### THE BULL OF MISCHIEF

This bull can create phantoms of himself but loses power in doing so.

The more copies of this character a player has at the end of the game, the fewer points they receive.

For example, for 3 Bull of Mischief cards at the end of the game, the player will only receive 3 points in total.

2-6 3-4 - 10 5-6 - 14



### BULLOS

A villain in the guise of a hero.

There is only 1 such card in the deck. This card brings 6 penalty points.

2-6 - 1

NUMBER OF PLAYERS	2	3-4	5-6
CARDS CONSUMPTION PER GAME	36	54/60	75/90
TOTAL AMOUNT OF CARDS IN THE DECK	47	76	105

### ARMOR BULL

This techie bull has created several suits of armor for himself and can control them remotely.



2-5  
3-4 - 8  
5-6 - 10



2-2  
3-4 - 3  
5-6 - 4



2-4 - 1  
5-6 - 2

Each card brings the player 1 point regardless of the number of suits of armor on them.

In addition, the player who has collected the most Armor Bull suits (add up the numbers in the upper right corner) by the end of the game gets 10 extra points. The player with the second result gets 5 extra points. In case of a tie, count the number of Armor bull cards. The player with more cards wins the tie. If the tie persists, all such players get points for the corresponding place.

**Note!** Additional suits of armor on the cards do not count when you're filling your COWMOBILES. Each Armor Bull card takes up exactly 1 space in a cowmobile, and all Armor Bull cards are considered an identical character in this case.



### COWMOBILE

Gives additional benefits if occupied by a team of heroes.

There are exactly 4 spaces in a cowmobile.

At the end of the game, after scoring all the other characters, distribute your characters among the cowmobiles you have: 4 different character cards per cowmobile. Identical characters

may occupy different cowmobiles, but each character card can only be used once in this scoring.

**Note!** You can't put a cowmobile inside a cowmobile.

The more fully occupied cowmobiles you have, the more points they bring in addition to the points you get for the heroes themselves. Partially occupied cowmobiles do not bring any points.

See an example of scoring cowmobiles on the next page.

2-6 3-4 - 10 5-6 - 14

## SCORING EXAMPLE

Caty has collected the following team of characters:



Caty earns:

- ★ +10 POINTS for 2 Bullmen
- ★ +3 POINTS for the single Bull Marten
- ★ +17 POINTS for 4 Arachnobulls
- ★ +8 POINTS for the only Bull of Mischief
- ★ +2 POINTS for the 2 Armor bull cards
- ★ +5 EXTRA POINTS for the second place in the majority (Caty and Kurt have an equal number of suits on their cards, so they have to compare the number of cards: Caty has only 2 cards, while Kurt has 3)

1 + 3 = 4 suits with 2 cards

- ★ -2 POINTS for the single Dr. Muu
- ★ Also, Caty has enough different character cards to fill only 2 of her 3 cowmobiles, so she earns only +10 ADDITIONAL POINTS for the cowmobiles:



CATY'S TOTAL SCORE IS 53 POINTS.

And here is Kurt's team:



Kurt earns:

- ★ +10 POINTS for Captain Cow
- ★ +5 POINTS for the single Bullman
- ★ +9 POINTS for 3 Bull Martens
- ★ +5 POINTS for 2 Bulls of Mischief
- ★ +3 POINTS for the 3 Armor bull cards
- ★ +10 POINTS for the majority of Armor bull cards

1 + 1 + 2 = 4 suits with 3 cards

- ★ -6 POINTS for the 3 Dr. Muu cards

- ★ Also, Kurt has managed to fill both of his cowmobiles with different characters, so he earns +10 ADDITIONAL POINTS for them:



IN TOTAL, KURT EARNS 46 POINTS.  
CATY WINS THE GAME.

## GAME RULES

# DEFENDERS OF THE MOO-NIVERSE



8+

2-6 PLAYERS

15'

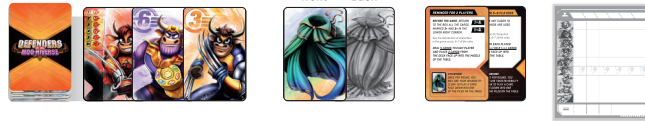
The Universe is under attack again, and superheroes from across the galaxy are moo-ving into action! It's up to you to gather the best team of brave bovine allies. Choose your moment wisely — charging in might not always land you the cream of the crop, but waiting too long could put you out to pasture. In the end, the player with the most valuable team will earn the honor to save the Universe!

## CONTENTS

- ★ 105 Character cards (see more details about the Character cards on pp. 6–7)
- ★ 6 Invisibility Cloak cards
- ★ 2 double-sided reference cards
- ★ 1 scorepad

## AIM OF THE GAME

Earn the most victory points by collecting the most valuable set of character cards by the end of the 3<sup>rd</sup> round.



## SETUP

- Place a **reference card** for the proper number of players on the table.
- Return to the box:
 

<b>FOR 2 PLAYERS:</b>	all the cards marked 3+ and 5+ in the lower right corner.	
<b>FOR 3-4 PLAYERS:</b>	all the cards marked 5+ in the lower right corner.	
<b>FOR 5-6 PLAYERS:</b>	use all the cards.	
- Shuffle the remaining Character cards and place them as a face down pile in the middle of the table.
- Deal:
  - 5 **HAND CARDS** to each player in a 2-3 **PLAYER** game,
  - 4 **HAND CARDS** to each player in a 4-6 **PLAYER** game.
 You may look at your cards but do not show them to other players.
- Then draw **as many cards as there are players** and place them **face up** in a column one below the other next to the deck. These represent the start of different piles.
- Give each player an **Invisibility Cloak card** face up.

== YOU ARE READY TO START! ==

SETUP FOR 3 PLAYERS



## HOW TO PLAY

Each game consists of **3 rounds**. A round ends as soon as the last player takes the last pile from the table.

The last player to have seen a cow starts the game. After that, proceed clockwise.

On their turn, the player performs one of the two possible actions: **A** or **B**.

### A ADD A CHARACTER CARD TO ONE OF THE PILES ON THE TABLE

Place **one of the cards from your hand face up on one of the piles** in the middle of the table. Your card should overlap the previous one, making sure everyone can see the icons on the previous card(s). After that it is the next player's turn.



### INVISIBILITY CLOAK

Once per round, your **Invisibility Cloak** allows you to add a character card **face down** to any pile on the table. When you do so, also flip your **Invisibility Cloak card** to its back side to show that you have already used its ability this round.



When a new round starts, flip the **Cloak card** back to the front to show that you may use it again.



### B HIRE A TEAM

When you decide to hire a team and still have some **cards left in your hand**, first discard them **face up** into a common **discard pile**. Then, take **one of the piles** from the middle of the table and add it **face up** to a display in front of you. We recommend sorting the cards of the same type into separate overlapping piles, so that everyone can see how many cards of each type you have.



When you hire a team, the round is over for you, and it is the next player's turn. The players who have not yet taken a pile keep on playing until they do.

When you start a turn without cards in hand, you must perform the Action "Hire a Team".

### NOTE:

If you are the **last player** to take a pile and you still have cards in your hand, you may decide which cards you want to add to the pile (1) and which you want to discard (2) before taking the last pile (3).



### ADD MORE SUSPENSE!

In future games, you may all agree to keep the face-down cards in your chosen pile **hidden till the end of the round**.

## NEW ROUND

Once each player has taken a pile and sorted their cards in front of them, start a new round. Perform **steps 4 and 5 of the Setup** and flip your **Invisibility Cloak card** to the front to show that it's active again. The cards in front of you remain in your display until the end of the game. The player who **took the last pile** starts the new round.

## END OF THE GAME

The game ends after **3 rounds**. Tally up the score for each type of cards in your display using the scorepad. Whoever has the most victory points wins the game! In case of a tie, the player with less cards in their display wins. If there is still a tie, share the victory.

### NOTE:

You will not use all the cards from the deck during the game.



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