

EARTH COWS

OF MASS DESTRUCTION

RULES



You and your fellow Alien Lieutenants have fallen out of favor with the Supreme Leader, Qleptar, after your terrible performance on the last plundering mission in the Andromeda Galaxy. Now the opportunity for redemption has arrived with the announcement of the next target – Earth!

Your alien race – The Frantrexians – exist for one purpose... to travel the cosmos in search of precious metals that can be pillaged from planet after planet. The method is simple: knock off the species on the top of the planet's food chain by implanting destructive weapons inside a lesser species. In the case of earth, that would be humans and cows, respectively. Once the greatest local species is eradicated, alien crews can easily swoop in and take all the planet's mineral treasures.

For decades, scouting missions have come to earth to capture and probe these unfortunate bovines. Armed with the basic knowledge of these four-legged creatures, you must now work with the Frantrexian scientists to find the most efficient and powerful ways to turn these animals into weapons of mass destruction! The most successful player will become Qleptar's new First Officer!

GAME CONTENTS

- 6 Alien Lieutenant Tiles
- 8 Cows
- 30 Earthling Meeples:
 - 10 Gold worth 5 points each
 - 20 Silver worth 1 point each
- +2 Extinction Bonus Token
- 6 Alien Scientist Tiles
- 3 Damage Dice (White/Yellow/Red)
- 5 Player Reference Cards
- 74 Action Cards

OBJECT OF THE GAME

Collect the most points by wiping out the most Earthlings.

GAME SETUP

1. Each player takes a Reference Card and randomly selects one of the 6 Alien Lieutenant tiles, placing it face up in front of them. Note: Each Lieutenant has a +1 Minor skill in a Cow Weapon type (each weapon type has a symbol and color).
2. Place the 8 Cows, all the Earthling Meeples, the +2 Extinction Bonus Token, and the 3 Damage Dice in the center of the playing area. That area is Earth.
3. Place the 6 Alien Scientists tiles face up near Earth. That area is the Mothership.
4. Shuffle the deck of Action Cards and deal 7 cards to each player. Players can look at their cards, but should keep them hidden from other players.
5. Place the remaining cards face down near Earth to create a Draw pile, and flip over the top card and place it face up near the Draw pile to create a Discard pile.



GAME PLAY

The game is played until all Earthlings are removed from Earth, or there are no more cows left in play. Starting with the youngest player (or with a random starting player), players take turns in clockwise order doing the following:

1. Draw the top card from the Draw pile and add it to their hand.

Note: Whenever the last card is taken from the Draw pile, immediately shuffle the Discard pile and create a new Draw pile and Discard pile.

2. Complete only ONE of the following 5 actions:

- Research a Cow Weapon
- Discard 1 Card or Swap 3 for 2
- Recruit or Steal an Alien Scientist
- Operate the Tractor Beam
- Steal a Cow Weapon Research Card

RESEARCH A COW WEAPON

The player places a Cow Weapon Research card from their hand face up in front of them. Research cards of the same type must be stacked and overlapped, up to a maximum of 3. A player cannot build more than 3 research stacks at any time.



RESEARCH



A Wild Cow card can be added to any Cow Weapon Research stack, but it counts toward the maximum of 3 in a stack. A Wild Cow cannot be the first card in a stack.

DISCARD 1 CARD OR SWAP 3 FOR 2

The player discards any 1 card face up on the Discard pile –OR– discards any 3 cards face up on the Discard pile and draws the two top cards from the Draw pile.

RECRUIT OR STEAL AN ALIEN SCIENTIST

The player discards an Alien Scientist card and moves the corresponding Alien Scientist tile to the area in front of them – either by recruiting from the Mothership or by stealing from another player's area.

However, when attempting to steal from another player, that other player can immediately discard a Qleptar card to prevent this action. The player who used the Qleptar card must then immediately draw another card to return to 7 cards in their hand. Note: A second Qleptar cannot be played to overrule the first Qleptar!

DISCARD...

...RECRUIT OR STEAL

STOP A STEAL!

The player can also discard a Universal Science card instead to recruit or steal a Scientist of their choice.

OPERATE THE TRACTOR BEAM

The player discards a Tractor Beam card to either Capture or Release a Cow:

Capture a Cow: The player moves a Cow from Earth and places it on the top card of one of their Cow Weapon Research stacks. That cow is now weaponized! A cow can only be captured if the player has at least one weapon research card in front of them, and a weaponized cow cannot be moved from one stack to another once it is placed on a stack. Also, additional research cards cannot be added to a stack that has a cow on it.

Release a Cow: The player moves a weaponized cow from one of their Cow Weapon Research stacks back to Earth, immediately unleashing it to destroy Earthlings! See the Mass Destruction section on the next page to determine the amount of damage inflicted by the cow.



STEAL A COW WEAPON RESEARCH CARD

The player takes the top card from any other player's un-weaponized Cow Weapon Research stacks, but **ONLY IF** they have an Alien Scientist in their playing area with the matching MAJOR or MINOR skill. If they chose this action, they must also discard one of their cards to return to 7 cards in their hand. A player **CANNOT** steal from any stack with a Wild Cow on the top of the stack!

Note: Qleptar can be used to stop this action!



MASS DESTRUCTION!

When a weaponized cow is released to Earth, the player immediately determines how many Earthlings it destroys by adding the following numbers:

- Roll the WHITE initial damage die for the first weapon card in the stack.
- Roll the YELLOW bonus damage die if there is a second card in the stack.
- Roll the RED bonus damage die if there is a third card in the stack.
- Add 2 if the player has the Alien Scientist with the MAJOR skill matching that weapon type.
- Add 1 if the player has the Alien Scientist with the MINOR skill matching that weapon type.
- Add 1 if the player has the Alien Lieutenant with the MINOR skill matching that weapon type.

Note: The maximum damage from a single cow is 12 Earthlings.

- The player removes the calculated number of Earthling Meeple from Earth and places them on their Alien Lieutenant tile.
- The player also removes the top two Cow Weapon Research cards from the stack that was just used and discards them (so, if only 1 or 2 cards were in the stack, they are all removed; but if 3 were in the stack, one remains).
- Weaponized C-Bomb cows and Laser Cyborg cows are vaporized after inflicting damage and are removed from the game after the Earthlings are collected.
- The player who collects the final Earthling Meeple also collects the +2 Extinction Bonus Token.



EXAMPLE:

Damage points for this cow = 1 + 2 + 3 + 2 + 1 = 9

RELEASE



Roll all 3 dice because
this stack contains 3
Weapon Research Cards



In this example, the player
inflicts 9 damage points and
adds 1 gold and 4 silver
Earthling Meeples to their
Alien Lieutenant tile.

END OF THE GAME

When all the Earthlings are removed from Earth, or no Cows are left in play, the game is over. Players count the number of Earthling Meeples collected plus the +2 Extinction Bonus, and the player with the greatest total wins and gets promoted to Qleptar's First Officer!

In the case of a tie, the player with the most remaining Cow Weapon Research cards in their playing area wins.



CONTRIBUTORS

The development of this game was initially crowdfunded through a Kickstarter campaign. Bazada Games would like to recognize these generous Backers who helped bring this game to life, along with the many others who wished to remain anonymous:

Patricia Moffitt	Jason "Data" Dawson	Andrew J. Rees	Cody Caley	Joshua D. Eller
Ian Nussman	Lyla R.	C. David Cauble	CJ	DxlnABox
Chris d'Aunay	Ian Webster	Marcus Johnson	Zico Bosman	Dylan Gibbons
Jayson K	Artemis Panthar	Keith Shepherd	Hubert Dobroniak	Jonny, Holly, Evie & Oliver M.
Mike Foston	Chris Herr	Victor Moffitt	Stigile's	Marvin L Deaver
James Carr	Jon Heline	Jos Foppele	David Hernandez	Zahir Dragonsong
Josue silva	John Richard	Alicia Verdades	Michael S. Sanders	The Amarals'
Kat R	Carlos Morales	Taylor Krull	Carlos A. Barajas	Mina Lee Ap Annwn
Bianca Reed	Jörg Wilke	Jedediah Talbot	MrJojo	Corey D Matthews
Dave & Liz Sullivan	Maikel Luts	Elijah Fitch	Terrance Nennich Jr.	Darren Viau
Kyle Davies (Akorlyn)	Michael Roets	Dillon	Heather Gunn	David Butler
Hoppsasa	Seán Hurley	Matthew Stetz	DJ Wensing	Sugar Vinas
AJ Westergren	Noah Ritz	Ralf Fuhrer	Stephen Curlee	Dr Zachary Benzio
Mathew L. Cantore	Allan P	Kristina Harfmann	Scantrontb	Colton Palcowski
Tromp	Carol Kenny	Tyler Olsen	Christopher Cauffman	Matt Brooks
Manny Almeida	Harry Minutes	Corbin LeBaron	Cooke	Michael Hesse
Dewayne Harris	Melissa Theetge	Melissa Deaton	Justin Rosenbaum	Luke DeFedele
Katalista	Becca Awe	(Murphy)	J Aaron McComb	Banjopancake
Zack Fissel	Charlie and Susan	Dustin Pauley	Trevor "GnarlyCow"	Mary Quackenbush
Merle Hughes	Nelsen	Joseph P. Roever	Callaghan	Terry & Bertha Danø
Tobias Troost	Shaun Barbour	Ruben Acevedo III	Justin Mac Kay	Alex Wilcox
Brian Haggard	Rafa Sánchez Orduña	WOLFfatherEric	stephen zelonis	Sean P. Nyikos
Mark Fenrick	Rhodri Curnow	Andrew Irvan	Clem & Lynn	pixelancer
Allyson Dee Govoni	Danimal	MJ Ruebensam	The Secor family	Linda DePalma
Odin Fulton	Jason Szymkowski	Tim Clinkscales	Larry Shuping	Thomas E Taylor Jr.
Jonny Quest	Mark and Ageena	Matthew Nakhla	Larry Hoag	
	Hass	Steve Derry	Bertha Moffitt	



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