

Winning the Game: When the last City card is taken, the game is over. Players add up their City points and the player with the highest score collects the Pot and the Bank. If the high scores are tied, those players split the money.

Whoever ends up with the most money is the **real** winner of the game, though anyone who comes out ahead should consider himself a success. We do suggest keeping score over a series of games so that, in the long run, experience and skill can triumph over blind luck and stupidity.

Running out of Money: Essentially, you have an unlimited bankroll for this game. We have tried to start everyone with as much money as they will ever need, but players should be allowed to take out loans when their piles run out. If you're playing for real money, which we strongly advise you **don't** do, a player can add more money to the table when he needs it **or** he can drop out of the game when he runs out of cash.

In a serious money game, a player can't drop out at any time other than when he runs out of cash, and if he takes out a loan it will have to be for a full \$2000.

Variation: If you crave a little less luck in each game, try this: instead of shuffling the City cards, stack them in order from 1 to 12. This way everyone will know what's coming next. This variant is slightly more strategic, but also slightly boring.

Strategy: It is possible to make money in this game without winning the Pot. Play carefully and collect cards until you have a powerful hand, and you will have a good chance of coming out ahead on bomb rolls alone. Be aware that if you have the most valuable Cow on the table, someone will likely steal it before it explodes. This means that \$300 Cows may be more "valuable" than \$400 Cows, just because they are more likely to explode before they are stolen.

If you want to get more money into the Pot, don't forget that you can play Cows on other players just to make them pay. This is exceptionally cruel towards the end of the game, when the City deck is dwindling and those players have little hope of cashing out those Cows.

Witch TRIAL

February 2001
Cheapass Games



Ever wonder what it was like to be a trial lawyer in colonial America? Of course not. But you can find out anyway in this unrealistic romp through our hilarious legal system.

In Witch Trial, you get to play the lawyers arguing over the fate of suspected witches like Zwyck the Mysterious, Florence the Wicked, and the ever-suspicious Sutcliffie Twins. It's awesome! Order it today from Cheapass Games, at www.cheapass.com!

Unexploded Cow

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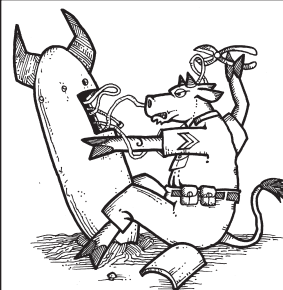
Game designed by **James Ernest** with **Paul Peterson**

Illustrations by **Mike O'Connor**

Edited by **Elizabeth Marshall**

Special thanks to the many unexploded Guinea Pigs who will do anything for France, including **Jeff Vogel, Toivo Rovainen, Mark Carstensen, Julie Haehn, Mike O'Connor, Dan Tibbles, Rick Fish, Carol Monahan, Mike Selinker, and Paul Randles.**

A Gender Note: For clarity, the masculine gender is used throughout this rulebook. By a large proportion, the professionals who use mad cows to discover unexploded bombs are male, as are both the egocentric principal authors of this game. We are also assured by persons in the know that the word "Cow" is not gender-specific, giving us license to refer to our mad Cows as "he" and name them things like Martin and Buck.



Unexploded Cow

a Cheapass card game for 3-6 Players

Europe. Summer. 1997. You and your most creative friends have discovered two problems with a common solution: mad cows in England and unexploded bombs in France.

Mad cows are thick on the ground in England, and they're selling cheaper than dirt. So you've decided to spread them thick on the ground in France too, by giving them a patriotic pep talk and setting them loose in the no-man's land behind the Cordon Rouge.

The upside? You're ridding England of insane cows and their tainted meat, ridding France of unwanted leftover bombs, and (just maybe) making a whole lot of money on the side. The downside? Eventually someone's going to catch you.

So round up your herd, drive them through the Chunnel, and set them loose in La Belle France. If you're lucky you'll make a little money before Greenpeace shuts you down.

Note: Due to the unpredictable value of European currency circa 1997, and due to the fact that our favorite typeface didn't have a Euro symbol, we have decided to transact all Unexploded Cow business in dollars. We apologize preemptively for any cognitive dissonance this may engender.

What You Get: **Unexploded Cow** comes with two decks of cards: the 12-card "City" deck, and the 69-card "Cow" deck. You also get these rules, a sturdy cardboard box, and two full minutes of breathable air.

What Else You Need: You will need one 6-sided die and enough **money** to give \$2,000 to every player in denominations no smaller than \$50.

If you must, you can use play money instead of the real thing.

The Game Basics: You and your opponents will be amassing herds of Cows, marching them through dangerous farms filled with unexploded bombs, and blowing them up for money.

This is a closed-money game, meaning that there is no banker. Each dollar that one player loses will be won by someone else.

To succeed at this game, all you really need to do is finish with more money than you started with. Ideally, you should keep track of your money over several games, just as you would in Poker.

How to Begin: Shuffle the City deck and put it in the middle of the table. Shuffle the Cow deck and deal a starting hand of three cards to each player. Put the Cow deck in the middle of the table with space for a discard pile beside it.

Determine randomly who will go first. Thereafter, play will proceed to the left.

Seeding the Pot: As in Poker, there is an *ante* before this game. Each player must contribute \$100. \$50 of this goes into the **Pot**, which is a pile of money that will grow and shrink throughout the game. The other \$50 goes into the **Bank**, which is

a stack of cash that will not change size. Both the Pot and the Bank will go to the player who collects the most City points at the end of the game.

Note: In games with only 3 or 4 players, you may wish to increase the total *ante* to \$150, of which \$100 goes to the Bank.

On Each Turn: You will usually do three things in the following order on your turn: **Draw**, **Play**, and **Roll**. Sometimes you will also turn over a **new City card**.

New City Card: At the beginning of your turn, if it is not already up, turn over the top card of the City deck. You do this at the beginning of the game, and after a player has taken the previous City card. This card represents the town you are currently visiting. If there are no City cards left, the game is over.

Draw: Draw two cards from the Cow deck. If you need to draw but the Cow deck is empty, you reshuffle the discard pile and replace the deck. Note that you must wait to shuffle until you actually need to draw a card. There are many cards that let you go fishing in the discard pile, and we want to leave it there for as long as possible.

Play Cards: Play as many cards as you wish. There are two kinds of cards, **Cow** cards and **Event** cards.

Cows: Every player has a line of Cows in front of him, called his **field**. You may play a Cow into any player's field, including your own. A Cow played in another player's field immediately becomes the property of that player, unless the Cow is a **Spy** (described later).

Wherever a Cow is played, the owner of that field must pay the price of the Cow into the Pot. This is the smaller number under "Price," not the full dollar value of the Cow.

During this step you may rearrange your own field as much as you want. However, you can never rearrange someone else's field, so when you give someone else a Cow it always goes at one end of the line, never in the middle.

Events: Events have different special effects and describe exactly what they do. Like Cows,

events have a "price" which goes to the Pot. You may also be instructed to give money to other players, or take it from them, as a result of an Event.

Because some Events bring Cows into your field, they often say that this Cow has no "extra 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.

Make a Bomb Roll: After you've finished playing cards, you roll the die to discover if anyone's Cow finds a bomb. This roll is automatic and always happens at the end of your turn, even if you have already rolled (due to Night Shift) and even if you have no Cows in your field.

Roll the die and begin counting around the table with the rightmost Cow in your field and proceeding to the left. Continue beyond the end of your field and into your neighbor's field if necessary, and so on around the table until you reach the Cow of the corresponding number. That Cow finds a bomb and, unless something can prevent it, that Cow explodes.

You will count all the way around the table, but you will only count each Cow once. This means that if you roll a number greater than the total number of Cows in play, nothing explodes.

When a Cow explodes, its owner usually earns a little money from the farmer whose pasture he has cleared. Discard the Cow and take the dollar value of the Cow from the Pot, if the money is there.

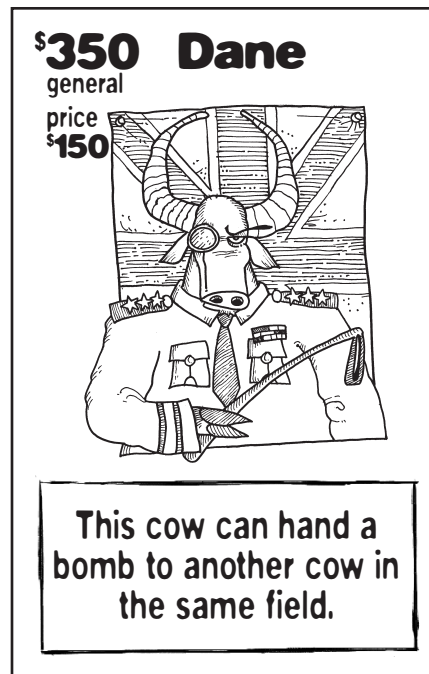
If a Cow is worth **negative** points, it **costs** you extra money when it explodes, because of some horrible accident like ruining the farm or contaminating the town. Obviously, you don't want to blow up a negative Cow if you can avoid it. (About the Negative Cows: the minus signs are hard to spot, so we gave them big white numbers.)

If the Pot can't afford to pay you for your exploded Cows, you take what you can get and discard the Cows anyway.

Earning the City Card: If you blow up **your own Cow on your own turn**, whether it's because of the usual bomb roll or for any other reason, you earn the respect and admiration of the City you have liberated. Take that City card and

keep it. Whoever collects the most City points will win the Pot and the Bank at the end of the game.

Note: You **do not** replace the City card until the beginning of the next player's turn. This means it's impossible to take two Cities in the same turn.



Special Cow Powers: Some Cows have special abilities, the specifics of which are as follows:

Spies: When you play a Spy, place the card so that the bottom points towards you, not towards the owner of the field. No matter where that Spy moves, it will always belong to the person who played it. This means that if you play a Spy into another player's field:

- 1: The owner of the field must pay for the Spy.
- 2: When the Spy explodes, you get the money.
- 3: If the Spy explodes on your turn, you earn the City card. If the Spy explodes on the field owner's turn, he doesn't get the City.
- 4: The owner of the field decides where to arrange the Spy in his field, only on his turn.
- 5: If the Cow moves to another field, you continue to own it. However, if the Spy ever leaves play, either by exploding or for some other reason, it forgets its owner.

Mechanics: These Cows can defuse bombs, which means they can decide not to explode. As with all the special Cows except the Spy, a Mechanic can use his ability only **once per turn**. If he somehow finds another bomb on the same turn, he will have no choice but to explode.

Generals: These Cows can hand a bomb to another Cow in the same field. The bomb is passed off before it explodes, of course. Again, they can only do this once per turn.

P.E.C.s: These are the opposite of Generals. They can steal a bomb from any other Cow in the same field. Actually this ability represents the other Cows' ability to hand whatever they want to the P.E.C., but it makes more sense the way we have worded it, and it more effectively limits this ability to one use per turn.

Mad Bombers: When a Mad Bomber explodes, he hands a **new bomb** to every Cow in the same field. Note that this only happens **after** he explodes, so if a P.E.C. were to steal a bomb away from a Mad Bomber before the bomb exploded, the Mad Bomber would not get to distribute new Bombs.

Note: When you blow up several Cows, and one of them is a Spy, the Pot may not be able to pay for all the Cows. In this case, the field owner deals with all his Cows first, and then the owners of the Spies deal with their Cows starting with the player to the left of the field owner.

