

# Cowroboros



6 - 6



30 min



8+

## Rule Sheet

*You are a British **cattle farmer** in the in the 1990s. With the progress of science and the rising costs of living, the cattle industry has creatively turned to **cow recycling** - feeding one cow from the remains of another. However, this innovation has fueled **Mad Cow Disease**, infecting the feed market. With the **government inspectors** threatening to cull all your cattle, you've got to turn the most profit before the market closes for good!*

## Goal

Be the richest player when the first market closes. You'll do this by buying cow waste from the market, feeding your cows till they're plump, and selling them back at a tidy profit.

## Contents

1 Market Gameboard  
20 Cow cards  
69 Quality Beef cards  
46 Infected Meat cards  
2 tokens  
Bag of gold tokens

## Preparation

Give each player:

- 4 cow cards, placed sideways in front of them
- 16 gold tokens

Set the **market gameboard** in the middle of the table. Place a **market token** in front of the Prime Market. Spin the **starting player token** and give it to the player it points to. Create the market decks and place them on the market gameboard.

## Market Decks

For a 2 - 4 player game:

<b>Prime Market</b> <ul style="list-style-type: none"><li>• 9 Quality Beef</li><li>• 1 Infected Meat</li></ul>	<b>Standard Market</b> <ul style="list-style-type: none"><li>• 14 Quality Beef</li><li>• 6 Infected Meat</li></ul>	<b>Utility Market</b> <ul style="list-style-type: none"><li>• 20 Quality Beef</li><li>• 20 Infected Meat</li></ul>	<b>Government Aid</b> <ul style="list-style-type: none"><li>• 3 Quality Beef per Player</li></ul>
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For a 5 - 6 player game:

<b>Prime Market</b> <ul style="list-style-type: none"><li>• 18 Quality Beef</li><li>• 2 Infected Meat</li></ul>	<b>Standard Market</b> <ul style="list-style-type: none"><li>• 21 Quality Beef</li><li>• 9 Infected Meat</li></ul>	<b>Utility Market</b> <ul style="list-style-type: none"><li>• 25 Quality Beef</li><li>• 25 Infected Meat</li></ul>	<b>Government Aid</b> <ul style="list-style-type: none"><li>• 3 Quality Beef per Player</li></ul>
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## During a Turn



## Cows Age and a Cow is Born



Cows age over time. Cows on the left are newborns, hungry for life. Cows on the right are aged and about to pass away. Upright cow cards are your herd, while sideways cards are placeholders.

Each player shifts their cow cards one spot to the right. Discard any meat on the right most cow card, and place it upright on the left.

## Buy Feed

There are three markets, ready to supply cow waste to feed your burgeoning herd. Each market has a different price, quantity, and quality, so choose wisely!

Beginning with the player with the **starting player token** and going clockwise, a player may choose one market to buy meat from. The player pays the market's **buy price** of the meat **for each cow** they own and draws that many cards from the market. The player may look at those cards and choose which cow eats which meat. Place one meat card upside down on top of each cow. Players may peek at their meat cards at any time.

Players must buy all their meat from a **single market** and players must be able to feed **all of their cattle** with the meat they bought. Players may **not** buy from markets with fewer cards than their number of cattle. Players may choose to **starve** their cattle, in which the cattle live through the year without fattening.

If a player is unable to feed all of their cattle from a single market using the money they have, they may fall back on **Government Aid**. To collect **Government Aid**, the player must turn in all their money. Once the **Government Aid** is empty, players unable to pay for meat must choose to let their cows starve.

## Sell Cows

Players make money by selling to the buying market. The choice bits are sold for profit; the slag goes back into the market. After a sell, the government inspector stops by do a random sampling of the beef - he'd better not find anything!

Beginning with the player with the **starting player token** and going clockwise, a player may choose to sell any number of cows to the market that has the **market token**. Take the meat cards from each sold cow, and turn each sold cow's card sideways. Each player counts their number of meat cards sold and places them on top of the market pile.

Shuffle the market pile and choose a player to be the inspector. The inspector pulls cards from the top of the pile equal to that market's **inspection rating**. If any of the meat turns out to be bad, no one gets any money and that market is given a **failed inspection**. Otherwise, players earn gold equal to the number of meat cards sold times the **sell price**.

## Pass Tokens

At the end of the turn, the player with the **starting player token** passes it to their left. If any player sold to the market, move the **market token** along the track. Otherwise, leave it.

## End of Game

The game ends when any of the markets fails **3 inspections**, forcing the populous into hysteria. The player with the most money wins. In case of a tie, both win