

# CATTLE

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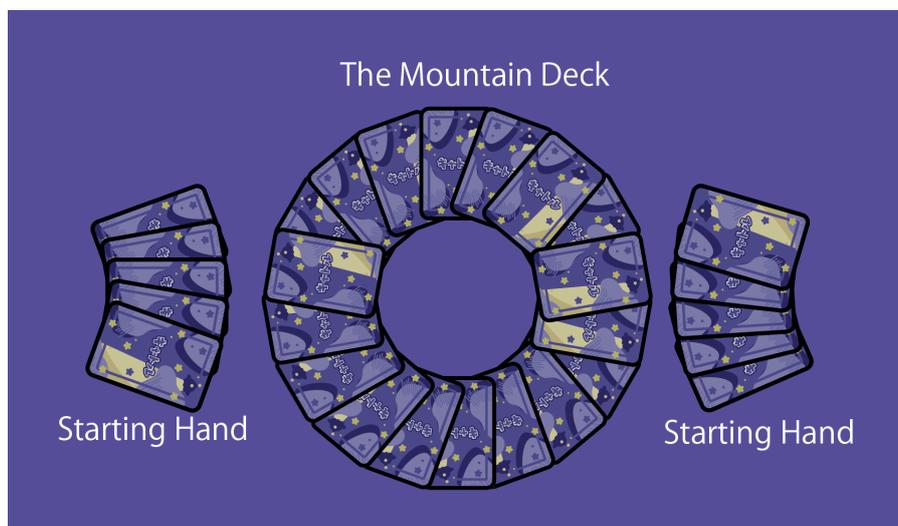
## Components

- **Total Cards:** 54
- **Orb Cards:** 30 (6 colors × 5 cards each)
- **Action & Special Cards:** Cow (12), Bear (4), Hawk (4), UFO (4)
- **Players:** 2–5 / **Play Time:** 10–20 minutes

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## Game Setup

1. **The Mountain Deck:** Shuffle all cards and place them face-down in a circle.
2. **Starting Hand:** Each player draws **5 cards**.
3. **UFO Check:** If you draw a UFO in your starting hand, return all 5 cards, reshuffle, and redraw.



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## Turn Order

Decide the first player with Rock–Paper–Scissors. Play proceeds clockwise.

On your turn, perform the following steps:

### 1. Flip (The Push-Your-Luck Phase)

- Flip cards from the Mountain Deck one by one, placing them face-up for everyone to see.
- As long as you flip **Orb cards**, you may continue flipping as many cards as you like.
- **Forced Stop:** You must stop flipping immediately if you reveal any **Non-Orb card** (Cow, Bear, Hawk, or UFO).

### 2. Take & Exchange

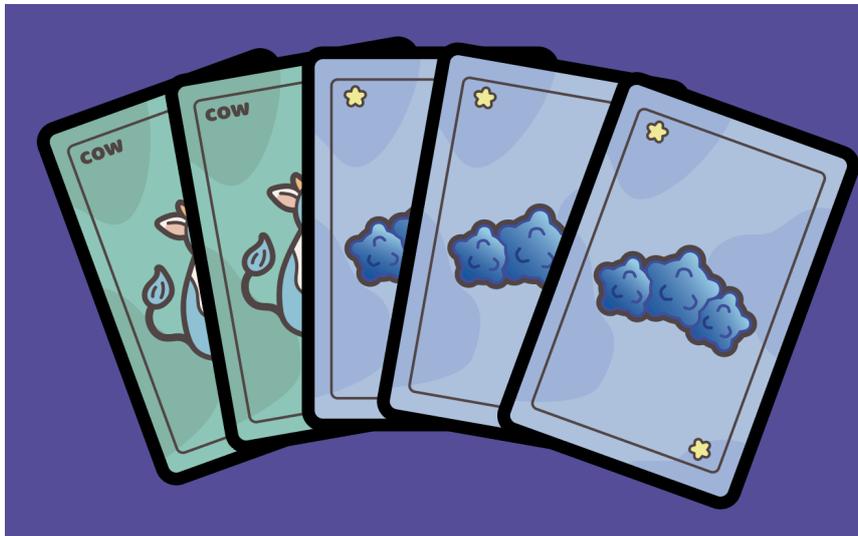
- You may take **any number** of the face-up cards revealed during your turn.
- For every card you take, you must **discard the same number of cards** from your hand to keep your hand size at 5.
- *Note: You can take the card that caused the "Forced Stop" (Cow, Bear, or Hawk), but UFOs follow a special rule.*

### 3. Important Rules

- **UFO Appearance:** If a **UFO card** is flipped, it is immediately moved to the Discard Pile. You **cannot** take it or use it for exchange.
- **Cleanup:** All face-up cards remaining on the table (not taken) are moved to the Discard Pile.
- Your turn ends.

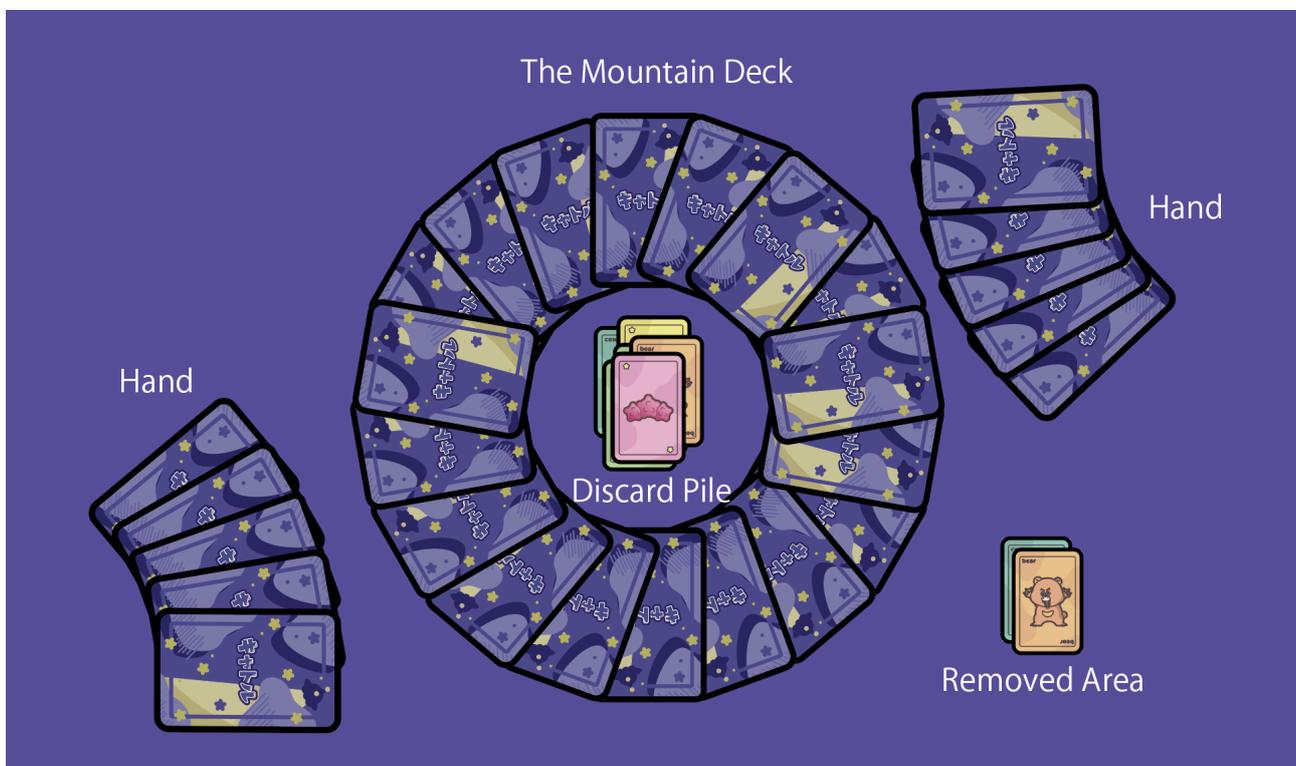
## Victory and Elimination

**Victory** To win, you must have a set of 3 Orbs of the same color in your hand. While holding this set, you win the moment **you** flip or draw a UFO card **during your own turn**.



**Elimination** If you reveal a UFO card and do not have a set of 3 Orbs, you are immediately eliminated from the game.

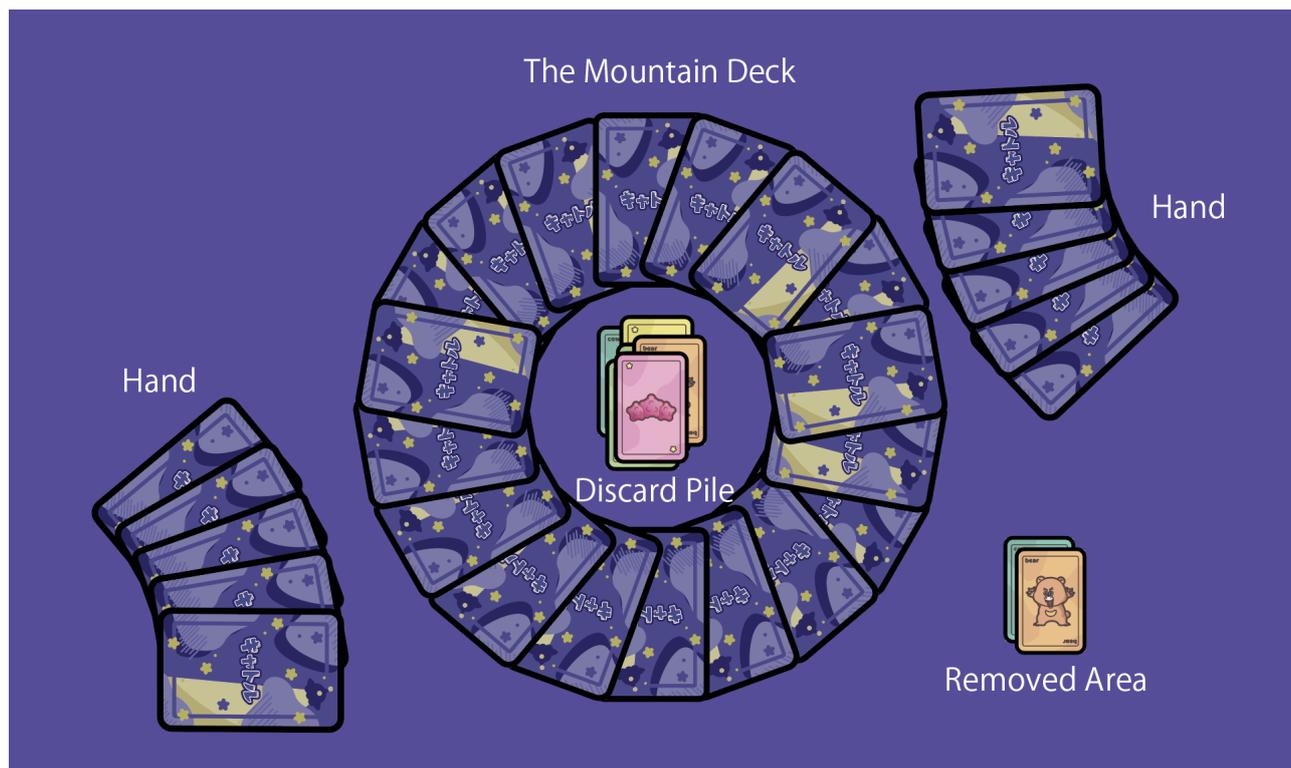
**The Cow Defense:** You can avoid elimination by moving a Cow card from your hand to the **Removed Area**.



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## Card Effects (Quick Summary)

- **Cow:** When this card leaves your hand, move it to the **Removed Area** to block a UFO.
- **Hawk:** When this card leaves your hand, move it to the **Removed Area** and swap your entire hand with a **player of your choice**.
- **Bear:** When this card leaves your hand, move it to the **Removed Area** and force a **target player** to discard their hand and draw 5 new cards.



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## Additional Rule

Whenever your hand size drops to **4 or fewer cards**, you must **immediately draw cards** until you have 5. If you draw a **UFO** during this process

- If you have a set of 3 Orbs, **you win!**
- If you do not have a set of 3 Orbs (and no Cow to defend), **you are immediately eliminated.**



Download Rules (PDF)