



2-4 Players



20+ Min



Age

RULES



Far away in the land of Mootopia lies a little farm. This farm is called Mooberry Farms! Mooberry Farms is a happy place for cows to roam around and eat lots of delicious...uh...grass... Yes, grass! Cows love grass! It's delicious, nutritious, and somehow... very fattening in large quantities. Life is good...that is until...

BOOM! CRASH!!!

Something happened and there's an eerie glow in the forest! Also, a strange object destroyed part of our fence! Oooh, hey, look at this new grass we can eat!

Cows vs Aliens: Invasion is a game where cows are exploring their whimsical land surrounding Mooberry Farms in search of delicious grass to eat. Meanwhile, Aliens are invading! They have travelled far and donned silly disguises in order to trick and capture cows and steal all of their dairy! Who knew milkshakes and ice cream were so popular in space?

THE COWS' GOAL

Move around the board and eat grass, while avoiding abduction by the Alien.

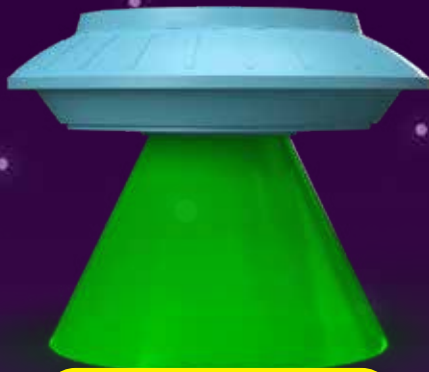


THE ALIEN'S GOAL

Move around the board, converting grass and abducting Cows for milkshakes and ice cream.



COMPONENTS



1 PLASTIC UFO



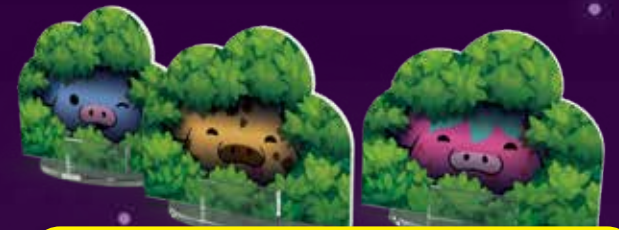
60 GRASS CARDS



30 REINFORCEMENT CARDS



4 BEANS



3 CAMOOFLAGE STANDEES



1 MOON TOKEN



140 GRASS TOKENS
(GREEN GRASS/ALIEN GRASS)



4 COW DICE



1 ABDUCTION
DIE



4 LINEBACKER TOKENS



30 MILKSHAKE
TOKENS



1 CLOTH GAME MAT

SETUP

- A** Place the Moon Token on the 8pm turn space.
The last person to have dairy goes first and proceeds clockwise.
(The Alien always goes last)
- B** In turn order, roll the Abduction Dice to see which zone you start in.
You cannot share a space with another player.
- C** Place the Alien in the UFO in the center of the crash site.
- D** Shuffle and place all card decks within reach.
- E** Place all Grass, Milkshake, Linebacker, Camooflage Tokens, and Cow Dice within reach.

During Setup, grass is placed on spaces that have this green triangle in their top left corner.



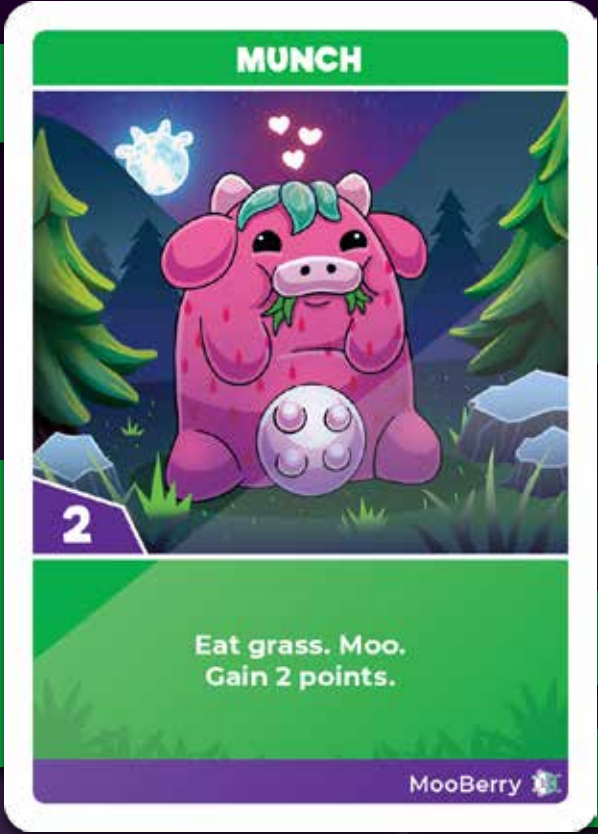
GRASS CARDS

A Grass card is picked up when a Cow lands on a space with a grass token. It is then read and performed by the Cow that has interacted with it.

NAME —

POINTS —

This is a quick reference for how many points the card text awards.



— ART

— CARD TEXT

— FEATURED CHARACTER



— NAME

— CARD TEXT

— FEATURED CHARACTER

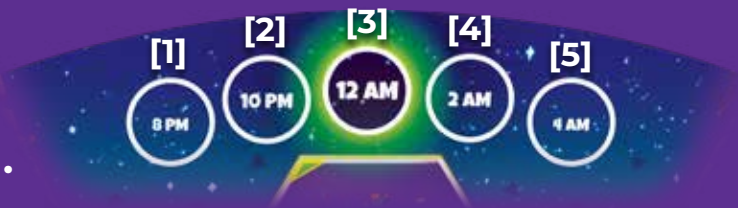
REINFORCEMENT CARDS

3 Reinforcement cards are picked up by the Alien at the start of their turn. The Alien player then chooses one of the 3 cards, performs it and discards the 2 unused cards.

BEGINNING OF THE ROUND

At the start of the round, each Cow will place a Green Grass Token each, per current round. The Alien will place an Alien Grass Token per current round.

Round Tracker



Example:
Round 1 (8PM) each player will place 1 Grass Token.



Example:
Round 2 (10PM) 2 Grass Tokens, etc..

Cows cannot place grass in a zone they are in currently, nor in adjacent zones, nor in a space containing a player. If a Cow is in the center zone, they may place grass in any other zone. Only 1 Grass Token may exist in a space.

The Alien must place Alien Grass Tokens in their current zone.

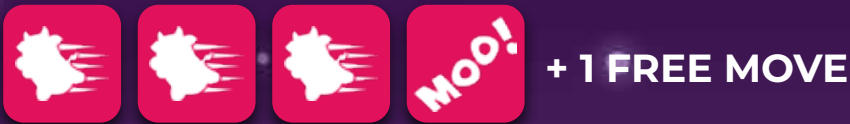
If a player runs out of spaces, they can place Grass Tokens in a zone adjacent to that one.



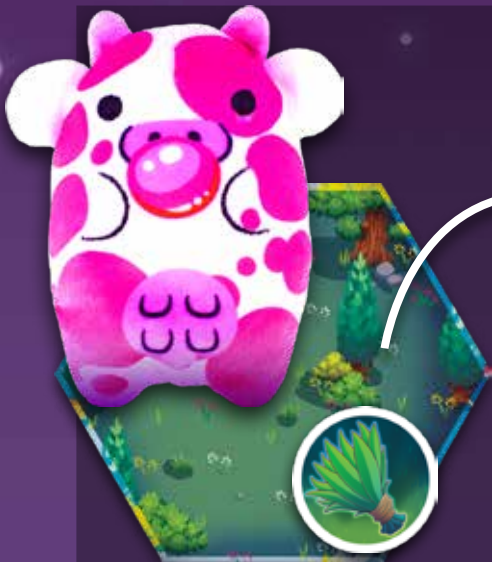
COWS

First, if you are abducted when your turn starts, roll the Abduction Dice and place your Cow as per usual.

Roll all of the Cow Dice.
You may move 1 space per ‘Moove’ icon you roll.
Cows have 1 free move per turn.



Cow Dice have 5 “Moove” faces and 1 “Moo” face



If you move into a space with Green Grass, draw a Grass Card. If that card is Green, keep the Grass as a point and perform the card.

Green Grass Card



If that card is Purple, return the Grass token to the token supply and perform the card.

Purple Grass Card



If you move into a space with an Alien Grass Token, immediately gain that token as 1 point and lose 1 movement. Draw a Grass Card and resolve as usual.

If you are moved into a space with any Grass Token via a Purple card or by an Alien Action, do not take the grass.

SIDE NOTE: If you have zero movement left to lose don't worry about it. Just eat the grass!

COWS CONTINUED

If you move into a space with a Green Grass Token via a Green Grass card, draw a grass card as usual, at no cost of a movement, regardless of color.

Side note:
If you land on an Alien Grass, lose 1 movement.



Once you run out of moves, your turn is over.

For each “Moo” you roll, at the end of your turn, every other Cow gets to move 1 space per “Moo” in clockwise order.



Reroll if you roll all “Moos”

ALIENS

At the start of your turn, draw 3 Alien Reinforcements Cards. Pick one, read it out loud, and execute its instruction. Discard the 2 unused cards.



After the Reinforcements Card phase, You may move **5 spaces at 4 players**, **4 spaces at 3 players** and **6 spaces at 2 players**.

When moving over a space with green grass, change it into a purple grass and gain a green grass as 1 point from the pile.



When you move into a space with a Cow in it, abduct that Cow (remove it from the board). That Cow loses 1 point, and you gain a Milkshake Token worth 2 points.



Once you run out of moves your turn is over.

END OF ROUND AND RESET

Move the Moon Token to the next space on the night track.



If abducted, roll the Abduction Dice for placement at the start of the round and place your cow in the rolled Home Zone. If you roll the same Home Zone as another Cow, reroll.



If there is a Grass Token on a Home Zone when you are placed there from the Abduction Dice, do not collect it.



First player is now the Cow with the least amount of points.

At the end of the 4 AM round it will be 6 AM and the game is over. The sun will rise, sending the Aliens back to the Mothership...for now...

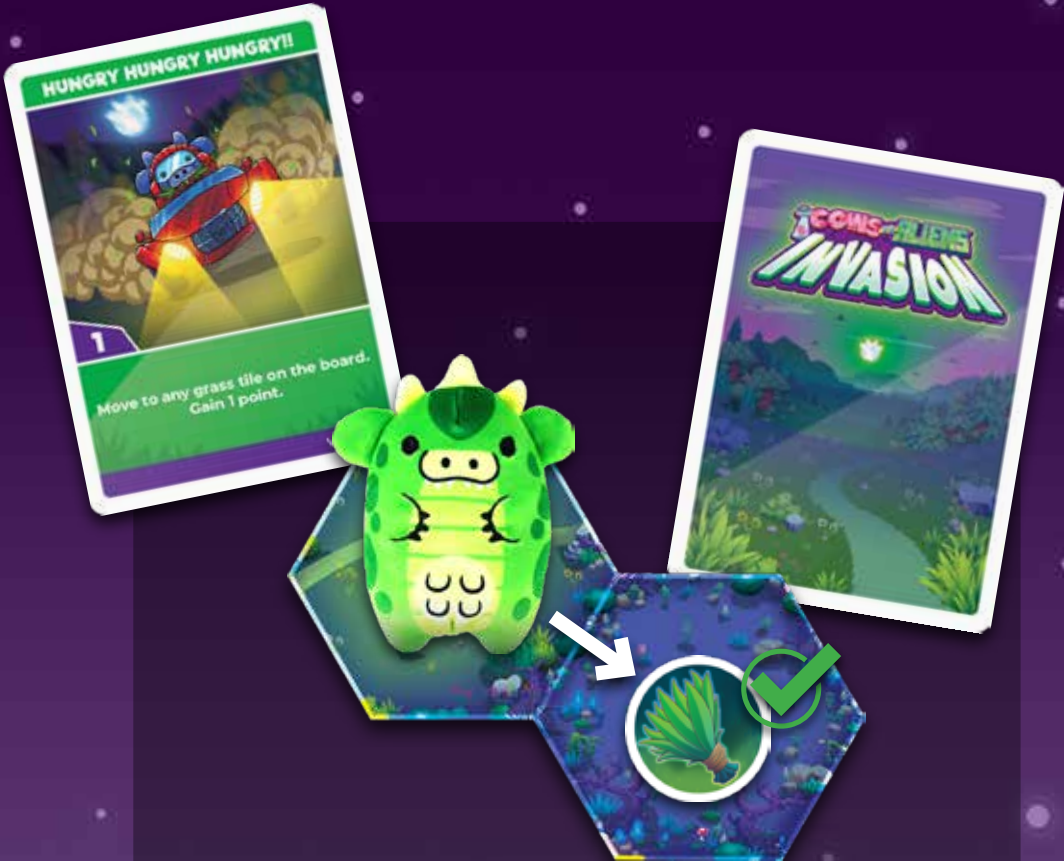
Cows that are not abducted in the last round are awarded 1 bonus point.

The winner is the player with the most collected points!
Ties are broken by whoever is still on the board at the end of the game.
If there is still a tie then the victory is shared.

THINGS TO REMEMEBER



If a Purple Grass Card displaces you into a space with a grass, do not take the grass or draw a Grass Card.



If anything else moves you into a space with a Grass Token, take the token and draw a Grass Card.



If a card tells a Cow to move in favor of the Alien Player, the Alien chooses how and where the Cow moves. i.e. “Move 3 steps closer to the Alien.”



This is also an instance where you will NOT pick up grass you land on or traverse through.



COMPONENTS

1 Cow Plush
5 Alien Friend Standees
7 Alien Cache Tokens
1 Cheese Token

5 Lunch Tokens
1 Sunscreen Token

Hidden Treasures (sold separately) is an expansion to Cows vs Aliens: Invasion.

Weird boxes are showing up everywhere! It would be nice to see what's inside, but these strange fellows are walking around everywhere. I don't know if I trust 'em'!

ALIEN FRIENDS

During setup, the Alien player picks one Alien Friend to move around the map and perform an action per turn. That friend cannot abduct Cows but makes things a little more difficult for the cows.

Alien Friends can move 4 spaces each turn, and move before the main Alien. They cannot move into a space with another character.

Alien Friends affect Cows from an adjacent space once per Cow turn,

unless stated otherwise.



NACHO KID

Makes pools of nacho cheese. Places a pool of Melty Cheese under a Cow. On the following turn, that Cow must spend 1 move to leave that space.



TOMMYBOI

Pulls pranks on the Cows and steals their points. When moving into a space adjacent to a Cow, remove 1 point from them if applicable.



ALVIS

Once per turn plays music allowing him to move all Cows in his zone 2 spaces each.



UV RAY

Creates suntan oil slicks, forcing Cows to only move in straight lines. Places an oil slick under the Cow. That Cow must move in a straight line only until it reaches the end of the oil slick. UV ray is activated at the start of the round.



PEARL

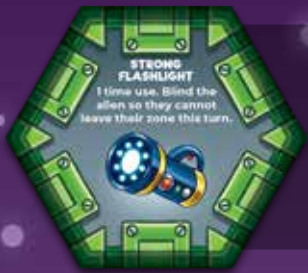
Sets out plates of food. These are worth 3 points for the cows but their turn ends. May place 1 plate of food per turn. If placed on a space with a grass, the Cow only takes the food. Cows can only pick up food during their turn. Pearl is used at the start of the round before the Cows.

ALIEN CACHES

At the start of the game, the Alien player places 1 cache in each outer zone. These cannot be placed in a home space.

At midnight, these caches are now allowed to be picked up and contain powerups for the Cows.

If a Cow lands on a space with a cache on it, that player collects it and receives whatever bonus is on it. Caches are picked up before grass when a Cow lands on its space.



STRONG FLASHLIGHT

1 time use. Blind the Alien so they cannot leave their zone this turn.



COWPIE GRENADE

1 free shield from an abduction.



RAYGUN

Shoot wildly into the sky, causing you to move the Alien 1 space per turn if you wish.



X-RAY GOGGLES

When eating grass, draw the top two cards of the grass deck, choose 1 and place the other at the bottom of the deck.



KINGS CROWN

+3 Points at the end of the game.



SEASONING

You no longer lose 1 point when drawing a Purple Card.



MOON BOOTS

+2 Movement each turn.



COMPONENTS

1 Alien Plush
5 Cow Power Cards
1 Dual-Layered UFO Board

1 UFO Upgrade Dice
22 UFO Cubes

Hyper Speed! (sold separately) is an expansion to Cows vs Aliens: Invasion.

The Aliens have begun innovating new technology for their UFOs. They upgraded their ships! Meanwhile, the Cows realize they might be a little more talented than they once thought.

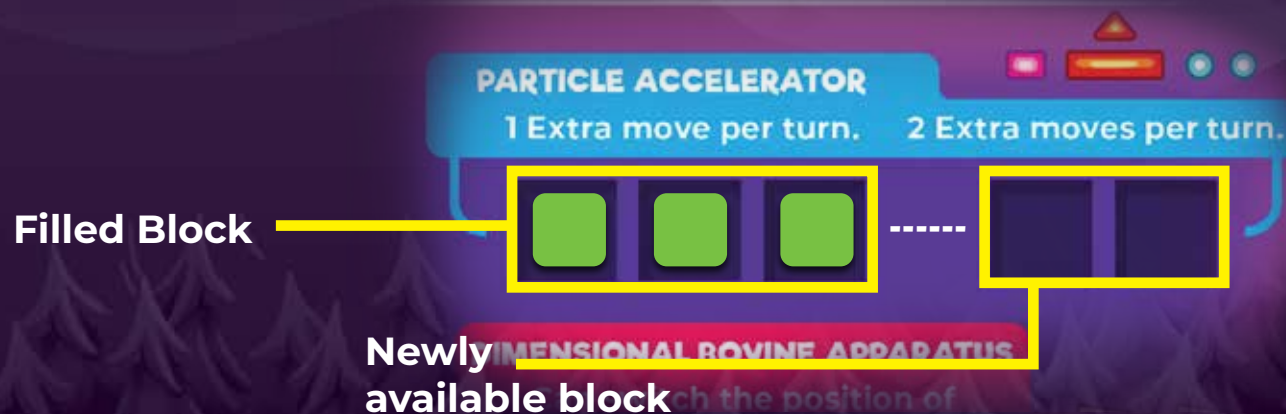
UFO UPGRADES

At the start of their turn, the Alien player rolls the UFO Upgrade Dice. The dice will determine how many points you can spend to upgrade your ship. You will place the cubes into slots on the UFO Board. Cube slots are grouped into blocks, once the last slot in a block is filled, that upgrade is permanently available immediately for the rest of the game.



The Particle Accelerator and the Plutonium Upgrade have multiple blocks.

Once one block is filled you may start filling the next block for an even better version of that upgrade.



You may never move a cube once it is placed.

COW POWERS

During Setup, the first player picks out a Cow Power card. This proceeds clockwise around the table until all Cow players have a Cow Power card. That ability available for the rest of the game.



Speedy Cow: Vroom
You have 2 free moves per turn instead of 1.



Sneaky Cow: Pandamoonium
Once per round, on your turn, move to an empty space in an adjacent zone for free.



Cannon Cow: Captain Moo
Once per round, on your turn, you may move the Alien 1 space.



Forgetful Cow: Jammies
Once per round, you may reroll any amount of dice.



Picky Cow: Moojesty
When abducted, you get to choose which home to be returned to.

SPECIAL RULES FOR 1V1

- The Cow player plays using two Cows.
- If you move into a space with a Grass Token via green card, draw a Grass Card like normal at no cost of movement unless it's an Alien Grass Token.
- Combine the points from both Cows as your total score.
- The Alien has 6 movement per turn.
- The Alien draws 3 Reinforcement Cards and chooses 2 at the start of their turn.
- If both Cows are abducted in a round, the Alien gets 1 bonus Milkshake Token.

CREDITS

Game Design: Tyler Myatt

Art Graphics and Illustration: Tyler Myatt

Playtesters:

**Chris Mouser, Steve Roth, Andy Bardon, Zachary Polk,
Tom Linke, Mark Sellmeyer, Patrick Johnmeyer**