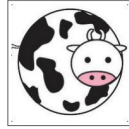




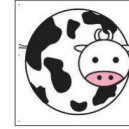
LOW ENERGY STATE

Non-designated cows move only 1 hex at a time.



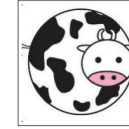
TARGET ORBITALS

Cows may also orbit target hexes.



EMERGENCY BRAKE

Cows may stop anywhere, but cannot move again afterwards.



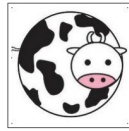
FORCE FIELD

Cows may turn on a force field turning the surrounding hexes into walls.



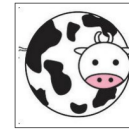
INELASTIC COLLISION

A cow may push another cow any number of hexes before stopping.



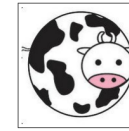
QUANTUM TUNNELING

A cow may move through one blockade and continue moving in the same direction.



SINGLE INSTRUCTION, MULTIPLE DATA

The same movement instruction may be given to multiple cows at the same time.



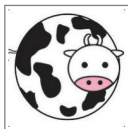
TARGET TURNER

Any number of targets may be rotated for a turn.



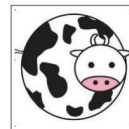
WIDE REACH

A cow may stop if either of the side diagonals are blocked.



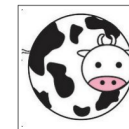
TELEPORT

Non-designated cows may use a move to teleport from one target to another.



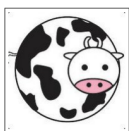
SLOWER SPEED OF LIGHT

Before each turn, one chosen cow moves 1 hex in a set direction. Other cows may interact with it during their moves.



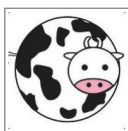
CURVED SPACE

Outer walls are removed. Cows moving into a wall wrap to the opposite side of the board and continue moving.



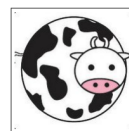
MAGNETIC REPULSION

Non-designated cows may stop one hex short of a blocking hex.



ELASTIC COLLISION

After a cow collision, the stationary cow moves in the same direction that it was pushed as part of the same move.



ENTANGLEMENT

Adjacent cows may swap places and/or move together as an entangled pair.
