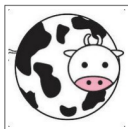




## LOW ENERGY STATE

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

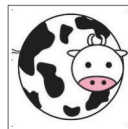
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## TARGET ORBITALS

Cows may also orbit target hexes.

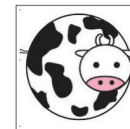
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## EMERGENCY BRAKE

Cows may stop anywhere, but cannot move again afterwards.

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## FORCE FIELD

Cows may turn their surrounding hexes into blockades.

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## INELASTIC COLLISION

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

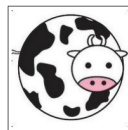
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## QUANTUM TUNNELING

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

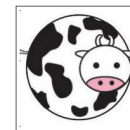
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## SINGLE INSTRUCTION, MULTIPLE DATA

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

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## TARGET TURNER

Any number of targets may be rotated to a new position for a turn.

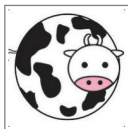
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## PARTICLE WAVE DUALITY

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

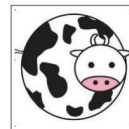
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## TELEPORT

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

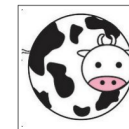
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## SLOWER SPEED OF LIGHT

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

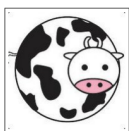
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## SPACE CURVATURE

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

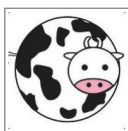
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## ACTION AT A DISTANCE

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

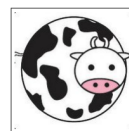
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## ELASTIC COLLISION

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

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## ENTANGLEMENT

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

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