

## **Basics**

The game consists on feeding the animal with rations to be absorbed to produce milk, meat or been excreted into muck. The players will receive points depending on the number and nature of the absorbed ingredients.

Players have to draw cards from the ingredients deck. These cards can be ingredients (protein, energy, fibre, water or oligos) or events/actions.

The aim of the game is to win more points than other players. However, there are certain situations in which the cow can die (because of a poor feeding strategy). If the cow dies, the player that made that happen will be eliminated from the game and the player with more points will win.

## **THE BEGGINING**

1. Remove the Pathologies and Event cards from the deck. All the players get 5 cards from the deck.
2. Then place the Pathologies and Event cards on the deck and shuffle.
3. Place all the counters in the pH, Welfare, BC, Muck and Oligos markers
4. Take the last 10 cards from the deck, place the Slaughterhouse Event card, shuffle the cards and leave them on the bottom of the deck.
5. Choose the initial player by throwing a 6-side die (d6). The player with the highest value starts the game.

## **THE TURN**

### **A. Cards Phase**

1. The first player is the one with the Turn Marker
2. The active player draws two cards from the deck. If there is any event among the cards it must be revealed. The actions can be kept and used at any time.
3. The active player can use cards from his hand to build rations (max 4 ingredients per ration). Once used, the cards are discarded and the ration is placed on the feeder.
4. Once finished, the next active player is the next on the left (clockwise).

All the players then will draw cards, play mandatory events, prepare the rations and place them on the feeder.

At the end of this phase, if needed the players must discard cards to get a maximum of 9 cards in the hand

### **B. Movement Phase**

1. The active player chooses which ration will play and throws 2d6 (3 in case the ration's got water). The player chooses one of the dice and moves an equivalent number of squares. Double or triple scores count as addition (for example 4 and 4 in dice counts as 8).

## 2. Special ingredients

Water: it gives an extra die to play. A ration with more waters than energy will increase in 1 pt the pH in the rumen

Fibre: Rations with fibre can block or push other rations with less fibre once per turn, a number of squares equal to the difference in the number of fibres (example, a ration with 3 fibres can push another ration with 1 fibre a maximum of two squares)

Energy: A ration with more energy than water will decrease 1 pt the pH in the rumen

3. The rumen walls are very active in fermenting material. If a ration is pushed towards the walls or hits on the two motile pieces, it will lose a random ingredient.

4. If the player finishes its move in a MILK square, will get the points (see table 1 below) and move the BC marker to -1. If the player finishes its move in a MEAT square, will get the points (see table 1 below) and move the BC marker to +1. If the ration is excreted, the player will get the points (see table 1 below) and move the Muck marker to +1.

5. Once all the players have made the movements, the rumen makes its movements (see below), and the pH marker is adjusted. The rest of the marker will be adjusted "on the go" by action cards, absorption of nutrients or excretion of rations.

6. When all the players have finished, the player with the Turn Marker passes it to the player on his left

Table 1: rewarded points per ingredient

INGREDIENTS	MILK	MEAT	MUCK
Energy	6 pts	2 pts	1 pt
Protein	3 pts	4 pts	1 pt
Fibre	2 pts	2 pts	1 pt
Water	1 pt	1 pt	-----
Oligos	10 pts/2 pts/0 pts	10 pts/2 pts/0 pts	1 pt