

## 【1】How to Play

① The leader places his/her 5 Moo Moo cards in the columns under corresponding Ranch markers and flip the unchosen Ranch markers face down. →【3】

② Starting from the leader in clockwise order, place Toretores card(s) in front you. Place them so that they add up to match the number on a face-up Ranch marker(s). If Ranch markers are placed as shown in [Figure 2], there are 5 numbers the players can form, namely "3", "6", "9", "4", and "5". You must use the number of Toretores cards indicated by the number of stars on the Instruction card.

Thus, in case of [Figure 2], you must use 3 Toretores cards to form a number from among "3", "6", "9", "4", and "5".

③ When you use the Helpful UFO chip(s) (→【6】), place it face up next to the card you play. (At this stage, don't announce whether you'll use the chip(s) to add or subtract numbers.) If you can't form any specified number by your Toretores cards alone but you can form it if you use your UFO chip(s), you must use the chip(s). If you still can't form a number, you must still play the specified number of cards face down. (→【9】)

④ After all the players have placed their cards, flip your cards face up simultaneously while announcing the number you've formed. For example, if you've formed the number "3", announce "Moo, moo, three!" Make sure to announce "Moo, moo" simultaneously with other players.

⑤ Judgment: If there is a column where a number has been announced by only 1 player, that player receives all the Moo Moo cards in that column. If multiple players have announced numbers in the same column, first apply The Fewer The Better rule (→【4】), and then share the cards according to the Sharing rule (→【5】) as required.

⑥ Discard the remaining unchosen Moo Moo cards in the columns. Each player discards the card(s) s/he's played and replenishes his/her hand by drawing the same number of Toretores card(s) from the draw pile. Starting from the leader, replenish your hand in clockwise order. For example, if you've played 2 cards, draw 2 cards at once in your turn. If you've used Helpful UFO chip(s), flip the used chip(s) face down.

⑦ Pass the Leader chip to the next player in clockwise order and continue the game from Step ①.  
※ If Toretores cards or Moo Moo cards run out, shuffle the discard pile to form a new draw pile.

## 【2】Game End

After the Leader chip is passed around twice, the game is over. Thus, when the player to the right of the leader player at the start of the game becomes the leader for the second time, that's the final round. The game ends immediately also when the 6 Moo Moo cards to place (5 cards on the table and 1 card face down in the draw pile as shown in Figure [2]) have run out even if you form a new draw pile from the discard pile

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⇒ After the game is over, calculate your score (→【7】).  
The player with the highest score wins. In case of a tie, the top players share the victory.

## 【3】How to place Moo Moo cards

Draw a Moo Moo card from the draw pile and place it in its placement area. If another Moo Moo card has already been placed in the area, place your card on top of it with the top half of the bottom card showing. In each column, you can place up to 3 Spotted Moo Moo cards, 2 Red Moo Moo cards, or 2 Black Moo Moo cards. Moo Moo cards which cannot be placed must be discarded in the discard pile. Keep drawing the cards until 5 Moo Moo cards are placed in the Moo Moo card placement area. Leave the Ranch marker(s) corresponding with the cards in their columns face up, and flip the remaining markers face down. In each column, leave the marker(s) face up in ascending order.

[Figure 2]



Three Spotted Moo Moo cards have been placed, so the markers "3", "6", and "9" are face up. One Red Moo Moo card has been placed, so the marker "4" is face up. (Marker "8" is flipped face down.) One Black Moo Moo card has been placed, so the marker "5" is face up. (Marker "10" is flipped face down.)  
- If the Ranch markers are positioned as shown, the players can choose to form one of the five numbers from among "3", "6", "9", "4", and "5".  
- The number of face-up Ranch markers always matches the number of Moo Moo cards in that column.

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## 【4】The Fewer The Better rule

If multiple players have announced different numbers in the same Moo Moo column (See the Spotted Moo Moo column in [Figure 2]) and only 1 player among them has announced the lowest number, that player receives all the Moo Moo cards in that column.

In [Figure 2], if Player A has announced "3", Player B "6", and Player C "9", Player A, who has announced "3", the lowest number, receives all the Spotted Moo Moo cards in that column.

## 【5】Sharing rule

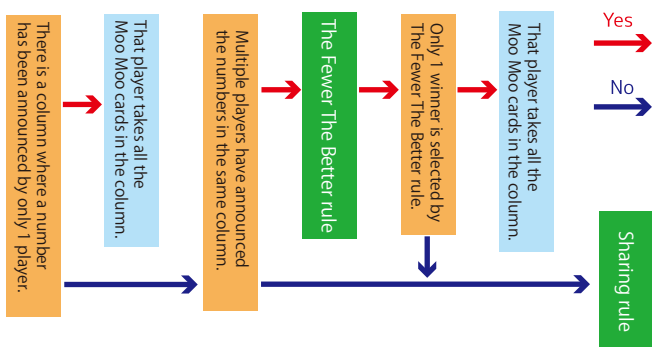
If multiple players have announced the lowest number corresponding to that in the same Moo Moo column, the Sharing rule is applied.

- How to share cards

Share the Moo Moo cards in the column among applicable players. Starting from the nearest player clockwise from the leader player, take a Moo Moo card at a turn from the column in clockwise order. Regardless of the number of cards (1 to 3) in the column, draw 1 card at a turn until the cards run out.

In [Figure 2], if Players A and B have announced "3" and Player C "6", Players A and B take a Moo Moo card at a turn, starting from the nearest player clockwise from the leader chip.

- (1) If Player A is the leader, Player A is the nearest player to the Leader chip, so Player A is the first to take a Spotted Moo Moo card.
  - (2) Next, Player B takes a Spotted Moo Moo card.
  - (3) Player A takes the last remaining Spotted Moo Moo card.
- \* Player C can't take any card according to The Fewer The Better rule.  
\* You may choose which card to take from the column, so take a Moo Moo card with kids first.



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## 【6】Helpful UFO chip

When you play a Toretores card (→【1】-③), you can add or subtract "1" or "2" by using a chip along with it. You may choose the chips separately or use them together to add or subtract "3". After using each chip, flip it face down (the black and white side face up). Only if both chips are face down and you can't form a specified number by your hand alone (in case of "Moo, Moo, NO!" →【9】), you can flip your ±1 chip face up and use it from the next round.

## 【7】Scoring

After the game is over, calculate your score. Add up the numbers on the Moo Moo cards you've taken and add the bonus points (→【8】). The player with the highest total score wins. In case of a tie, applicable players share the victory.

## 【8】Bonus points

- You gain 1 bonus point for taking each Moo Moo card with kids.
- If a Helpful UFO chip(s) is left face up, you gain 1 point for your ±1 chip and 2 points for ±2 chip.
- In case of ending the game by collecting only 1 type of Moo Moo cards: You gain 1 bonus point for each card. If you take only 8 Spotted Moo Moo cards and end the game: Your score is 3 points × 8 cards + 8 bonus points = 32 points  
\* You can't receive these bonus points if you've taken two or more types of Moo Moo cards.
- Set bonus points You gain 1 bonus point for forming each set of 1 spotted moo moo, 1 red moo moo, and 1 black moo moo. Thus, you gain: 3+4+5+1=13 points This bonus is applied to each of the sets you have.

## 【9】Tell me, teacher, what can I do?

Q: I can't form by my hand any of the numbers specified by the markers.  
A: If you have a Helpful UFO chip(s), use it to add or subtract numbers.

Q: But I've used up my Helpful UFO chips!  
A: Even if you can't form any of numbers specified by the Ranch markers, you must play the specified number of cards.

In such a case, announce "Moo, moo, NO!"  
If you do, you can flip your ±1 UFO chip face up and use it from the next round →【6】.

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