>> For 2 to 4 cows
>> 6 years +
>> A 20-mn stroll

A FISTFUL OF DAISIES

Goal of the Game

You are an alpine cow and as such you stroll in the meadows, munch on the flowers depicted on your personal board. Make sure to defend your little patch of greenery when a neighboring cow tries to get a taste of your daisies!

Background

In the valley of Herens, the flowers are delicious and the clovers scrumptious. Of course, this attracts all the cows from the region that nothing will stop from getting a handful of daisies.

Contents and Setup

A *1 gameboard*. Place it all around the box bottom to form the pen.

B *4 dice* including 1 special die. Place as many dice in the pen as there are players. The remaining dice will not be used during the game. **Important: The special die must always be among the dice placed in the pen!**

See page 3 for a 2-player setup.

C *4 cow figurines* and *4 personal boards*. Each player places a board in front of them and the cow of the matching color on the *Cowshed* space. Players then place, as they deem fit, each non-chosen cow on one of the two spaces depicting flowers of the cow's color.

D *4 Player Aid tiles*. Each player places one at the bottom of their personal board, on side **1**.

E *18 Clover tokens* and *45 Grass tokens* to be placed in two distinct pools, next to the game board.

F *1 Duel token* in one of the pen's corners.

The special die !

Example of a 3-player setup. (In such a case, the blue cow is not played).

COCOW, OUR SPACE MASCOT!

Cocow will be by your side while you'll read this booklet. She will give you a few bits of advice and instructions to experience this game to its fullest!

Game Round

At the start of the game, the youngest player is designated first player.

1. The first player takes all the dice from the pen then roll them inside it.

Then, they choose a die, except the special die, and place it on their personal board. **The first player of a game round can never choose the special die.**

2. Once the die has been chosen, **the player either moves their cow** clockwise **the number of spaces shown by the die** (result: 1, 2, or 3) or leave their cow on the same space (result: 0).

Whether or not the cow has been moved, if it is placed on:

▷ **A free space** (there is no other cow on that space), the player can either:

Eat a flower or **Eat a clover**.

Eat a flower: The player covers, on their personal board, a flower matching the color of the space occupied by the cow. To that end, they use a *Grass* token from the pool.

Eat a clover: The player takes a *Clover* token from the pool that they place next their *Player Aid* tile.

As soon as a player gets their fourth Clover, they return four Clovers to the pool and eat a flower of their choice by covering it with a *Grass* token.

▷ **An occupied space** (by one or more cows belonging to one or more players): **The player provokes a duel** with a cow of their choice on that space to earn the most clovers. See Summit Duel on page 3.

▷ **The Flower Field space** (flowers of all colors): The player, **if the cow is alone on that space, eats a clover** or **a flower in the color of their choice**. To that end, they use a Grass token from the pool that they place on any flower on their personal board. If the space is occupied, See Summit Duel on page 3.

▷ **The *Cowshed* space**: The player takes a ***Clover* token** from the pool and place it next to their *Player Aid* tile.
No duels are permitted on the *Cowshed* space.

1 *Roll the dice in the pen and choose 1 die.*

2 *Move your cow.*

Eat a flower   **OR**   *Eat a clover*
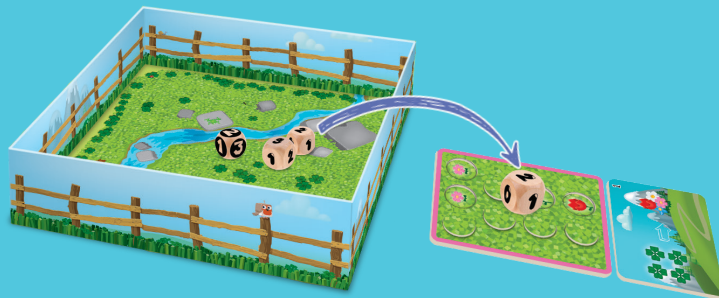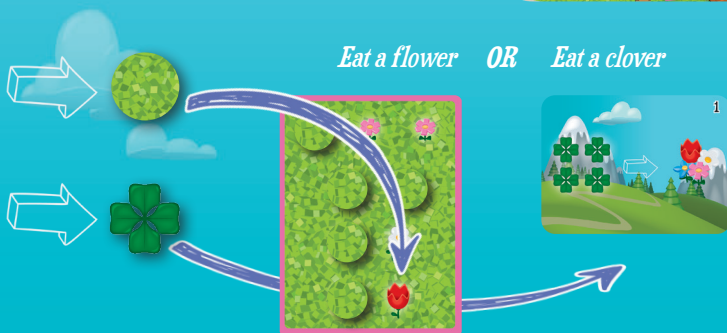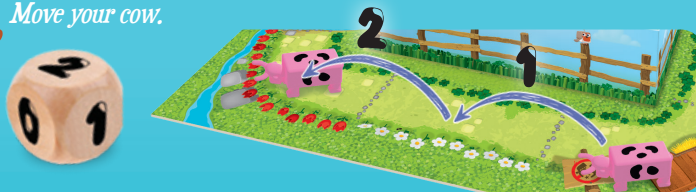
No duels are permitted on the Cowshed space!

Summit Duel

When a player's cow ends its move on a space (excluding the Cowshed space) occupied by one or more cows, **they provoke a duel**:

• They place the *Duel* **token** on the space;
• Take their cow and another one from that same space (at their discretion);
• Place them in the pen, facing each other, **horns to horns**;
• **Simultaneously** yanks the cows' tails using both their forefingers.

The cow that obtains **the highest result** (number of spots) **wins the duel**. The winner earns as many *Clover* tokens as the number of spots on their cow.
In case of a tie, no clover is earned.
Both cows are then returned to the space of the board and the *Duel* token is returned to the corner of the pen.

End of the Round

As soon as a player performed the action generated by their die, **the next player** (going clockwise), **chooses a die and performs the corresponding action**, and so forth.
When there are no dice left in the pen (and that each player played once), the round is over.
The player who has the special die in front them becomes the first player on the next round. Then, they roll all the dice in the pen and here they go again!
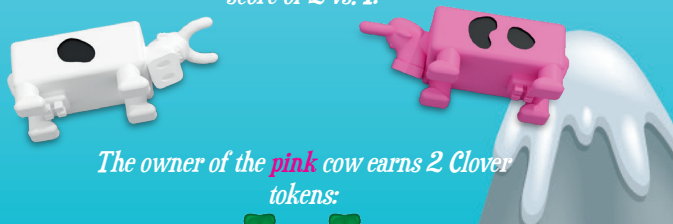
Duel Example!

The cows are placed in the center of the pen:

The active player pushes the back of each of the cows:

The duel is won by the pink *cow with a score of 2 vs. 1:*

The owner of the pink *cow earns 2 Clover tokens:*

COUNT THE SPOTS WITH COCOW!

0   1   2   3

End of the Game

To win a player must **have retrieved all the flowers from their personal board**, then joined (or passed beyond) the *Cowshed* space. The round is ended when all the dice have been taken from the pen. At the end of that final round, all the players to have completed their personal boards, then joined or passed beyond the *Cowshed* space win the game!

The "Strategic Cows" Variant

In this variant, the players play with side ② of their *Player Aid*:
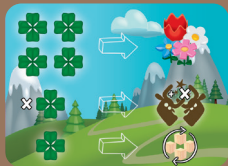
The *Clover* tokens will enable players to trigger several effects:

▷ **As soon as a player gets their fourth clover:** they return four clovers to the pool and eat a flower of their choice by covering it on their personal board with a *Grass* token taken from the pool.

▷ **Spending 1, 2, or 3 clovers:** When a player provokes a duel, they can spend 1, 2, or 3 clovers. This amount of spent clovers will be added to the result of the cow. In case of a defeat or a tie, they lose the clovers that were brought into play. However, if the player wins the duel, they recover the clovers brought into play in addition to those won through the cow's result.

▷ **Returning a clover to the pool:** On their turn, the player can return a clover to the pool to re-roll all the dice that are still in the pen.

2-Player Game

During a 2-player game, some adjustments are to be made:
During setup, place 3 dice in the pen, including the special die. The non-chosen 2 cows are placed on the spaces depicting flowers matching the colors of the cows, as deemed fit.

During a game round, the first player chooses a die excepted the special die. They apply the die effect on the cow. The second player must then choose a die among the remaining two.

The last die, the non-chosen one, is not taken into account for this round. During the next round, the player with the special die in front of them starts a new round by rolling the three dice. If no player has the special die in front of them (because it was not chosen during the preceding round), the first player remains the same. Thus, that player rolls again the three dice.

The True Story of the Herens Cows

The cows of the Herens breed, originally from Valais in Switzerland, inspired this game. They have a lively and belligerent temper that translates into struggles during which they push each other head to head. These duels, which cows naturally engage in, establish a hierarchy within the herd. The strongest is called the Queen!

COCOW THANKS YOU!

Cocow is grateful to all the Earthlings who tested this game! Thanks again!
Acknowledgments:
Frank: I am thankful to my dad for showing me, when I was knee high to a grasshopper, how to create "cows" by barking a tree fork so that I could recreate the Queens fights.
Gregoire: All my thanks to Sebastien Roduit for his passion for cows as well as Clairon, Veielett, Gypsy, Ruby, Fregate, Cobra, Shakira, Manhattan, Tina, Rebelle, Saphir, Bahia, Vicky and Bijou, the cantonal queens of the past few years.