INSTRUCTIONS
by Haim Shafir

Number of players: 2-4
Age: 3-
Contents: 54 cow cards (9 sad, 45 happy) and one bell

Object:
Be the fastest to spot the matches! When players see two identical cows cards, they must be the first to ring the bell. Look closely, the same color cows do not always match, some are happy and some are sad. If a player strikes the bell when there are not two matching cards, they get penalized. The player with the most cards at the end wins the game.

Happy Cows vs. Sad Cows:
There are nine different colors of cows. Each color contains five happy cows and one sad cow. The happy cows are smiling, tail is up and have a bell. The sad cows are frowning, tail is down and do not have a bell. (see example shown)

Set-Up:
Place the bell in the center of the table within reach of everyone. Shuffle the cards and deal evenly to all players. If there are four players, two players will have one more card to start the game. Each player forms a pile of cards, face down, in front of him. Do not look at your cards.

Play:
The youngest player goes first. He turns over one of his cards and places it face up in front of him. The player to the left then follows and so on around the table.

NOTE: When turning over your cards, you must make sure that you turn the card away from you (see illustration below). This way, you are forced to turn over each card very quickly if you also want to see the card played.

Players continue turning over cards, one after the other from their pile, until two happy cows of the same color can be seen. If this happens, each player must try to be the first to ring the bell, no matter if it is his turn or not.

The player who rings the bell first wins all the open piles of cards including his own. The cards he has won are put face down, under his own card pile. That player then starts the next round by turning over a new card.

Example 1: A green happy cow, a pink happy cow, a purple happy cow and a blue happy cow are played. There are no matches at this point, so no one rings the bell. A player then lays a second green happy cow on the blue happy cow. Now there are two green happy cows shown, so the bell must be rung.

Example 2: A yellow happy cow, a red sad cow, a blue sad cow and a blue happy cow are played. There are no matches at this point, so no one rings the bell. A player then plays a blue happy cow on the yellow happy cow. There are now two blue happy cows shown so now you may ring the bell, although the blue sad cow can be seen as well.

NOTE: During the game, players must keep their hands near their cards and away from the bell.

Hitting the Bell in Error:
If you have struck the bell and there are not two identical cows (for example, there is a blue happy cow and a blue sad cow), you must give a card to each of the other players from your card pile. The other players put that card under their card pile.

End of the Game:
If a player uses all their cards, they are out of the game (they cannot ring back in when they see two identical cards). The remaining players continue playing until two identical cows can be seen. The fastest player to ring the bell collects the cards one last time to end the game.

All players now count their cards. The player with the most cards wins the game!

if playing with two players, the game is over when someone plays all their cards.

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