



Three CORNER™
CARD GAME

enCOWnter™

The Cosmic Card Game

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Game Contains

63 cards



13 UFO Cards



39 Earthly Things Cards



11 Martian Mayhem Cards

Greetings, Fellow Aliens!

The mother ship has a mission for you and it's every alien for themselves. Avoid out-of-this-world Martian Mayhem and alien absurdities to enCOWnter and capture THREE earthly things for our leader. You'll have to be faster than your fellow aliens to finish your mission first! Are you up for the challenge? Blast off for light-years of fun and lots of excitement!

Setting Up Your Space!

- Separate the 13 UFO Cards from the deck. Each player chooses a UFO Card and lays it face up in front of themselves. Send the rest out of orbit (set aside).
- It's YOUR mission: Remove some or all of the Martian Mayhem Cards to make play easier. Remove the "One-Time Protection" Cards to make play harder. Decide if you'll discard Martian Mayhem Cards out of the game once used, or if you'll add them to the discard pile to cause future Mayhem.
- Mix Martian Mayhem Cards and Earthly Things Cards into a deck and lay face down. Flip the top card over to start a discard pile. If it's a Martian Mayhem Card, draw a new card and put the Mayhem back in the deck.
- Who starts their mission first? You choose!



Your Mission

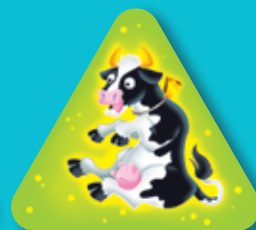
Your mission begins now: Be first to find all three earthly things on a UFO Card to WIN!

The silhouettes on your UFO Card are the earthly things (people, animals, and tractors) you'll match to capture.

You don't need exact matches: ANY cow = cow, ANY tractor = tractor, ANY human = human, and so on.



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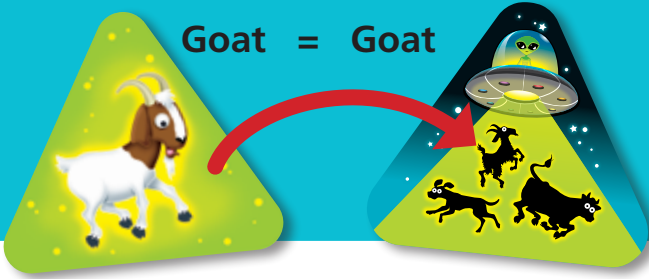


Beam it up! When you draw a matching earthly thing, add it to your light beam by placing it under your UFO Card as shown to the left. There's no escape for them now!

Silhouettes & Sightings: How to Play

Hold your spaceships...plan your mission carefully...

You'll start the game without any cards in your hand. Each turn you'll draw one card from the draw OR discard pile (if it is an earthly thing).



If you draw an Earthly Thing Card from the deck or discard pile, examine the specimen for a match:

- If the earthly thing is on your UFO Card, and you still need to capture it, you **MUST** lay it.
- **Secret Mission:** If the earthly thing is on another player's UFO Card (shhhh). Weigh your options carefully:
 - Keep it in your hand to foil their plans
 - Keep it. Try to find the other two earthly things needed to take over their mission
 - Discard it to make room in your hand or to help out a fellow alien

After drawing, make any of these moves:

- Lay a card on your UFO Card
- Follow the Martian Mayhem Card instructions
- Play Martian Mayhem against another player
- Discard the card or another from your hand
- Take no action and keep the card

Play continues to the left.

You may skip discarding to keep **up to three** cards in your hand to:

- Hide cards other players may need
- Stash helpful Martian Mayhem Cards for later
- Collect matches for opponents' UFO Cards

Be careful when you discard or you just might help a competitor!

When you draw a Martian Mayhem Card, follow the demands and discard the card when finished.



Watch out for cards like this:



These cards cause cosmic chaos for you! When drawn, discard ALL cards in your hand and any laid on your UFO. Then, draw a new UFO Card and start a new mission! It's mayhem madness!

Oooh! It's help from the mother ship! Keep these Martian Mayhem Cards in your hand and use them when it helps you the most.

- **Pick a Player to Discard ALL Cards and UFO:** Choose a player to discard ALL cards (in their hand and on their UFO). They must also start a new mission with a new UFO Card.
- **One-Time Protection Card:** These single-use cards will be your single-most favorite! Use them to stop any Martian Mayhem. Discard the protection card and Mayhem after use.



Secret Mission!

It's take-over time! If you choose, you may take over another player's mission to win. To do so...



Secretly gather earthly things in your hand that are on another player's UFO Card. When you have gathered **all three** matches, lay them down on your turn to take over their mission and WIN.

Mission Complete

To WIN hero status with the mother ship, capture three earthly things first. Now that's a cosmic finish!

