



INVASION OF THE COW SNATCHERS™

Mooove the Magnets Logic Game

INSTRUCTIONS



AGES
6 to adult
single player

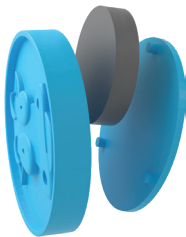
WARNING: THIS PRODUCT CONTAINS SMALL MAGNETS.

Magnets are sealed inside of the Cow, Bull, and UFO Tokens. However, if a magnet is detached from its plastic cover, discard it immediately.

Keep small magnets away from young children who might swallow them.

Look out for loose magnet pieces - and regularly inspect toys and play areas for missing or dislodged magnets.

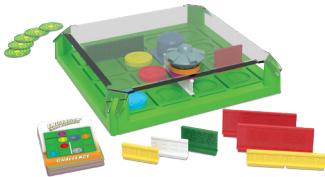
If you suspect that magnets have been swallowed, seek medical attention immediately.



INVASION OF THE COW SNATCHERS™



You are an alien who has been sent to Earth on a mission to investigate the most bizarre of all Earth creatures: the cow! You must carefully guide your flying saucer around the farm, avoiding obstacles, and beaming up all the cattle in the correct order. Featuring 60 challenges in five levels of difficulty, including Genius. The 40 Easy to Super Hard challenges are great for beginner puzzlers while the 20 Genius level challenges are appropriate for experienced puzzlers.



For even more challenges, visit:
www.ThinkFun.com/bonus



Includes:



1 Game Grid
(with Clear Grid Cover)



40 Easy to Super Hard
Challenge Cards
Learn to Play on Pages 8-9!



20 Genius Challenge Cards
Learn to Play on Pages 11-14!

1 Magnetic UFO



5 Cattle Tokens:



4 Magnetic Cows

1 Magnetic Bull



9 Walls:



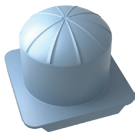
3 Barns



2 Crop Rows



2 Hay Bales



1 Silo

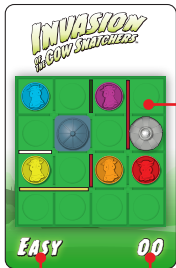
2 Fences



5 Crop Circles
(for Genius Challenges only)

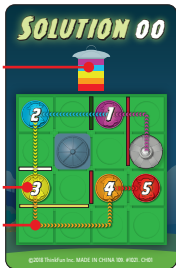


Challenge Guide:



EASY
Difficulty Level

00
Challenge Number



Cattle Stack Order

Grid Set-up

Stack Position

UFO Path

A path's color indicates the color of the next token you pick up.

Key



UFO



Hay Bale Walls



Cows



Fence Walls



Bull



Crop Row Walls



Silo



Barn Walls



YOUR MISSION: Fly the UFO on the Grid Cover above the Game Grid and beam up all of the Cattle. Be aware that in the Genius Challenges, the rules change and your mission becomes more difficult!

SETUP:

1. Select a Challenge Card.
2. Remove the Grid Cover from the Game Grid and place the Walls, Silo (if applicable), and Cows and Bull **face-up** on the Grid as shown on the Challenge Card. All of these pieces will go *under* the Grid Cover.
3. Place the Grid Cover back over the Game Grid, and then place the UFO on top of the Grid Cover as shown on the Challenge Card. The UFO is the *only* piece that goes on top of the Grid Cover.



CHALLENGES 1-40: EASY TO SUPER HARD LEVELS

YOUR GOAL: Slide the UFO on the Grid Cover to pick up all of the Cattle, always picking up the red Bull last.

HOW TO PLAY

1. Slide the Magnetic UFO forward, backward, left or right on the Grid Cover moving directly over a Cow to pick it up. You may not move diagonally.
2. You may pick up Cows in any order, but remember—the **red Bull must always be picked up last.**
3. Don't let the Cows crash into any of the Walls! Crashing will break the force of your UFO's tractor beam, causing the Cows to fall back to the farm!

Tip: Think about how many stacked Cows can fit over each Wall as you plan your path around the Game Grid (See **WALL GUIDE** on page 10).



4. If there is no path to take without Cows crashing into a Wall, try again! Reset the Game Grid and try to pick up the Cows in a different order.
5. Do not lift the UFO off the Grid Cover during play. The only time you should lift the UFO is to reset a Challenge.
6. **If the Silo is a part of the Challenge, the UFO must not pass over it at any time**, even if it is not carrying any Cows.
7. When all of the Cattle are stacked under the UFO with the red Bull at the bottom, slide the UFO off a side of the Grid Cover to fly away—**YOU WIN!** (The stack of Cattle will attach directly to the UFO.)

Checking Your Solution: The back of each Challenge Card shows the order the Cattle are picked up, and a path your UFO can take. The white numbers indicate the order the Cattle will be picked up.

Note: There may be multiple paths to the correct solution. As long as your stack of Cattle matches the stack illustrated—**YOU WIN!**



WALL GUIDE

To complete your mission, you will have to carry Cows over different Wall obstacles. The Walls come in four different heights, which limit the number of Cows that can fit over each Wall:



0 Cows can be carried over the Barns (Red Walls).



1 Cow can be carried over the Crop Rows (Dark Green Walls).



2 Cows can be carried over the Fences (White Walls).



3 Cows can be carried over the Hay Bales (Yellow Walls).

You're now ready to play the first 40 challenges!
Continue to page 11 when you're ready to play
the Genius level.



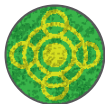
CHALLENGES 41-60: GENIUS LEVEL

Congratulations, you made it to Genius Level! The Genius Level introduces Crop Circle spaces where you can temporarily drop off Cows, but not the Bull. To win, you'll need to carefully plan a series of pick ups and drop offs that will allow your UFO to fly away with Cattle stacked in the required order.

YOUR GOAL: Pick up the Cattle so your final stack matches the order shown below. Remember to always pick up the red Bull last!



Genius Level
Required Order



Crop Circle

SETUP: Follow the same setup guidelines for the earlier levels. In addition, place the Crop Circle Tokens on the Game Grid as shown on the Challenge Card.



HOW TO PLAY

Follow the same rules for the Easy to Super Hard levels, with the following changes:

1. To drop off a Cow, move your UFO directly over a Crop Circle, and lift the UFO straight up in the air. This will cause the Cow(s) to fall back to the Game Grid.
2. After a UFO is lifted off the Grid Cover, it must be returned to an **adjacent space** (left, right, forward or backward) that does not contain the Silo.



In this example, the Crop Circle's adjacent spaces are indicated in white.

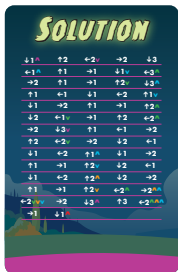
3. You may drop off any number of Cows at a Crop Circle, even if there are already Cows on the Crop Circle.



- You must return and pick up all of the Cows that have been dropped off to complete the challenge.
- The red Bull cannot be dropped off at a Crop Circle.** It can only be added to the bottom of a stack of four Cows.
- When the stack of Cattle attached to the UFO matches the order shown on the Challenge Card, slide the UFO off a side of the Grid Cover to fly away—**YOU WIN!**

Checking Your Solution:

Solution steps are written left to right, top to bottom, and they outline the number of grid spaces to move the UFO in the direction indicated. For example, $\downarrow 2$ means move the UFO two spaces down.





means pick up the Cattle
in the specified color(s)



means drop off the Cattle
in the specified color(s)



Note: There may be multiple paths to the correct solution. As long as your stack of Cattle matches the order shown on the Challenge Card—**YOU WIN!**

Challenge Development: Challenges for this game were developed by expert puzzler Bob Hearn.



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