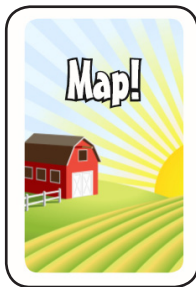


2 to 5 Players
 10 Years and Older
 30 to 60 Minutes

THE B.I.A.

BOVINE INTELLIGENCE AGENCY!

Components: 9 Map Cards 9 Action Cards 32 Event Cards 8 Specialist Cards



1 Draw Bag



10 Agent Chips

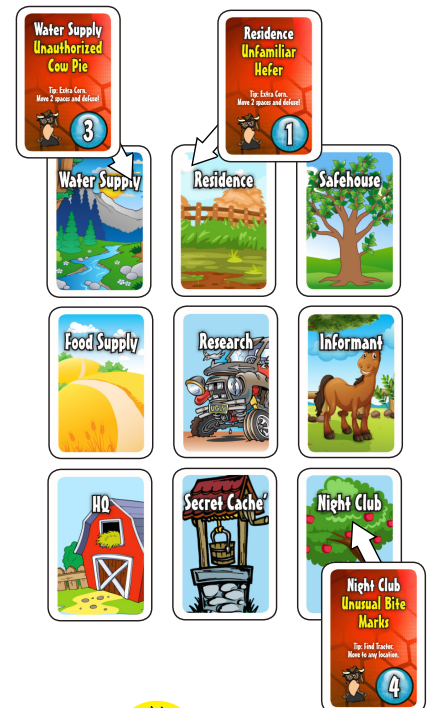


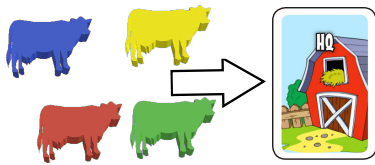
5 Agent Meeples



Set Up:

- Shuffle the map cards and place face up, 3 cards across and 3 cards down as shown here.
- Shuffle Event Cards and place 3 danger zone (red) cards on the matching map cards. If "HQ" cards come up, or if "Update Security" cards come up, skip them. If any cards come up that are identical to previously placed cards, skip them. These are danger zones where there is an emergency that must be diffused before a disaster takes place. If an identical card comes up during the course of the game, it becomes a disaster.
- Shuffle remaining event cards and place one face up next to the event draw deck forming an event discard pile. Give each player 3 event cards. The players holding the cards may look at them.
- Place as many agent chips in the draw bag as there are players. All agent chips placed in the bag this way are to be yellow except one which is blue. Each player draws one agent chip and keeps it secret. Then all remaining chips are put in the bag for drawing during the game. These identify whether each player is a loyal agent (yellow) or a double agent (blue).





5. Each player chooses a cow or agent meeple and places it on the "HQ" card. Yes, cows meeting in a barn. Its what cows do.

6. Place all 9 action cards face up on the table.

7. Shuffle the specialist cards and make a specialist draw deck.



Game Play:

The BIA is a game of two teams. One team are the loyal agents with the yellow agent tokens and the other team is the double agent with the blue agent chip. Players are not allowed to ever reveal their agent chips to other players unless they are killed. The double agent, if accused, may deny he is a double agent if he wishes. He may try to appear to be playing to help the loyal agents. A player is chosen at random to go first.

1. On his turn, a player chooses an action card, turns it over, and completes the action.

2. Play goes to the next player to the left. When all action cards have been turned over, they are then all turned face up for the next player's turn.

As you read the instructions, remember that "danger zones" refer to red event cards with that indicate impending danger at a specific location. These are cards played as events on the map cards, not event cards in a player's hand.



Game End/Winning:

The game is over when one of the following conditions occur:

1. Three disasters have taken place. A disaster occurs when a red event card is already in place on a map card, and an identical card is drawn with the event action. In this case the double agent wins even if all danger zones are gone.

2. All danger zones (red) are gone from the board. The loyal agents win.

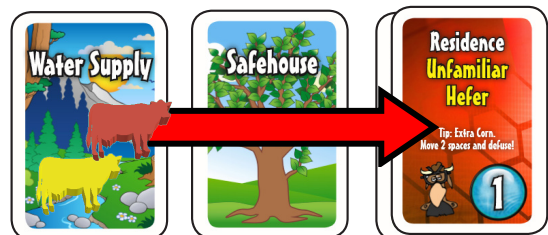
3. If an agent has been killed and there are no more agent chips in the draw bag.

In this case the loyal agents win if no disasters have taken place. A disaster is when a danger zone card (red) is on a map card and that identical card is drawn as an event. (described later in "Events")

The double agent(s) wins if one or two disasters have taken place. (There may be more than one double agent if an agent is killed and his newly drawn chip is a double agent.)

Action Cards:

Deploy: In this case you are making assignments to send other agents to different places, this does not allow you to move yourself. You can either move two other agents' pawns one card each, or one agent's pawn two cards. You may not move

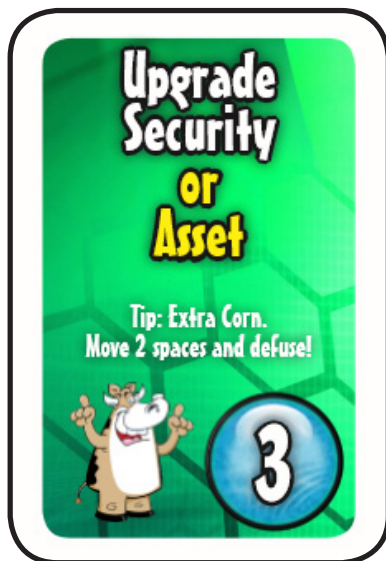
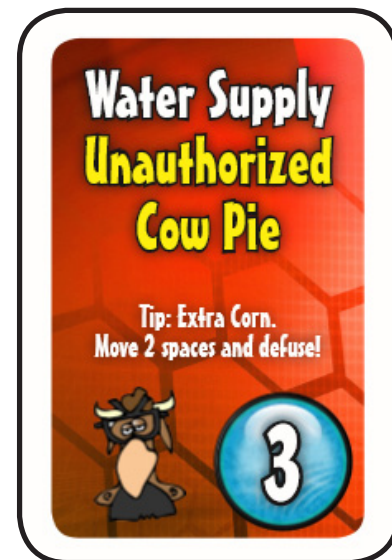


them diagonally. In this way you are putting agents in place to become assets (described under “Diffuse”) or get them out of harm’s way.

Events: These are events that must take place. If there are no other cards to choose from, a player must choose an event even if it is contrary to his goals. Event cards have different notations on them for separate purposes:

1. Text in white is the place where a danger zone is located. In this example the danger zone is the water supply.
2. The initial danger is shown in yellow. In this case the water supply has been tainted by an unauthorized cow pie.
3. A tip, used only when the “Tip” action is chosen.
4. A number in the blue circle, in this example it is 3, which does two things:

- a. When it is on the top of the discard pile, this number represents X on any action cards. X could be the number of event cards that are drawn (described below), or the number of assets needed to diffuse a danger zone (see “Diffuse”).
- b. When it is in the hand of a player, this number adds to his skill in confronting possible double agents. (see “Confront”).



6. Update Security is placed on an empty map card to protect against future dangers.

7. Asset is used when in a player’s hand to help diffuse danger zones. A player needs X assets to diffuse a danger zone. When diffusing, discarding any number of cards that say “Asset” will count as that many additional assets (see “Diffuse”). The player takes X event cards, one at a time, and places them on the board. X is designated by the number in the blue circle on the top of the discard pile. This number does not change until the current event is complete. The number of event cards drawn is the number showing when the event action is chosen. At anytime the event deck is out of cards, shuffle the cards in the event discard pile, place one card from that pile face up for the discard pile, and continue drawing. The possible events are these:

1. Danger Zone is a red event card. This means neighboring cattle (terrorists) have begun a plot in a specific area of the map. The card is placed on the area shown. If that area already has that same danger zone card on it, it becomes a disaster. In this case, both cards are turned face down and left on that map card.

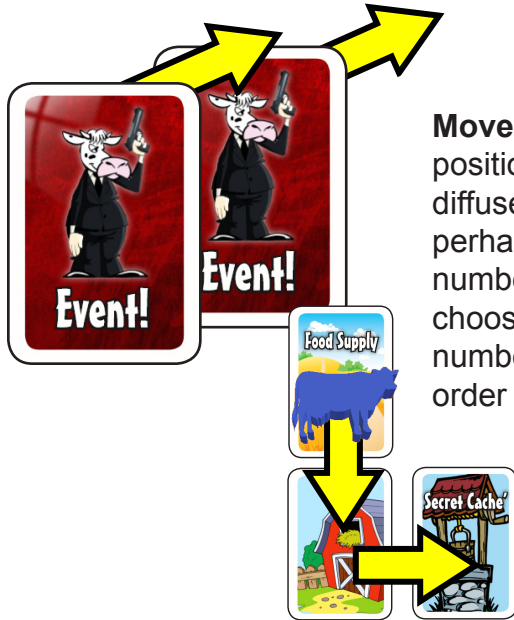
- a. If three disasters take place, the double agent(s) is the winner.
- b. If there are any agents on that disaster site, one is killed, chosen by the acting player--the player whose turn it is. (see “Killed” on how to proceed.)

If there is a “Update Security” card on the spot both the danger zone card drawn and the security upgrade card are put in the event discard pile and the danger is automatically diffused.

2. Update Security is a green event card that means a facility has prepared for future

emergencies. This card can be placed on any map card that has no cards currently on it. The space is chosen by the acting player. If there are no open spaces on the board, the card is discarded. Only one Update Security card may be on a single board space.

3. Dead Meat is an event that means an agent who is in a danger zone is killed (see “Killed” on how to proceed.) It only applies if the player drawing the cards is on a danger zone. He is the one killed. If he is not in a danger zone, the card is discarded.

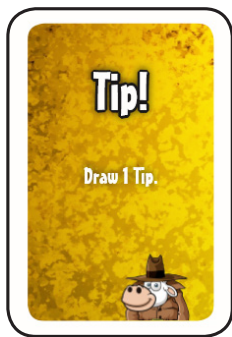


Move: This action may be chosen by a player to move into position to diffuse, to become an asset for another player to diffuse, to move out of danger or to prepare to confront. But perhaps just as important, this allows a player to control the number in blue that is on the top of the discard pile. When choosing this action a player moves the number equal to the number of cards he puts in the discard pile. He chooses the order they are placed on the pile.

The second option on the move card is to simply draw a Specialist card. This represents training completed to make that agent a specialist and gives him extra benefits when choosing one action. A player can choose only one of the options on the move action card. Any specialist cards gained are placed face up for all players to see.



Intel: This action represents additional intelligence gathered when preparing to prevent disasters. When choosing this a player draws two cards from the event card pile. At anytime the event deck is out of cards, shuffle the cards in the event discard pile, place one card from that pile face up for the discard pile, and continue drawing. When choosing this action a player must discard all cards except three cards in his hand after drawing, he may discard cards he just drew, or cards that were already in his hand.



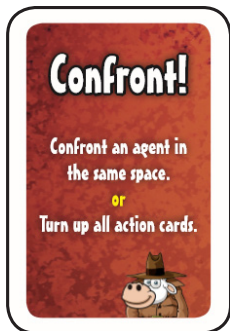
Tip: This action represents tip that leads agents to complete actions more quickly than usual. When choosing this a player draws one card from the event pile and puts it in the discard pile. That player follows any part or all of the tip given.

1. Extra Corn: A player may move up to two map spaces (not diagonally) and diffuse a danger zone if he has assets to do so as described in “Diffuse.” If a player cannot diffuse, he can still move. A player can move just one and diffuse. The card represents the maximum a player can do. A player can do any part of the tip.

2. Satellite Tracking: A player may diffuse anywhere on the board if he discards X cards, X being the number at the bottom of the card (it will be 3 or 4). This has nothing to do with assets. No matter how many assets are in place at the location, the player must discard the proper number of cards to diffuse.

3. Find Tractor: A player may move his own pawn to any map card.

4. Smart Weaponry: A player may re-order the top 3 cards of either the event discard pile or the event draw pile. In either case, the player cannot reveal to other players the cards that were re-ordered, but he can tell them anything he wants. If he is the double agent, he may want to deceive the other players.



Confront: This action represents one player confronting another player in a battle of hooves and horse sense (or cow intuition) to see who lives and who dies. The loyal agents should only choose to do this if they are trying to eliminate the double agent. The double agent will want to try to eliminate the loyal agents if it seems advantageous. When a player chooses the first option on this card, he chooses another player who is on the same map card. They each reveal all cards in their hands to all players. The player with the lowest total of the numbers in blue of all cards in his hand is killed-

-see “Killed.” If both players have the same number, the turn is over and play continues to the next player’s turn. Option two of this card is to turn all action cards face up. This is the player’s entire turn. In this case the “Confront” card stays face down after all other cards are placed face-up. This option should be chosen to avoid being forced to choose an action card that is not wanted. The next set of turns, however, you will have to choose all cards before choosing this card since it remains face-down until all cards are turned up again.

Diffuse: This action represents agents being in the field and ready to stop a terrorist plot. In order to diffuse, a player must:

1. Be at the location of the danger zone.
2. Have enough assets to diffuse. Assets are:
 - a. Each player’s pawn at that location is counted as one asset including the player diffusing. Even the double agent’s pawn is counted. Players can deploy double agents to a danger zone to help diffuse.
 - b. Each asset card in the hand of the player choosing this action. Those cards are shown and discarded in the order chosen by that player. This card differs from other action cards in the sense that if it is chosen, and the player choosing it can diffuse he must do so. A double agent can be forced to diffuse. If this card is the only one left to choose, and a player cannot diffuse, he must reveal his cards in hand to all other players, and then he must turn up all other cards and choose another action card.



Interrogate: This action represents agents gathering information through aggressive interviews. The two parties in this action need not be in the same map card. The player choosing this action may give any number of cards to another player. That player need not discard any cards, he can keep any number in his hand. Option two of this action card is that the acting player may take a card at random from another player. The acting player may take a card from an unwilling player, or the acting player may ask other players for a specific card they may want to donate to him. For example, the acting player may say, “I need an asset. Does anyone have one they can give me?”



Killed:

An agent can be killed in 3 ways:

1. If confronted by another player or confronting another, and having a lower total number of points on cards in hand.
2. If he is in a danger zone and he draws the “Dead Meat” card as an event on his turn.
3. If he is in a danger zone and an identical danger zone card is drawn and it becomes a disaster. In this case, only one agent in that danger zone is killed. That agent is chosen by the acting player.



If killed a player does the following things in this order:

1. Discards all event cards in hand in the order he chooses, and removes any specialist cards he has from the game.
 2. Reveals his agent chip to all other players, then draws a new agent chip and keeps it secret.
 3. Draws 3 new event cards and moves his pawn to the “HQ” Map Card.
- He continues the game on his turn as usual. If there are no chips to be drawn from the draw bag, the game is over. (See Game End/Winning).

Specialist Cards:

Specialist cards give a player an advantage in a specific action. These cards, once acquired by choosing option 2 of the “Move” action, stay with a player for the rest of the game or until that player is killed. Specialist cards that are lost when a player is killed are removed from the game and are not put back into the specialist draw deck. Acquired specialist cards must be left face up for all other players to see.

Expert Driver: This can only be used when choosing the “Move” action with the first option. This allows a player to move up to two more spaces. The player cannot move diagonally.

Master of Disguise: This is only used when choosing the “Tip” action. This allows a player to take a second card for a tip if he doesn’t choose to do the tip on the card he initially draws. Once the second tip is drawn, the player cannot decide to take the first.



Psych Expert: This is only used with the second option of the interrogate card. Instead of taking one card from another player, the acting player may take two.

Veteran Field Agent: This is only used in the first option of the confront card. The player holding this card has an additional three points added to any cards in hand when comparing total points with other players. This also counts as six points if the player has no cards in hand.

Expert Tactician: This is only used when choosing deploy. This player can move three players one space each, one player two spaces and one player one space, or one player three spaces. This specialty also allows the acting player to move himself as one of the players moved.

Disaster Experience: This is only used when a player is in a danger zone and an identical danger zone card is drawn as an event or when a player is in a danger zone and draws the "Dead Meat" card. This agent is not killed in those circumstances. Other agents in the same danger zone may still be killed according to the normal rules.

Explosive Specialist: This is used only when the diffuse action is chosen by the player holding this card. This does not effect a diffuse if this player is an asset when another player chooses diffuse. This player needs one less asset to diffuse a danger zone. He still needs to be at the danger zone site to use this according to the normal rules.

Detective: This skill is only used when choosing the intel action. The player holding this card can hold a maximum of five cards instead of three.

Strategy:

The BIA is a game that is best played with teamwork. It is very difficult for a player to accomplish tasks alone. These plans can be discussed openly between players. Here is an example of how that teamwork plays:



Player 1:
Chooses the Deploy action and moves player 3's pawn to a danger zone.



Player 2: Chooses the Interrogate action and gives player 3 an asset card.





Player 3: Chooses the Defuse action and uses the asset cards to diffuse the danger zone.

In this case the Yellow cow needs 2 assets because the top card of the discard pile shows a 2. The yellow cow is one asset, and the asset card is the second.



Two Unusual and Risky Strategies to Win:

Games can be won by the loyal agents working as a team and using the diffuse and tip cards to eliminate danger zones. But there are two ways the loyal agents may win that are unusual and risky.

One: Agents fake their own deaths to work undercover. This is done when there are no disasters and the agents have pretended to kill other agents off by the usual confronting method (of course it looks the same as a real death). If the agents can manage to force enough agents to pretend to die before there is a disaster, they will win, because when killed agents cannot draw a chip from the bag the game is over.

Two: Agents eliminate danger zones by allowing disasters to occur and the game ends. The loyal agents win if there are less than 3 disasters and no danger zones left on the board. (This represents agents luring all terrorists into one location and allowing the disaster to occur, thus killing all the terrorists. Of course all innocent cows have been evacuated.) If this happens in the middle of drawing event cards, all remaining event cards for the current action must be drawn and there still must be no danger zone for the game to end.

Thanks to the awesome playtesters!

Katherine Thornock, Melissa Christensen, Trevor Christensen, Scott Wray, Iris Zaladonis, Jon DeYoung, Jay Larsen, Kelly Larsen, Marc Harrison, Cody Nealis, Holly Irving, Taylor Irving, Taylor Weaver, Courtney Weaver, Emily Martin, Brandon Larsen, Tyler Thompson, Chris Rudolf, Blain Taylor, Sara Newby, and the Hannys—Michelle, David, Gwen, Cheyenne, Adam, Samantha, Andrew, Paige, and Sadie.





Mappi



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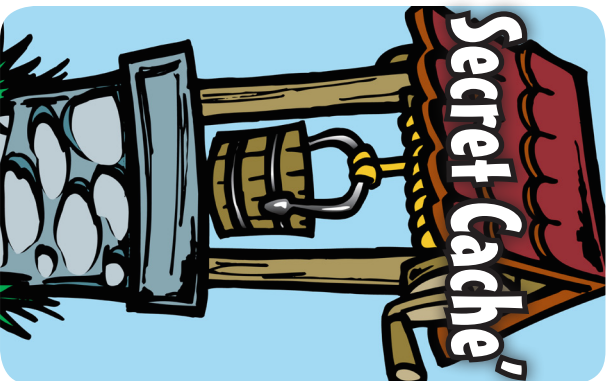
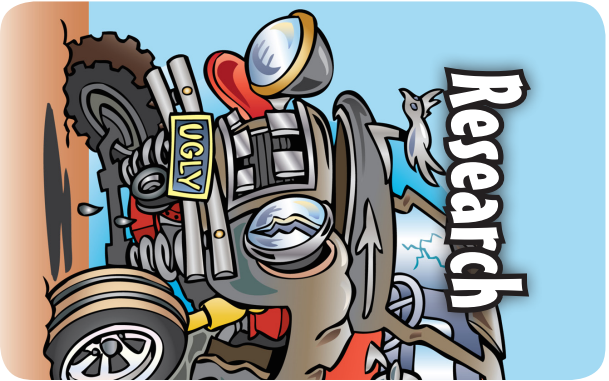
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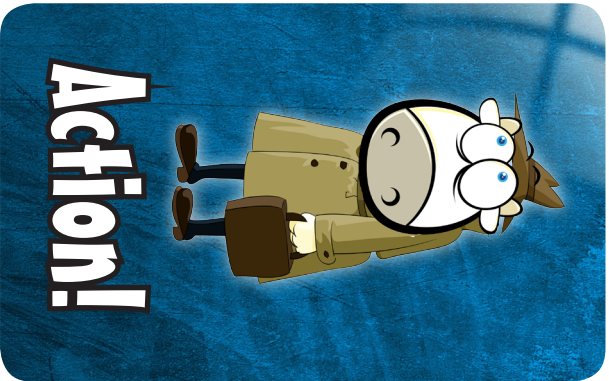
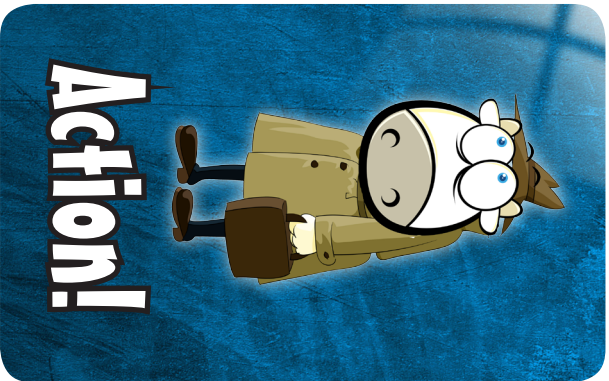
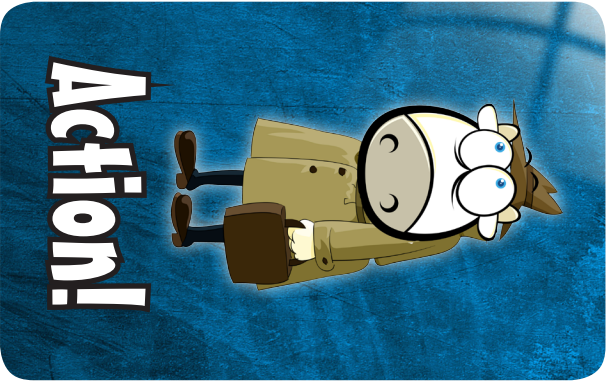
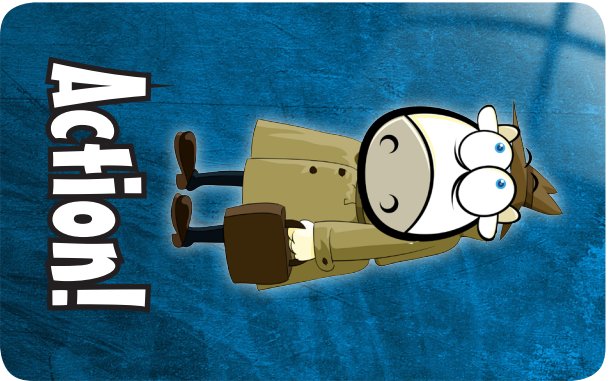
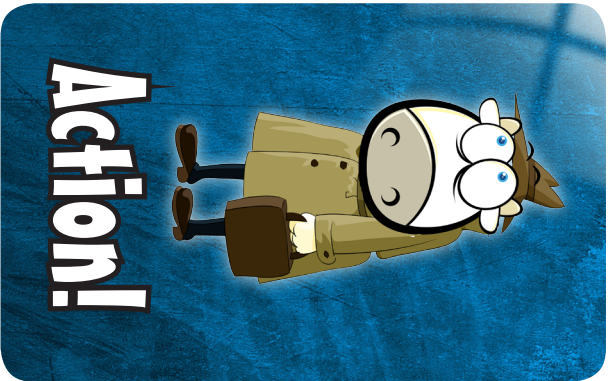
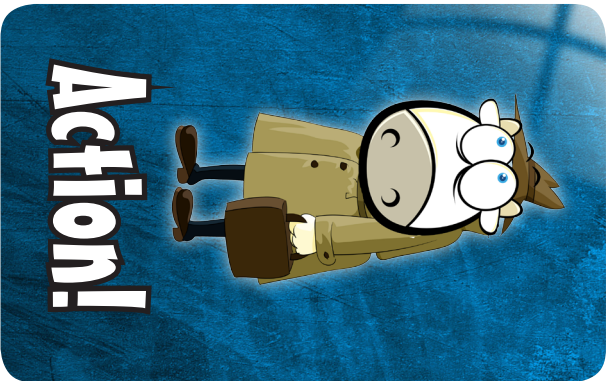
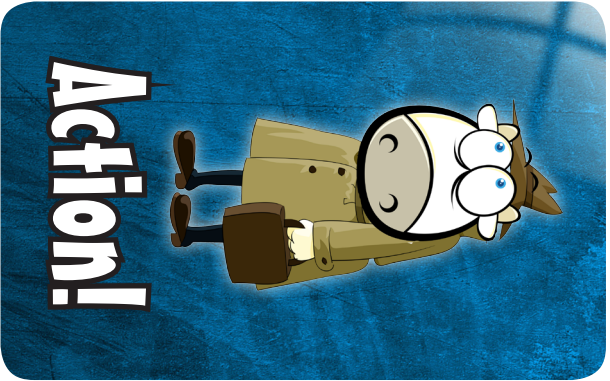
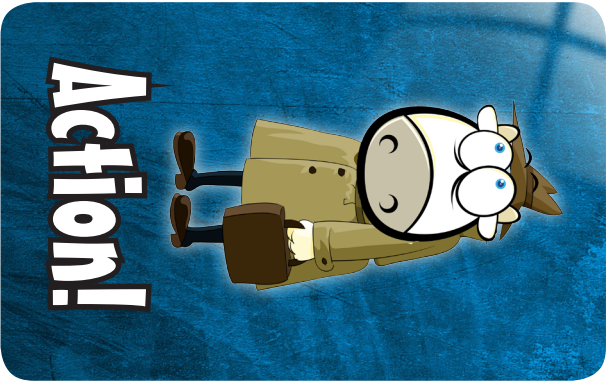
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Interrogate!

Give any number of cards to another agent.

or

Remove one card from another player.



Tip!

Draw 1 Tip.



Events!

Draw X Events.



Move!

Move one space for each card put in the event discard pile.

or

Take one specialist card.



Events!

Draw X Events.



Intelli

Draw two cards to your hand and discard down to 3 cards.



Confront!

Confront an agent in the same space.

or

Turn up all action cards.



Defuse!

If possible you must, with X assists in place, remove a danger card from the space where you are located.

or

If this is the only card available and you cannot defuse, turn all cards up and choose again.



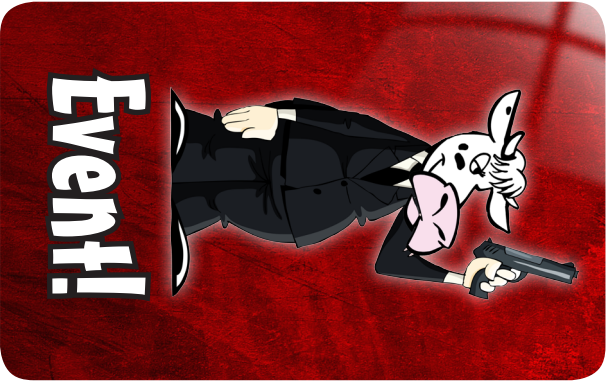
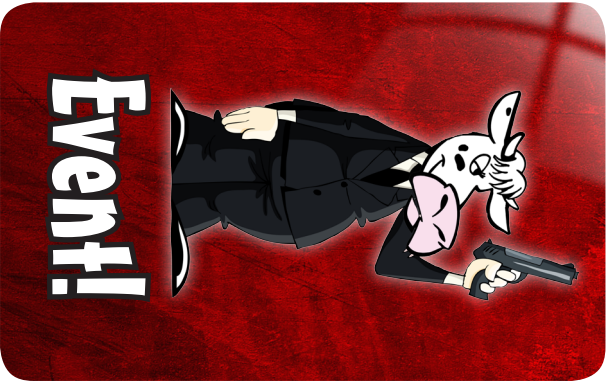
Deploy!

Move two other agents
one space each.

or



Move one other agent
two spaces.







Upgrade Security
OR
Asset

Tip: Satellite Tracking.
Diffuse anywhere for X cards.





Upgrade Security
OR
Asset

Tip: Satellite Tracking.
Diffuse anywhere for X cards.





Upgrade Security
OR
Asset

Tip: Satellite Tracking.
Diffuse anywhere for X cards.




Upgrade Security
OR
Asset

Tip: Extra Corn.
Move 2 spaces and defuse!





Upgrade Security
OR
Asset

Tip: Extra Corn.
Move 2 spaces and defuse!



Upgrade Security
OR
Asset

Tip: Extra Corn.
Move 2 spaces and defuse!





Upgrade Security
OR
Asset

Tip: Extra Corn.
Move 2 spaces and defuse!



Upgrade Security
OR
Asset

Tip: Extra Corn.
Move 2 spaces and defuse!



Upgrade Security or Asset


Tip: Find Tractor.
Move to any location!



2

Upgrade Security or Asset


Tip: Find Tractor.
Move to any location!



4

Upgrade Security or Asset


Tip: Find Tractor.
Move to any location!



2

Upgrade Security or Asset


Tip: Smart Weaponry.
Re-order top 3 cards!



3

Upgrade Security or Asset


Tip: Smart Weaponry.
Re-order top 3 cards!



3

HQ Mole


Tip: Smart Weaponry.
Re-order top 3 cards!



3

HQ Mole

Tip: Find Tractor.
Move to any location!



2

Water Supply Unauthorized Cow Pie

Tip: Satellite Tracking.
Diffuse anywhere for X cards!



4

Night Club Unusual Bite Marks

Tip: Find Tractor.
Move to any location.



Night Club Unusual Bite Marks

Tip: Smart Weaponry.
Re-order top 3 cards!



Residence Unfamiliar Hefer

Tip: Extra Corn.
Move 2 spaces and defuse!



Food Supply Eating Frenzy

Tip: Smart Weaponry.
Re-order top 3 cards!



Residence Unfamiliar Hefer

Tip: Satellite Tracking.
Diffuse anywhere for X cards.



Food Supply Eating Frenzy

Tip: Find Tractor.
Move to any location.



Safe House Forced Milking

Tip: Extra Corn.
Move 2 spaces and defuse!




Water Supply Unauthorized Cow Pie

Tip: Extra Corn.
Move 2 spaces and defuse!



Informant
Non-Responsive

Tip: Smart Weaponry.
Re-order top 3 cards!



Research
Mysterious
Hairs

Tip: Satellite Tracking.
Diffuse anywhere for X cards!



Research
Mysterious
Hairs

Tip: Extra Corn.
Move 2 spaces and defuse!



Safe House
Forced Milking

Tip: Satellite Tracking.
Diffuse anywhere for X cards!





Informant
Non-Responsive

Tip: Find Tractor.
Move to any location!



Secret Cache'
Bucket Stolen

Tip: Satellite Tracking.
Diffuse anywhere for X cards!



Secret Cache'
Bucket Stolen

Tip: Extra Corn.
Move 2 spaces and defuse!



Dead Meat!
If you are in a red zone, you are killed!

Tip: Smart Weaponry.
Re-order top 3 cards!





Specialisti!



Specialisti!



Specialisti!



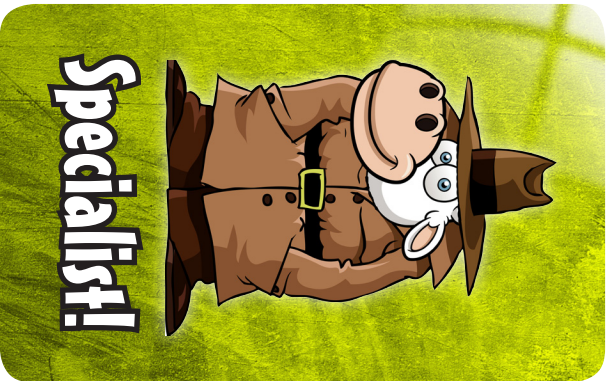
Specialisti!



Specialisti!



Specialisti!



Specialisti!



Specialisti!

Detective!

Intel:

Discard down to
a maximum of
5 cards.



Explosive Specialist!

Diffuse:

Can diffuse for
1 less asset.



Disaster Experience!

Disaster/Agent Killed:

Agent cannot be killed
by a disaster or
"Dead Meat."



Veteran Field Agent!

Confront:

Gain +3 to card total.
6 points if agent has no
cards.



Expert Driver!

Move:

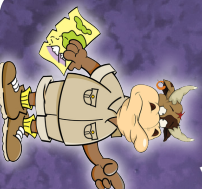
May move up to two
additional spaces.



Expert Tactician!

Deploy:

Move any number of
players a total of 3 spaces
including yourself.



Master of Disguise!

Tip:

Draw a second card if
you do not want the
first.



Psych Expert!

Interrogate:

May take two cards from
other agents.



