

HERDVANA

OBJECTIVE INSANITY

EXPANSION OVERVIEW

There are 55 cards in this expansion pack.

30 Objective Cards: Objective Cards are a new card type introduced in this expansion. Throughout the game players will attempt to complete the objectives laid out on these cards. If a player is successful, they take the objective card into their field, indicate that it is complete, and are now guaranteed those points at the end of the game.

16 Animal Cards: All animal card groups in Objective Insanity have 4 herd members, can be played individually, and do not need to be paired to "Start A Herd." Collect herds of animals in your field to accumulate points. Animals can achieve Herdvana for bonus points, with 4 animals completing the herd. See the list below for point values. Animals in the Objective Insanity expansion also have special abilities that you can use during your turn.
(SEE NOTE A)

Rattlesnakes: Rattlesnakes have a unique ability and point system. They do not have their own point value, but may be attached to an incomplete objective card from the Active Objective Cards Row and placed in an opponent's field. This forces the opponent to complete that objective, or else take on negative points (equal to those on the Objective Card) at the end of the game. (SEE NOTE B)

4 Farmer Cards: Farmer cards are worth 10 points each. You can use Farmer cards to protect the herds in your field, and in this expansion, they also have special abilities that you can use during your turn.

4 Alien Cards: Alien cards have no point value. Use Alien cards to Abduct Farmers that are protecting herds in other player's fields.

1 QR Card: Not used in gameplay, this card provides a link to our website with clarifications and finer points of the Objective Insanity expansion rules.

Card point values:

Ferrets (2 pts each) Alligators (4 pts each)
Goats (3 pts each) Rattlesnakes (- pts each)

BASE GAME NECESSARY

The Objective Insanity expansion must be played in tandem with the base game of Herdvana. Unless noted otherwise, all rules and procedures from the base game apply to this expansion. Objective Insanity can also be paired with the Mythollaeous Creatures Expansion for extra chaos.

OBJECTIVE

Amass points by building "herds" in your "field." Stack, steal, and secure your herds while using the special abilities of the expansion cards to change the course of the game. Achieve Objective Cards for guaranteed points, while also attempting to thwart your opponents from achieving any, to increase your odds of victory. Once all non-objective cards have been played add up your scores and see who wins!

SETUP

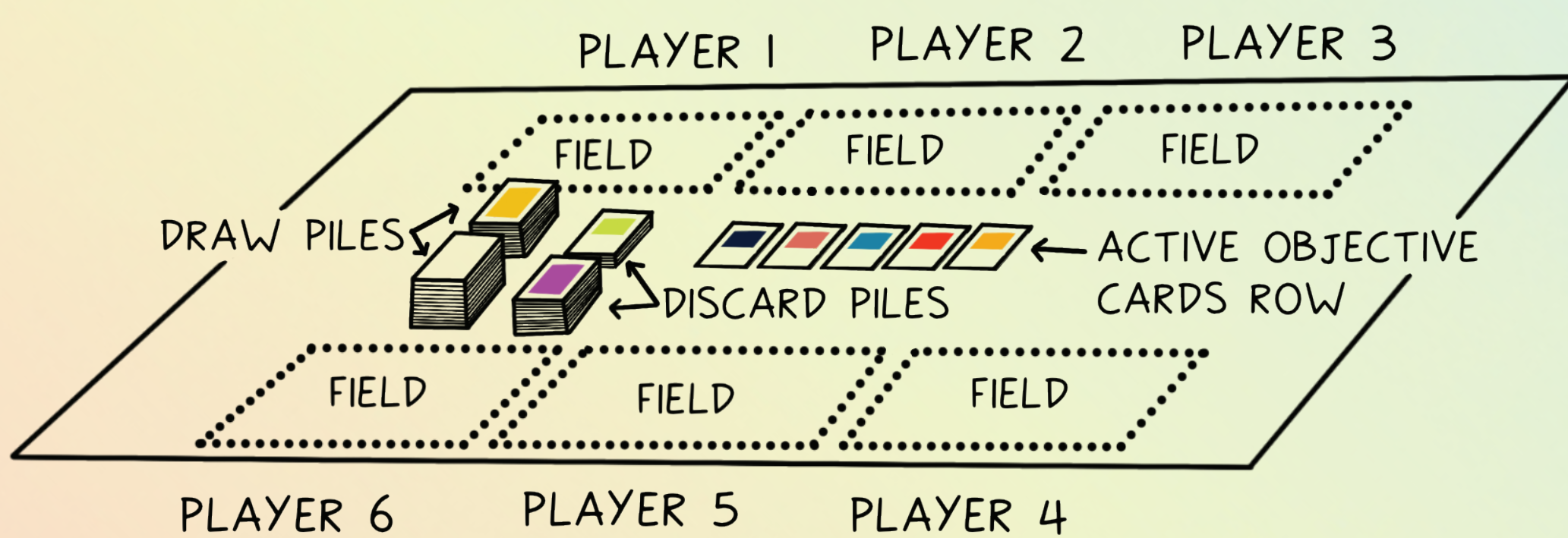
Shuffle the Objective Cards (yellow backs with "OBJECTIVE INSANITY" on them) and place them in a face-down stack in the center of all players to CREATE THE OBJECTIVE DRAW PILE. Draw the top 5 cards from this pile and place them next to it, face-up. These CREATE THE ACTIVE OBJECTIVE CARDS ROW.

Shuffle the Objective Insanity cards with the regular rainbow icon backs into the base game deck to create one new deck. All other setup procedures are the same as the base game, EXCEPT each player will have 7 cards in hand. If playing in tandem with Mythollaneous Creatures, players will have 8 cards in hand.

You will be able to separate the Objective Insanity cards from the base deck later on by looking for the (!) symbol in the top right corner of the cards.

Here is a helpful little doodle to show you how your table should be set up for Objective Insanity:

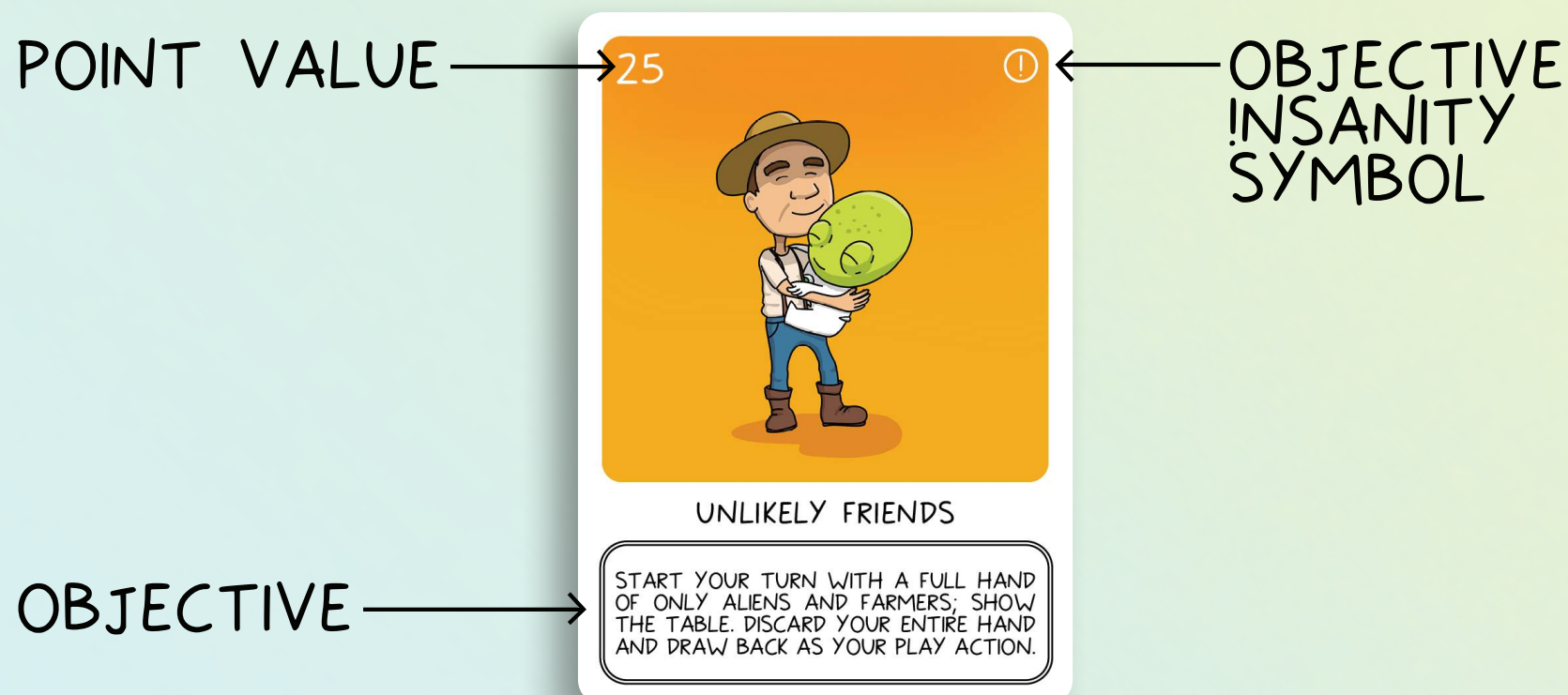
TABLE



PLAY

Play is the same as the base game, with a few differences.

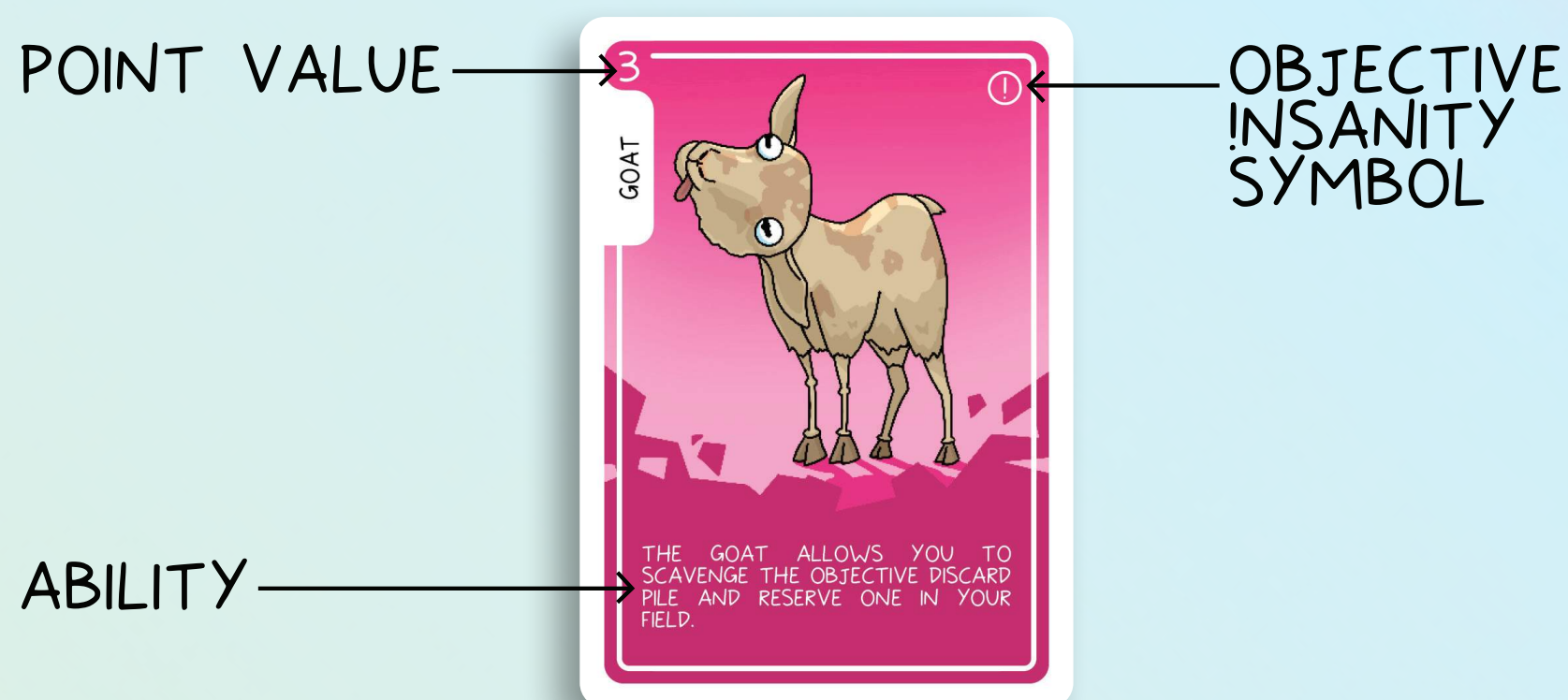
I. Objective Cards - The largest difference is the introduction of Objective Cards. There will be at least 5 Active Objective Cards face-up in the center of all players throughout the course of the game. Every player will compete to be the first to complete each objective, which is written on the bottom of each Objective Card. If a player is successful in being the first (or next) to complete an objective during their turn, they take the card from the center, and place it sideways in their field (similar to how you would indicate achieving Herdvana). The point value in the upper left corner of the card is now guaranteed points at the end of the game. Once an Objective Card is complete, a new one is immediately drawn from the Objective Draw Pile and placed face-up in the Active Objective Cards Row to replenish it. You may achieve more than one Objective per turn. (SEE NOTE C)



Objective Cards are designed to change the way you play the game. Some Objectives allow you to take actions that would be outside of the normal rules of the game. Read the Objective carefully before taking action to achieve it.

Reserved Objective Cards: There are ways in which Objective Cards can be "Reserved" by one player. This means that particular card can only be achieved by that player, and no one else. Reserved Objective Cards stay in that player's field until the end of the game. If they are achieved through-out the course of play, turn them sideways and take the points at the end of the game. If they are not achieved by the end of the game, simply discard them. There are no negative effects to reserving Objective Cards, it just restricts who can achieve them. If an Objective Card is reserved and moved to a player's field, replenish it with a new Objective Card in the Active Objective Cards Row.

2. Abilities - Another difference between the base game of Herdvana and Objective Insanity is the addition of cards with special abilities. If used, these go into effect after normal play actions and before you draw back to a full hand (unless noted otherwise on the card). Special abilities are found on the bottom of Objective Insanity Animal and Farmer cards.



If multiple cards with abilities are played in the same sequence of action, the player in possession of the cards at the end of the turn gets to use all of their abilities, and determines the order in which they are used. If multiple cards played have the same ability, each one's ability can be used independently, giving you more power!

Abilities are always optional to use, but once the turn is over the ability is "dead" and will not be reactivated, regardless of the card's movement around the table. (SEE NOTE D)

END OF TURN

After you have completed one action, used any special abilities in play, and achieved any Objective Cards possible, end your turn by drawing back to a full hand (7 cards, 8 if playing in tandem with Mythollaneous Creatures). If your actions have caused another player to play cards, they also draw back to a full hand. Double check that the Active Objective Cards Row has been replenished as well.

TEAM PLAY

All the rules of individual play still apply, and team play functions the same as in the base game. Additionally, you can achieve Objective Cards by using both your own and your partner's field. For example, if you have a herd of Bison and your partner has a herd of Bees, you can achieve the "Bee is for Bison" Objective Card on either of your turns.

ACHIEVING HERDVANA

The only difference between Objective Insanity and the base game when it comes to achieving Herdvana is that Objective Insanity Animals achieve Herdvana once all 4 of them are in the same herd.

END OF GAME + SCORING

End of Game and Scoring procedures are the same as the base game, except those having to do with Objective Cards. In addition to points from Animal cards and achieving Herdvana, each player will add points for completed Objective Cards in their field. Reserved but incomplete Objective Cards are discarded, as well as incomplete cards in the Active Objective Cards Row. Objective Cards with attached Rattlesnakes in a player's field are counted as negative points.

Some Objective Cards require that all players count the total number of cards in their field at the end of the game. If one of these cards is "active" at game's end, all players must report total card counts to determine who will achieve that objective and earn some last minute points.

Know that scores will be much higher than the base game, and slightly more complicated to calculate with the addition of expansion cards.

NOTES

NOTE A: Animals from the base game of Herdvana still require 8 animals per herd to achieve Herdvana. Animals in this expansion only have 4 animals per herd, and thus achieve Herdvana once all 4 are collected in one herd.

NOTE B: If the player with the Rattlesnake in their field successfully achieves its associated Objective Card, the Rattlesnake is discarded and the player gets the points on the Objective Cards.

NOTE C: If you complete an Objective Card but it is not yet your turn, you must wait until it is your turn to achieve it and take it into your field.

NOTE D: If a card with special abilities goes to the discard pile and is later brought back into play, its ability can be used again in the turn in which it is played. After that the ability is once again "dead".

Game play can get complicated with expansions, especially if both Objective Insanity and Mythollaneous Creatures are being played together. Fear not though, we've done our best to outline more specifics for unique situations on our website!