

Sheep!

A Game by David Wallin

2-4 Players

Ages 9+

30–45 Minutes

Sheep! is a family-friendly strategy game. Your goal in Sheep! is to score the most points for the end of the game. You will use fences to build fields and then place sheep within those fields to increase their point value. Build larger fields with more sheep to score higher. Each player gets a small deck of card you will use to build more fences, get more sheep, and perform special actions. You will slowly customize your deck to out-sheep the rest of the players!

Components

1 Game Board (100 Spaces)



17 Sheep Tokens in four colors
(White, Black, Red, Blue)



160 Fences



24 Level 1 Basic Fence Cards



18 Level 2 Basic Fence Cards



8 Level 3 Basic Fence Cards



12 (3 of each type) Level 1 Special Cards



8 (2 of each type) Level 2 Special Cards



4 (1 of each type) Level 3 Special Cards

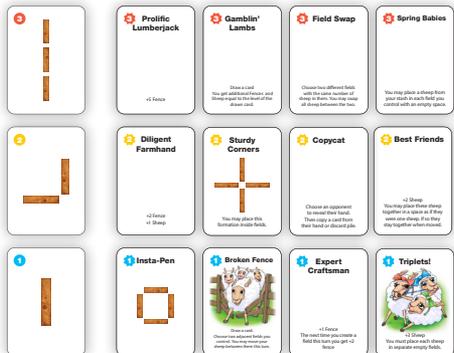
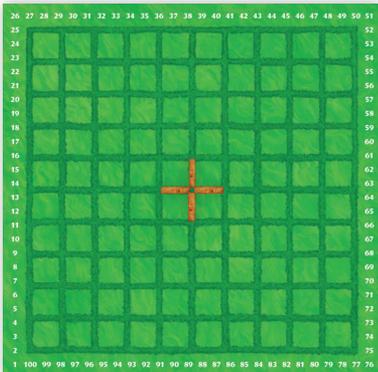


4 Holding Pen Cards

If you have any questions about the rules please feel free to contact me at contact@davidwallin.net or 347-418-1805

Setup

- Place 4 fences in a cross shape in the center of the board.
- Place the Level 1 Basic Fence Cards in a pile face up. (They are all the same)
- Shuffle the Level 2 Basic Fence Cards and the Level 3 Basic Fence Cards and place both piles facedown.
- The Special Cards are placed face up in piles by name, arranged by their level.
- Each player takes six Level 1 Basic Fence Cards and three Level 2 Basic Fence Cards, shuffles them together and places it face down in front of him/her, then draws three cards.
- Flip over the top cards of the Level 2 Basic Fence Card and Level 3 Basic Fence Card piles.
- Each player takes 16 sheep of their color and places them in front of him/her. These sheep are considered to be your Stash. Set aside the last sheep for scoring.
- Deal out one Holding Pen Card per player. The player who gets the card with the star is the starting player.



Gameplay

Players take turns in clockwise order. During each turn you can take any number of the following actions:

- a. Upgrade a Card. **You can only upgrade once a turn.**
- b. Play Cards.
- c. Place Fences onto the board.
- d. Place Sheep onto the board.

You may take these actions in any order, however you must play all your cards and place all fences onto the board if possible.

At the end of your turn, any unplaced sheep go back to your Stash. Put all cards in your hand or that you played this turn into your discard pile. Then draw 3 new cards. If you need to draw a card and your deck is empty shuffle your discard pile and place it face down as your new deck.

Upgrading Cards

You may only upgrade one card a turn. You must upgrade a card before playing it. When you upgrade a card, place the card you are upgrading back in its pile in the center. If the card is a Level 2 or 3 Basic Fence Card, place it facedown at the bottom of its pile. Then you may take the card you upgraded it into and place it into your hand. All cards can be upgraded to a Basic Fence Card of the next level. In addition, Basic Fence Cards can be upgraded into a Special Card of the same level.

Playing Cards

When you play a card place it face up in front of you and resolve its effects. If the card creates Fences or Sheep place them onto the card. Fences that come in a formation should be kept in that formation.

Placing Fences

You may play fences from a card in front of you. Any placed fences must be connected to existing fences on the board. If the fences come in a formation you must play them in the formation depicted. However you may rotate them and/or mirror image them however you like. You cannot place fences inside completed fields. **Fields are completed whenever you completely surround a group of spaces on the board with fences. Whenever you complete a new field take a sheep from your stash and place it on your Holding Pen Card.**

Placing Sheep

You may place sheep from a Holding Pen Card or Special Card in front of you onto an empty space inside an empty field or a field you control. There can only be one sheep per space. You are considered to have control in a field if at least 1 of your sheep are in it.

Game End

Once a player uses his last sheep the end condition is triggered. Players continue to take turns until the last player in the turn order has finished at which point scores are tallied. If a player uses the last fence or if they are unable to legally place all their fence cards the game ends at the end of that round and point scores are tallied.

Scoring Fields

You are encouraged to use the score track along with an extra sheep to tally up the scores at the end of the game. Each field is worth points equal to the size of a field times the number of sheep they control in the field. **Field Bonus:** If a player has completely filled every space in a field with his/her sheep, score that field as if there was an extra sheep in it.