S H E E P

A Board Game

Rules Authored by Jeremy Welch ©2007

Introduction

Story

Have you ever played a typical 2 player board game and wished you could include a third friend? "Sheep" may be for you. Its a simple game that tells the story of a Shepherd trying to herd Sheep before the Wolf has them for dinner.

Game description

"Sheep" is an asymmetrical board game where the goals for each player differ and game play takes around 15 minutes.

### General course of play

SSW. Sheep, Shepherd, Wolf, Sheep Shepherd, Wolf,etc. Play always rotates like this and typically in a clockwise fashion around the table.

Goal (How to win)

Sheep   Eat all the grass pieces before running out of Sheep.
Shepherd Save more sheep in the safety of the **pen** than the wolf eats.
Wolf   Eat more sheep as they cross the field than the Shepherd saves.
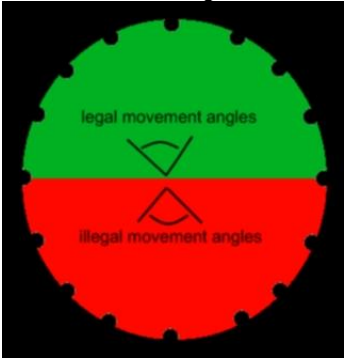
Game Components

Game Board
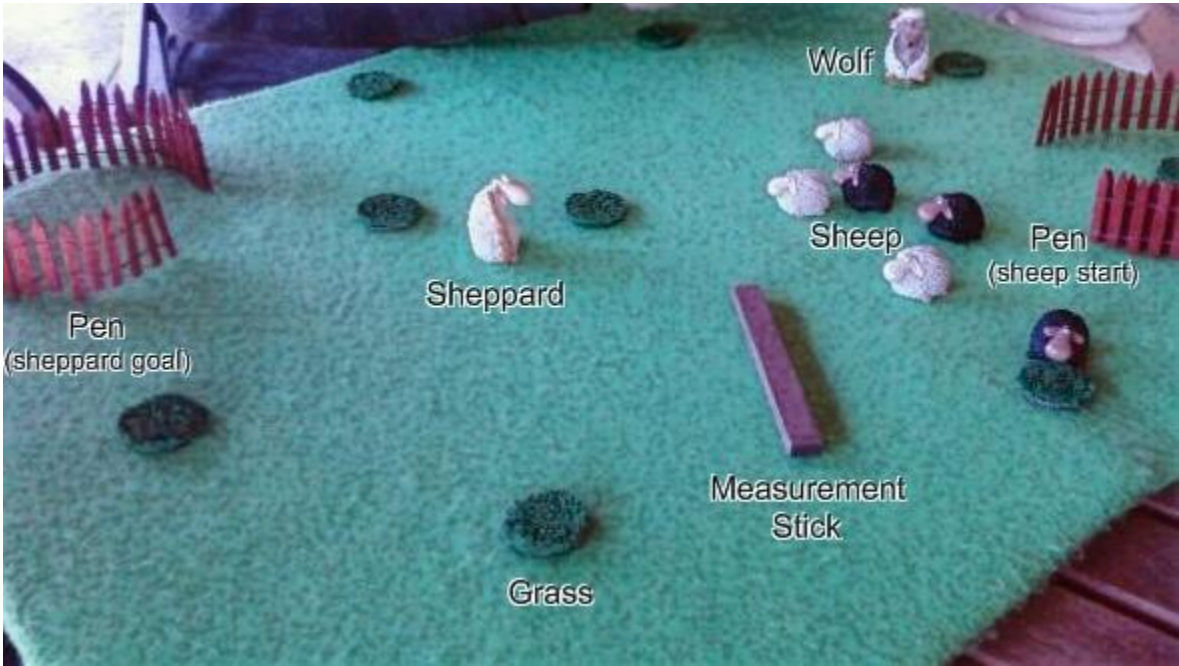
Game Pieces

Sheep   **Shepherd**   **Wolf**

Compass

Setting up the game

Laying out the game components

    The board has two pens on opposite corners and 9 evenly distributed pieces of grass. Placement is important and will change game result so the board has markings for the pens and the grass. The 7 Sheep start in one pen and the Shepherd begins at the front of the other. Finally the Wolf gets placed in the corner of the board to the left of the Shepherd's pen.

Who plays first

    First the Sheep all move, then the Shepherd and finally the Wolf. Play continues in this order until one side wins.

Turn Order

Sheep Turn

- Any **frightened** Sheep take an unrestricted 1 **step** move before regular movement.

- Every sheep moves a 1 **step** regular movement. If the **compass** piece is on the board Sheep may only move in the directions displayed. Any Sheep that are eaten or in the safety of the Shepherd's **pen** may no longer move.

- Any sheep that reaches or would pass a grass piece with its step stops on the grass.

- The sheep player collects any piece of grass that a sheep is standing on, removes the compass piece from the board and returns it to the Shepherd at the end of their turn.

- If all grass is collected the game ends and the sheep win.

- End your turn, play passes with the measurement piece to the left

Shepherd Turn

Every turn the Shepherd gets to do any two actions. "Move" may be used twice.

Possible Actions

- Move
  - o Move the Shepherd piece one **step**. If a sheep piece is in **proximity** of the Shepherd the Shepherd may make a move that brings the sheep with him for that **step**. After this move the Sheep are aligned behind the Shepherd opposite of the side the wolf is on.
- Herd
  - o Place the **compass** piece on the board to restrict Sheep movement in their next turn.
- Scare
  - o If the Wolf is within a 2 **step** radius of the Shepherd he may send the Wolf back to the starting position.
- Gather
  - o Any Sheep within 1 **step** of the **pen** entrance gets pulled into the **pen**.

- If the Shepherd has collected 4 or more Sheep in the **pen** and all sheep are out of play the Shepherd wins.

- End your turn, play passes with the measurement piece to the left

Wolf Turn

- The Wolf may creep or dash but never into either **pen.**

- Creep   Wolf moves 1 **step** in any direction.

- Dash   Wolf moves 2 **steps** in any direction but frightens nearby sheep.

- If, during the course of any **step**, the wolf reaches a sheep the wolf stops in that position, ends that **step** and collects the Sheep, upside down in his corner. This Sheep is eaten and out of play. Since a Wolf may only have a maximum of 2 **steps** it may never eat more than 2 Sheep per turn.

- If the Wolf chose to Dash any sheep in a 1 **step** radius to its stopping point become **frightened**.

- If the Wolf has collected 4 or more Sheep and all sheep are out of play the Wolf wins.

- End your turn, play passes with the measurement piece to the left

Strategy tips for beginning players

- Remember that your enemy's enemy can be your friend. Single turn alliances can help.
- As sheep, focus on spreading out and collecting all the hardest to reach grass.
- As the Wolf, beware the distance from which the Shepherd may **scare** you from.
- As the Shepherd, the **compass** is often your strongest **action** as it guides *all* Sheep

Glossary

ACTION The Shepherd has many choices but only 2 **actions** per turn.

COMPASS This is the piece the Shepherd uses to restrict Sheep movement.

CREEP When the Wolf moves 1 **step** in any direction.

DASH When the Wolf moves 2 **steps** in any direction but **frightens** nearby sheep.

FRIGHTENED When the Wolf approaches the Sheep too quickly they receive an unrestricted bonus move.

GATHER When the Shepherd uses an **action** to pull Sheep into the **pen**

HERD When the Shepherd uses an **action** to place the **compass** piece on the board and restrict Sheep movement.

MOVE When a player **moves** their token or ends their turn they use the measuring piece.

PEN The place where the Sheep begin or where the Shepherd is trying to move the sheep. The Wolf may not enter either **pen**.

PROXIMITY When a Sheep is within a 1 piece radius of the Shepherd we say that it has proximity.

SCARE When the Shepherd uses an **action** to send the Wolf back to the starting position.

STEP The universal movement created by the measuring piece.