

# Sheep

A game for piecepack by Pete Jones  
Version 1.2, August 2006



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For 3-4 Players

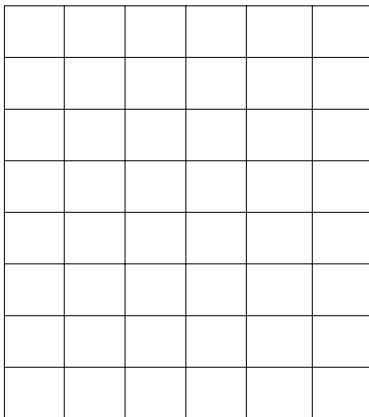
Requirements: Piecepack and playing card expansion

## Description

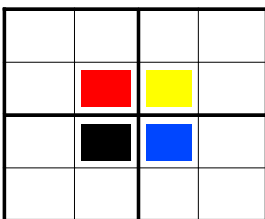
The object of the game is to move all your sheep to their shepherd. A number of sheep-dogs on the board may block the sheep, making the shepherds' job much more difficult.

## Setup

You require 48 tiles from both sets and lay them out grid side face up in a square 8 rows by 6 columns. This is the field.



In the centre of the field place the four coloured pawns from the Basic set (as pictured below). These are the **shepherds** of the different flocks. Even if playing with 3 players still place all 4 shepherds. (1 shepherd has obviously lost his flock).



Now each player takes six coins in one suit from the basic set and places them to the opposite corner of the board from their shepherd (suit side up). These coins are your sheep and you have 6 sheep in your flock. So in the above example the red suns would be placed on the furthest corner of the field in the bottom right corner. (With 3 players return the fourth suit into the box).

From the playing card expansion take the club suit of coins (these are the **sheep-dogs**) and place to one side with the suit face up. The other 3 remaining suits are distributed evenly between the players. These coins are then flipped so the suit is face down, these are **fences** in the field. Once placed in the field fences do not move.

The start player is the last person to see a real live sheep.

In clockwise order starting with the starting player each player places in turn 1 fence on the board with the following restrictions:

- no fence may be placed on the centre four tiles that contain the pawns. ( all 16 squares)
- no fences may be placed on the four squares of one of the corner starting tiles.
- fences may not be placed that (a) block in completely a starting tile (b) block in completely one of the destination tiles.

Once all those fences have been placed, place the previously discarded sheep-dogs next to the board with the suits **face-up**.

### Game Sequence

Each player has 3 Action Points per turn. Each turn you must either move 1 sheep or place 1 on the board (if you have any left off board). The other 2 points can be spent in any way desired.

- Place 1 of your sheep on the the starting square
- Place/move one of the sheep-dogs on the board
- Move one of your sheep

In the First round only players have the following Action Points:

1<sup>st</sup> Player : 1 Action Point

2<sup>nd</sup> Player : 2 Action Points

3<sup>rd</sup> and 4<sup>th</sup> Players : 3 Action Points

### Place A Sheep In The Field

Place 1 of your sheep on your starting square providing the square is vacant. The starting square is the corner square on the edge of the field.

X			

### Place/Move Sheep Dog

Whilst there are still neutral sheep-dogs in the supply next to the board you may only place a sheep-dog on the board from the supply. Once all 6 sheep-dogs are on the board you may then move any one sheep-dog on the board from a square to another square with the following restrictions:

You may not place a sheep-dog on any players starting square.  
The square it is moved to is vacant.

### Move A Sheep

You may move any 1 sheep. Sheep are not the brightest of creatures so they only move orthogonally. The sheep continues to move in a straight line without stopping until it meets an obstacle (a fence, another sheep, the edge of the board, a sheep-dog or a shepherd). Once a sheep reaches its own shepherd it cannot be moved again. You may not move a sheep so that another shepherd has no more orthogonal spaces left thus blocking access to that shepherd.

## Shepherd

Once a sheep of yours is adjacent orthogonally to the shepherd it cannot be moved further during the game. In the example below X marks the two locations where the red sheep must finish to be “touching” the shepherd.

	X		
X	■	■	
	■	■	

You have to move your entire flock (all 6 sheep) so they are adjacent to the shepherd orthogonally or orthogonally to another sheep of your colour which in turn is adjacent to the shepherd. In this way a chain of sheep may be built to the shepherd. (Diagonals do not count)

■	■		■
	■	■	■
	■	■	■
	■	■	
			■

In the above example the shepherds are marked “X”. The sheep are marked “s” are the corresponding sheep of that suit. All the red and yellow sheep are considered adjacent to their shepherd.

The blue sheep is not adjacent to its shepherd.

## End of the Game

Once all of one players sheep (his flock) are adjacent to his shepherd the game ends. They are the winner.

*Version: 1.0 Initial game mechanics created.*

*Version 1.1 Sheep flavour added.*

*Version 1.2 Stalemate avoided by rule each player MUST move a sheep each turn.*

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