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Sheep Sheep

Our Other games here!

In Sheep Sheep, play a shepherd and try to collect as many sheep of the same family as possible.

Rules of the game

2 players - 7 and up - 20 minutes

Components

- 51 cards

Objective

Score as many points as you can by aligning as many sheep of the same colour as possible.

Setup

Each player receives a "Lucky Sheep" card at random, which they keep secret. This card will not be revealed until
the end of the game. Unused "Lucky Sheep" cards are put back in the box.

Shuffle the "Sheep" cards. Each players draws 4 cards from the deck and displays them in front of him.

Then, randomly place 9 "Sheep" cards in the centre of the table, forming a 3 by 3 square as shown in the diagram below.

Warning: There must not be more than two sheep of the same colour side by side (diagonals do not count). If this happens, flip one or more cards.

Stack the remaining "Sheep" cards, shuffle them, and place the pile within hand's reach.

How to play

The most recent player to have worn a woollen pullover starts the game. In turn, each player has to, place as many sheep of the same colour in adjacent positions (see the diagrams below).

Remember: diagonals do not count!

OK   OK

OK

Players can exchange any of their four starting "sheep" cards with the nine central cards as many times as they like. Note that:

- Both sides of their initial 4 cards may be used;

- The card thus recovered is added to the player's cards and can be replayed immediately.

For each exchange, the player must replace one card in the game with one of their own, making sure the visible side of the card they take matches the hidden side of the card they place, thus showing a new sheep.

Front Back

The player repeats this action as many times as they can to try to line up as many sheep of the same colour as they can.

If the player has managed to place at least 3 identical sheep in adjacent positions, they win these cards and put them away carefully, without flipping them, under their "lucky sheep" card. The player fills the empty spaces left by these cards with new cards from the deck, which he places on the side and space of his choice, one by one, as he draws them. It is then the player to their left's turn, and so on until there are no cards left in the deck.

End of the game

The game ends when there are no cards left in the deck and when it is no longer possible to place 9 cards in the centre of the table.
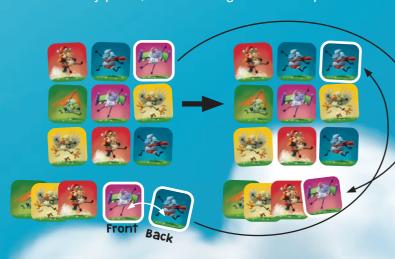
Counting points

Each player gets :

- **1 point for every sheep collected**

- **2 points for each "Sheep" card collected whose face up matches their "Lucky Sheep" card.**

The player who has the most points wins the game. In case of a draw, the player who gathered the most card matching his "Lucky Sheep" wins the game. If there is still a draw, the player who has the most sheep of the same colour is the winner.

Notice : If after several turns, players cannot get new cards and the game is blocked :

Take back the cards from the centre of the table, shuffle them and put them back forming a 3 by 3 square in the centre of the table.