

Special Tiles for Strategic Shepherds

If you are familiar with the basic rules, place one or more Special Tiles on the board before you begin playing.

The *Animal* tiles each have an effect that is triggered each time a *Sheep* hops over them.



A *Sheep* can never pass through nor hop over a *Rock* or *Molehill* tile.

Wolf pawns ignore the Special Tiles when moving. They pass over them without stopping and without triggering their effect. A space covered by a Special Tile is not taken into account when moving the *Wolf* pawns.



Only one restriction applies to the tile placement: A *Rock* can never be placed in front of the meadow exit. Otherwise, anything is possible. But beware! The more tiles there are on the board, the harder it is to get all the *Sheep* home!



• THE ROCK:

The *Rock* is an obstacle. No *Sheep* can ever hop over it or stop on this tile.



• THE MOLE AND ITS MOLEHILL:

These tiles are always placed simultaneously on the board, opposite sides up. The *Mole* runs away each time a *sheep* hops over it. Then, both tiles are flipped over; the *Mole* becomes the *Molehill*, and the *Molehill* the *Mole*. No *sheep* can hop over or stop on the *Molehill* tile.



• THE PATOU:

The *Patou* is a trustworthy livestock guardian dog, and as such, it gathers the flock together. When a *Sheep* hops over the *Patou* tile, move the other *Sheep* of that color in whichever order you choose.

Note: *Sheep* in the *Sheepfold* or *Wolf Den* are not moved.



• THE RACCOON:

This little devil indicates the direction in which the *Wolves* move, and can reverse it. First, it is placed "clockwise" side up.

When a *Sheep* hops over the *Raccoon* tile, that tile is flipped over. Turn each *Wolf* pawn to face the opposite direction. Therefore, when the *Raccoon* is "counterclockwise" side up, the *Wolves* move backward along their paths.



• THE FOX:

The *Fox* is the *Wolves'* ally. When a *Sheep* hops over the *Fox* tile, the *Wolves* immediately move one space each.

SHEEP HOP!



1 TO 4 SHEPHERDS
5 YEARS AND UP
15-MINUTE GAME



Goal of the Game

The day is coming to an end, and the *Sheep* can't wait to get back to their cozy home, the *Sheepfold*. But beware! Two *wolves* patrol the path to the *Sheepfold*, hoping to catch the stray *Sheep*. Will you manage to get the flock to their destination? To win, bring more *Sheep* to the *Sheepfold* than the *wolves* can capture!

Contents and Setup

- When unfolded, the box case transforms into the game board.
- Place the 9 *Sheep* tokens at random on the starting area.
- Place the 2 *Wolf* pawns on different paths (your choice of space).
- Take the die. The game can begin.

Important: The cardboard tiles (E) will not be used in the first game. Set them aside.



Cocow, our space mascot!

Cocow will be by your side as you read this booklet. She'll help you to get the most out of this game!



You can remove the box from the board and use it as a die tray (the *Sheepfold* and the *Wolf Den* are also depicted on the board).



Game Round


Take turns, starting with the player who last saw a sheep.
On your turn, roll the die and apply the effect as shown below:

1. If the die is **Wolf** side up:


 Move each *Wolf* one space.


 Move the **Big Bad Wolf** (the larger, darker *Wolf*) two spaces.

Each *Wolf* moves in the direction its pawn is pointing, and never leaves its path.


 When a *Wolf* moves to or passes through a space with a *Sheep*, that *Sheep* is immediately captured by the *Wolf* and is placed in the *Wolf* den.


2. If you rolled a **single-color Sheep**:

 Choose one *Sheep* of that color on the board and move it according to the *Smart Sheep Movement Rules* (see next page).

 If there are no *Sheep* of that color on the board, ignore the color and choose any *Sheep* still in play.

3. If you rolled a **multicolor Sheep**:

 Choose any *Sheep* on the board and move it according to the *Smart Sheep Movement Rules* (see next page).

 If a *Sheep* manages to move into the *Sheepfold*, it has escaped the *Wolves*! It stays there and can no longer be moved.



If you have difficulties perceiving colors, use the symbols ▲ ● ■ depicted on the die and pawns.



Smart Sheep Movement Rules

Sheep Slide:

Slide a *Sheep* into an adjacent free space (diagonal movement is not allowed); **or**



Sheep Hop:

Hop over an adjacent animal and land on the free space on the other side of it (diagonal movement is not allowed). After a *Sheep* hops, it can hop again (and again, etc.).

A *Sheep* cannot slide after hopping.

Important: A *Sheep* can never move through or over a *Rock*.



A *Sheep* can Slide or Hop into the *Sheepfold*.

End of the Game

When the last *Sheep* leaves the board (either enters the *Sheepfold* or gets captured by a *Wolf*), the game is over.

Your score is the number of *Sheep* in the *Sheepfold* (don't fall asleep counting them).

Then count the *Sheep* the *Wolves* have captured.

You win the game if there are more *Sheep* in the *Sheepfold* than there are in the *Wolf* Den.

Now, you can compare your score to the *Shepherd* scale on the next page.



Instead of counting, you can form two piles; one with the saved *Sheep* and another with the captured *Sheep*. If the saved *Sheep* pile is taller than the other one, you win the game!

5 saved
Sheep:

SMALL
PATOU

Part of the flock was saved, but the *Wolves* had a field day...

6 saved
Sheep:

SHEPHERD'S
APPRENTICE

You barely made it! Next time pay closer attention to the *Wolves*!

7 saved
Sheep:

PLAINS
SHEPHERD

Not bad, not bad at all! Next time, you'll even be able to add tiles.

8 saved
Sheep:

HILLS
SHEPHERD

Well done! The *Wolves* only got one. Nearly flawless...

9 saved
Sheep:

MOUNTAINS
SHEPHERD

Excellent! You are ready to go to the next level and add tiles to the board.



Cocow thanks you!

Cocow is grateful to all the Earthlings who tested this game! Thanks again!

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