Battlesheep!

Number of Players: 2

Items included:
- 4 Staffs (2 Red and 2 Blue)
- 2 Sheepdogs (Red and Blue)
- Board with stand
- Sheep
  - 3 Big Sheep
  - 9 Small Sheep
  - 2 Black Sheep

Goals

The goal of the game is to push ("herd") as many sheep into your scoring area ("pen") as possible before the 3 minute timer runs out. Using a coloured "staff", the players use the magnetic end to guide the same colour "sheepdog" from underneath the board, pulling the sheepdog around the board. Using the sheepdog, the player herds as many sheep into their pen as possible before the timer runs out.

Scoring

Small sheep are worth 1 point each; larger sheep are worth 2 points each. Black sheep, on the other hand, are worth -3 points. The player with the highest amount of points at the end of the round wins. The first player to win 3 rounds wins the game. In the event that each player has the same number of points, players can choose to play another tie-breaker round to determine the winner.

Players must first setup the board by placing the sheepdogs (Red and Blue) in their starting positions, as shown below. Sheep are placed in the middle in the following order:

- Black sheep are in the centre.
- Big sheep surround the black sheep.
- Small sheep surround the big sheep on the outside.

There are two staff types available for each player to afford different preferences or play styles. They differ only in the size and strength of their magnets. One has a larger magnet but is weaker, and the other has a smaller magnet but it is stronger. Both work *equally* well as a staff and one does not afford *any* advantage over the other. Players may test either staff out just prior to playing to see which one they like best.
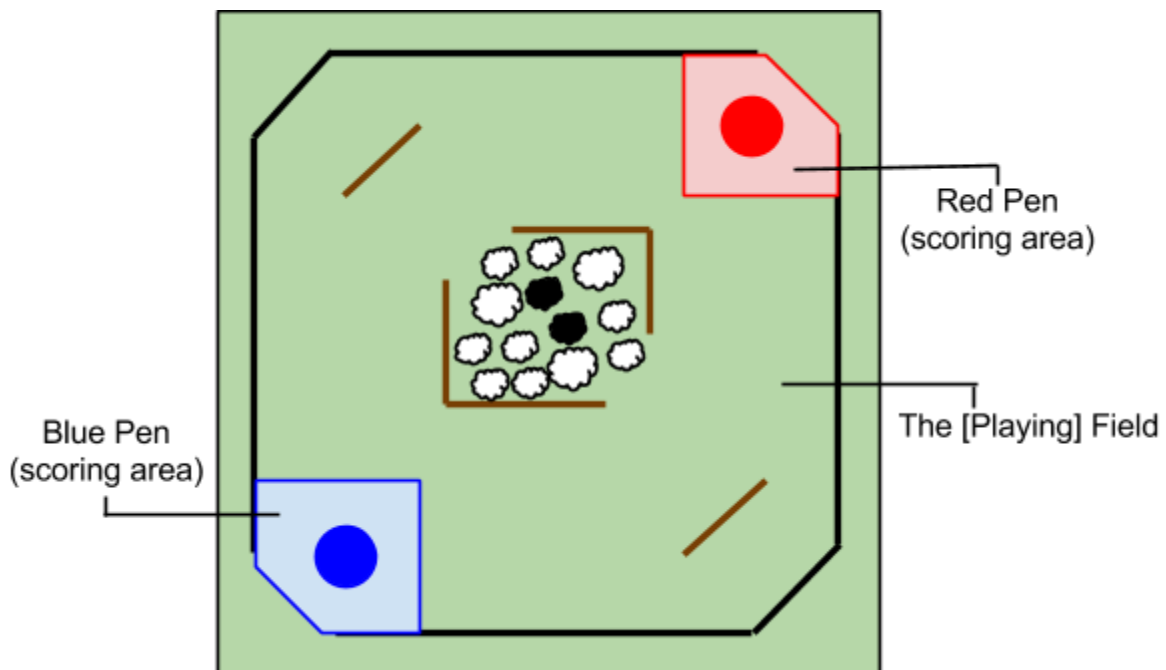
Play begins when players are ready and the player who has the **red** Sheepdog sets the egg timer to 3 minutes and says "Go". The players take turns beginning each round thereafter. Each round ends when the timer goes off.

Rules
During play, staffs are only to be used to guide each player's own sheepdog. Additionally, players may not use their free hands to manipulate the board or the game's pieces in any way that would interfere the game during play, except in the following cases:

- Players may hold the table's wooden legs for stability if they choose.

- If a player's *sheepdog gets flipped upside down,* they are allowed to flip it over, placing it back in the same exact spot.

- If a player's *sheepdog gets stuck on a barrier*, players may place the sheepdog in front of the barrier in which it was stuck.

- If *a sheep happens to escape the play area*, players must pause the game. After putting the sheep back in play by placing it in the center pen as quickly as possible, play resumes.

- If the *sheepdogs get stuck together* and players are unable to dislodge them, the players must pause the game. After resetting the sheepdogs to their original starting positions as quickly as possible, play resumes.

- Players are allowed to *enter their opponent's pen* during play. However, players are not allowed to *block the entrance* to their opponent's pen or their own at any time. This is known as "camping."