A game by **Pak Cormier**, for 2 players

INTRODUCTION

A terrible storm has rumbled throughout the mountains and Albert's sheep have all run away. Help them to come back home!

AIM OF THE GAME

The player who first takes a majority of his sheep back home wins the game.

COMPONENTS

- A board with a landscape showing 18 mountains on the outer side, one light brown path in the middle and 9 cells leading to the sheep barn.
- 18 sheep (9 black, 9 white).
- Albert, the shepherd (red).

SET-UP

Each player chooses her/his colour. The sheep are randomly placed on the peaks of the mountains, one sheep per peak (see picture). Albert the shepherd takes place on the four-leaf clover, on the light brown path.


PLAYING THE GAME

The player who best baas starts. A game turn consists of the following **two** actions: move one of **your** sheep and move Albert on the brown path.

1st action: A player's sheep is moved straightforward to the end of its line or until it meets another sheep. It cannot change directions or jump another sheep. It is forbidden to move a sheep that would totally block another one after moving. The following example shows an **illegal** move, as it blocks the white sheep.
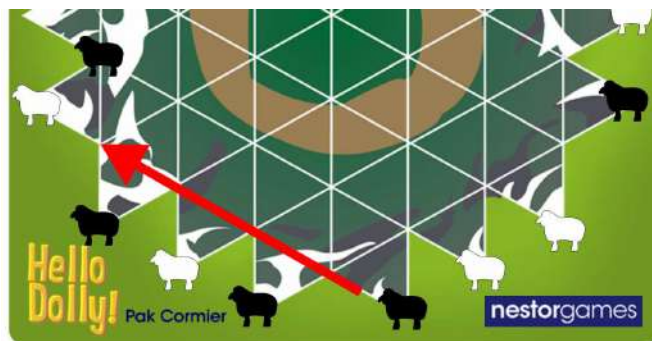
2nd action: Albert moves clockwise on the brown path as many **spaces** as the sheep has moved.
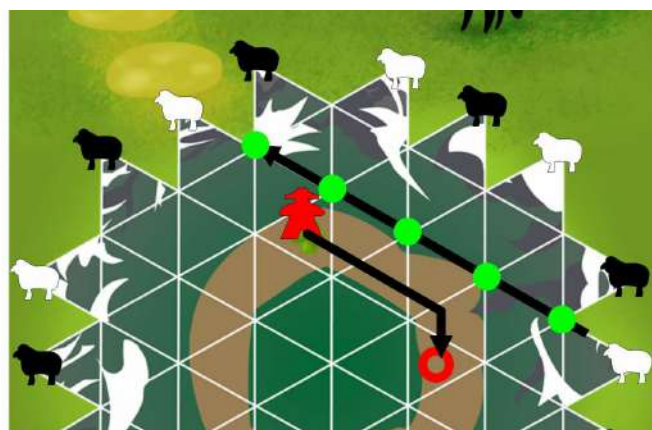
Example of a turn: White moves a sheep five intersections. Then White moves Albert five squares clockwise on the brown path. Please note that Albert moves inside the path triangles while the sheep move on the lines' intersections.

BACK HOME

If, after the 2nd action, Albert is surrounded by 3 sheep (one sheep at each corner of the triangle with Albert in the middle, see picture), the player removes these 3 sheep from the board and puts them on the path back to the sheep barn (one sheep per cell).

END OF THE GAME

The player who first gets 5 of his sheep on the path to the barn wins the game.