sheep DOGS & WOLVES

A strategy game for 2 players by
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and
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INTRODUCTION

Sheep, dogs and wolves was invented by **Néstor Romeral Andrés** and his daughter **Elena** when she was 4.

Sheep, dogs and wolves is a tile-laying game. Two players (sheep and wolf) share a common pool of rectangular pieces depicting a sheep, a dog and a wolf, in that order.

The 'sheep' player must save as many sheep as possible, and the 'wolf' player must eat as many sheep as possible.

MATERIAL

Sheep, dogs and wolves includes 23 identical tiles (sheep-dog-wolf), 32 counters and a carrying case.

The tile

GAME PREPARATION

There are 2 types of gameplay:

- **Duel**: The game takes place over two rounds. In the first round, one player plays as the sheep, the other as the wolves. In the second round, the roles reverse. Whoever saves more sheep playing the 'sheep' role wins the game.

- **Bid**: Before the game starts players take turns announcing how many sheep they think they can save, raising the number each time. The player that passes first plays the wolves, and the other player must save at least as many sheep as he bid.

Place one tile in the middle of the playing surface to set up the game.
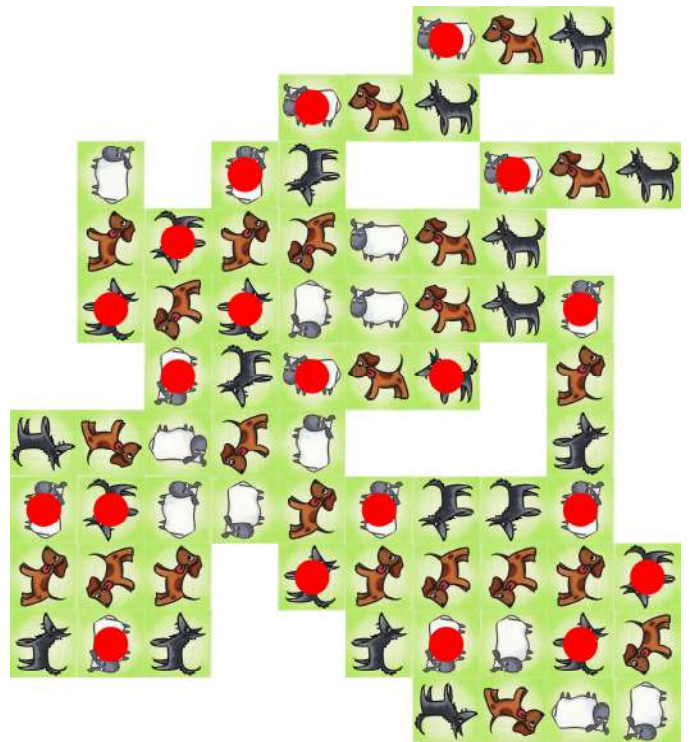
GAME RULES

Starting with the 'sheep' player, players take turns placing a tile from the pool onto the playing surface so that they align with an imaginary square grid (the tiles are 3×1: sheep-dog-wolf) and touching at least one already placed tile (corners don't count as 'touching').

GAME END

The game ends when all the tiles have been placed.

To get the 'sheep' score, do the following, in order:

1. Place a counter on each and every wolf that has at least 2 adjacent dogs (corners don't count). These wolves are 'scared' of the dogs and won't eat sheep.
2. Place a counter on each and every sheep that is adjacent at least to one wolf that is not scared of the dogs. These sheep have been eaten by the wolves.
3. Count the remaining sheep (the ones with no counters on them), which are 'safe'. This is the 'sheep' score.

Example: The sheep get 11 points

Note: The counters may be placed during play (to add some clarity), but don't place a counter on a sheep until there is at least one adjacent wolf that is 'safe' to eat it. A 'safe' wolf is a wolf that is surrounded by just 1 dog **and** will not be able to be surrounded by more dogs, no matter how the remaining tiles are placed.

Additional sets can be purchased for longer games. The only constraint is that the number of tiles in play must be odd.