

The Game:

2-4 players:

Each one of the players will insert email and password when registering to the application. Once logged in to the app, the user's details will be saved and there will be no need to enter them again next time.

A player can edit his profile picture and name.

add

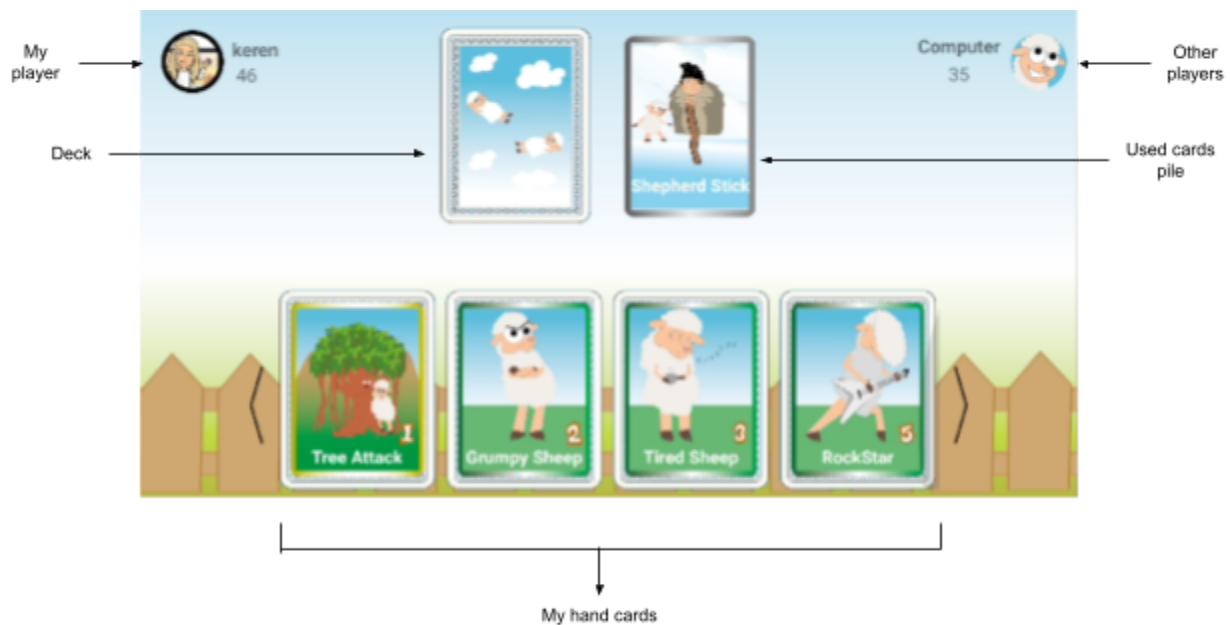
Game Goal:

Each of the players in the game is a shepherd, and his goal is to bring his herd to its destination safely.

Along the way you will encounter natural disasters, or other evil players who may try to steal sheep from your herd.

The player who manages to survive longer in the world, or has the highest score - is the winner. Or of course, if you got lucky and won the special sheep...

Game Screen:



Game Rules:

Each player starts with 5 cards in his hand.

Each of the players can only see his cards, but can also see each of the other player's scores during the game.

A turn consists of two steps:

1. The player can choose to play his cards (This is an optional step) -
You pick a card by clicking it. Click again to cancel your choice.
You can only pick 1 or 2 cards to play.
Once you choose your cards, the 'used deck' becomes clickable, click on it to play the cards.
If you choose to use a card you lose it (it moves to the used cards pile so that all other players in the game can see).
2. The player will get a card from the deck.

Add about the cooperation button.

Win the game:

A player can win the game in one of three cases:

1. The player has the two special cards - super flying sheep and nuclear bomb.
The player can play these two cards in his turn and win the game.
2. No more cards left in the deck, and you have the highest score.
3. All other players lost to attacks.



Attacks:

In case you are under attack, the screen will alert you:



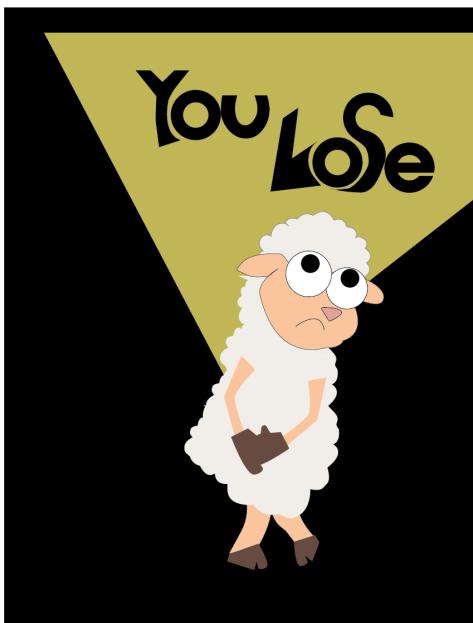
You will have 10 seconds to use a defense card and protect yourself.

Every attack that occurs during the game will be apparent to all players.



lose the game:

If you lose to a natural disaster attack - you are out of the game.



Game Cards:

The number of cards in the game depends on the number of players.

Valuable cards:

Some of the cards are valuable cards, it means that the card has a value.

A valuable card has a number written at the bottom right side of the card, this is the number of points that the card is worth.



The RockStar card for example
is worth 5 points

Remember - you need to have the highest score, so try to keep the valuable cards in your hand. Once you use your valuable card, you lose points.

Regular sheep cards:

A regular sheep card is a valuable card.

There are 15 types of regular cards, each has a different score:

[add](#)

You can use regular cards to start an attack against another player:

Only in case you have two regular cards of the same type in your hand, you can choose to use them as a couple, this will start a steal attack:



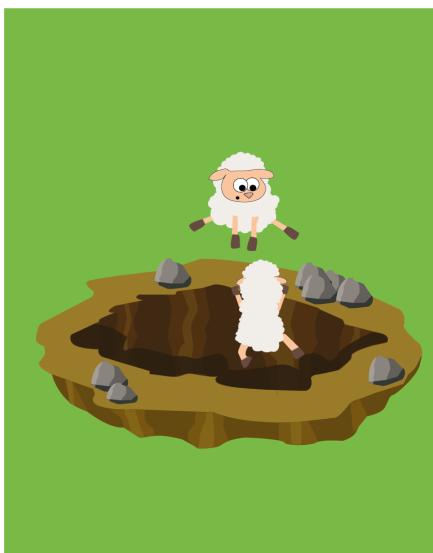
It will allow you to steal another player's card (unless he manages to defend himself).



Nature disaster cards:

The natural disaster cards are non-playable cards, it means that once a disaster card is pulled from the deck - an attack starts on the player (the players cannot have a natural disaster card as part of their hand cards).

Nature disaster - Pit:



The card means that you have fallen into the pit and lost the game, unless you used defense card:

1. If you have a shepherd stick card -
you can use it and it will give you the power to detect natural disasters before you encounter them, that way you can avoid the pit and not lose the game.
2. If you have a flying sheep card -
you can use it to fly over the pit and you will not lose the game (but you will lose all other cards except the flying sheep).

keren 22

Attack!
Nature Disaster is coming at you...
There is a pit in your road!

Computer 66

8

The screenshot shows a mobile game interface. At the top, there are player stats: 'keren' with a profile picture and the number '22'. In the center, there's an illustration of a sheep falling into a pit. To the right, it says 'Attack!' and describes the nature of the attack. Below this, the word 'Computer' is followed by a sheep icon and the number '66'. In the bottom left, the number '8' is displayed. At the bottom, there's a row of four cards: 'Fat Sheep' (sheep holding a stick, value 8), 'River Attack' (sheep swimming in water, value 1), 'Drunk Sheep' (sheep holding a bottle, value 2), and 'Shepherd Stick' (shepherd holding a stick). The background features stylized brown hills and a blue sky.

Nature disaster - Cliff:



The card means that you have fallen off a cliff and lost the game, unless you used defense card:

1. If you have a shepherd stick card -
you can use it and it will give you the power to detect natural disasters before you encounter them, that way you can avoid the cliff and not lose the game.
2. If you have a flying sheep card -
you can use it to fly over the cliff and you will not lose the game (but you will lose all other cards except the flying sheep).

A screenshot from a mobile game interface. At the top left is a user profile for "keren" (32). At the top right is a computer profile for "Computer" (12). In the center, a modal window displays the text "Attack! Computer is going to fall off a cliff!" above an illustration of a sheep falling from a cliff. Below the modal is a grey "OK" button. In the background, there are several cards visible, including "Winter Sheep" (12), "Baby Sheep" (11), "Shepherd Stick", and "Fireman Sheep" (8). A small sheep icon is also present in the bottom right corner of the screen.

Nature disaster - Avalanche:



The card means that you were unlucky and you are a victim to an avalanche, unless you used defense card:

1. If you have a shepherd stick card -
you can use it and it will give you the power to detect natural disasters before you encounter them, that way you can avoid the avalanche and not lose the game.

keren
22



Attack!
Nature Disaster is coming at you...
There is an avalanche in your road!

7



RockStar
5



Drunk Sheep
2



Nerdy Sheep
10



Drunk Sheep
2

Computer
35

Attack cards:

An attack card is a playable card that a player can choose to play in his turn in order to start an attack.

Attack Card - Rock:

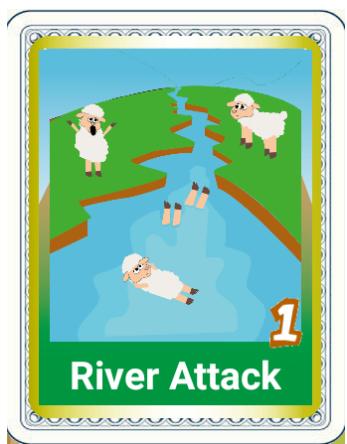


The card means that you can use the rock to attack one of the other players by throwing a rock at his herd, as a result the attacked player will lose one of his cards.

A player cannot defend himself from a rock attack.

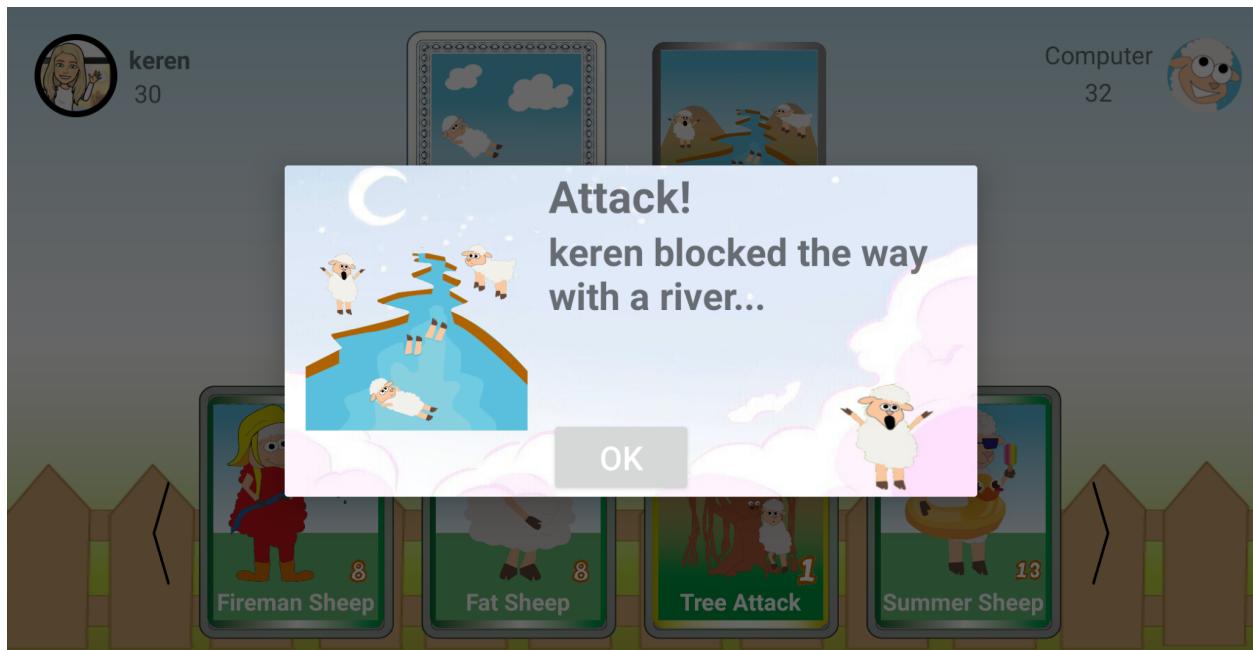


Attack Card - River:



The card means that you can use the river card to block the player who is playing after you. His sheep can not swim and therefore skip his turn in the current round.

A player cannot defend himself from a river attack.



Attack Card - Tree:



The card means that you can gossip with the trees and find out which of the players has one (or more) of the victory cards - a super flying sheep and a nuclear bomb.



Defense cards:

A defense card allows you to protect yourself if you have been attacked.

Each of the defense cards can protect you from a specific attack type. Think carefully about how to use them.

When the attack starts, you will have 10 seconds to use the defense card by clicking on it.

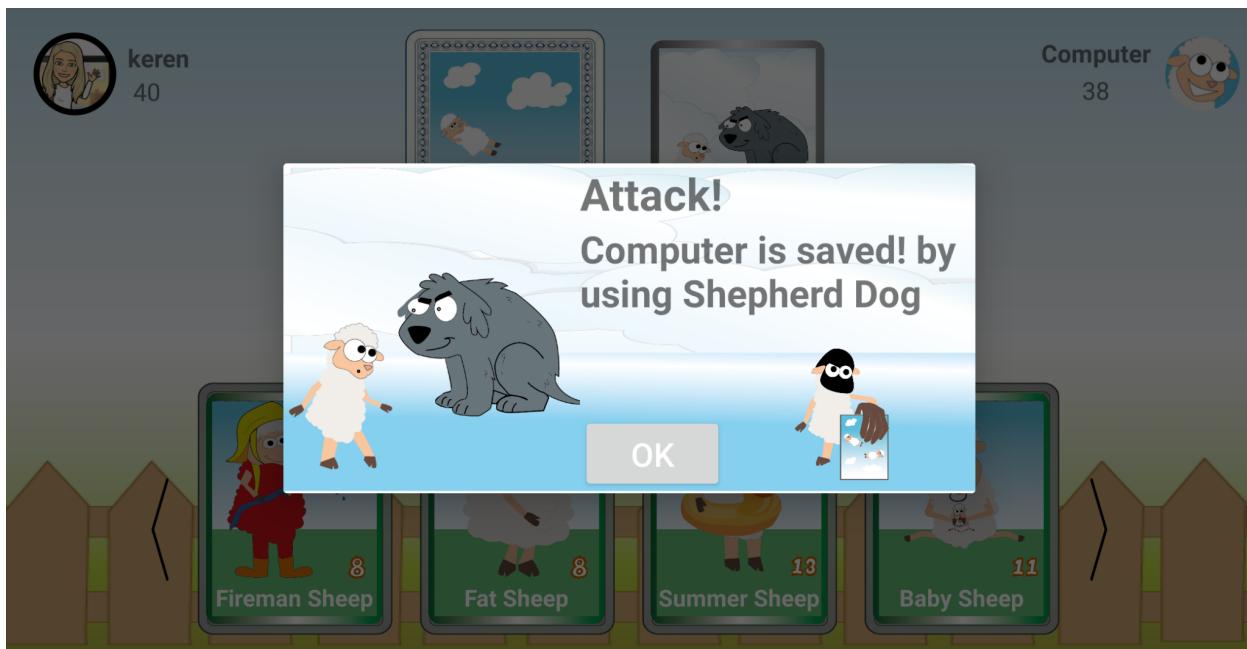
Defense Card - Shepherd Dog:



A shepherd dog is the keeper of the herd.

You can use a shepherd dog card to protect your herd when one of the other players tries to steal a card from you.

If one of the players used a pair of sheep to steal from you - you can use the dog card and you will not have to give anything to the thief.



Defense Card - Shepherd Stick:



The shepherd stick gives you the ability to be a great shepherd, able to calculate what is the right way to go.

When you have the stick card you can use it to guide your herd and save them from dangerous natural disasters like a pit, cliff or avalanche.

If you received a natural disaster card from the deck - a natural disaster attack starts, you can use the stick card to evade it and you will not lose the game.

Defense Card - Flying Sheep:



The flying sheep, compared to the other sheep in the herd, can fly when encountering a natural disaster.

If you pull a pit or cliff card from the deck, and you have a flying sheep card - use it and you do not lose the game (but you lose all the other cards you have except the flying sheep).

Special cards:

A special card is a card that has a meaning only if it is played together with its coupled card. There is only a single special card of each type in the game.

Special Card - Super Flying Sheep:



change

The super-flying sheep card is only relevant when you also have the nuclear bomb card. This way you can use both to fly very very high and then throw a bomb at the other players - and win the game.

Special Card - Nuclear Bomb:



change

The nuclear bomb card is only relevant when you also have the super-flying sheep card. This way you can use both to fly very very high and then throw a bomb at the other players - and win the game.

Special Card - Flying Husband:

add

This card means you can choose to cooperate with the flying wife sheep - once two players in the game hold the Flying Husband and the Flying Wife cards, a button appears for both players (without knowing who they need to cooperate with, and neither player knows anything about it), allowing them to choose to remove one player from the game - provided they both agree on so.

As long as the button appears you can press it at the beginning of the turn, and offer the collaborator (with the flying wife sheep card) to cooperate with you, you choose a player you want to remove from the game, and only if the collaborator agrees this player loses the game. Once you used the cooperation button it is no longer visible.

Special Card - Flying Wife:



This card means you can choose to cooperate with the flying husband sheep - once two players in the game hold the Flying Husband and the Flying Wife cards, a button appears for both players (without knowing who they need to cooperate with, and neither player knows anything about it), allowing them to choose to remove one player from the game - provided they both agree on so.

As long as the button appears you can press it at the beginning of the turn, and offer the collaborator (with the flying husband sheep card) to cooperate with you, you choose a player you want to remove from the game, and only if the collaborator agrees this player loses the game. Once you used the cooperation button it is no longer visible.

