

CHUBBY SHEEP

WHEN WOLVES FEEL HUNGER, EVERY SHEEP IS A CHUBBY SHEEP.

A PLAYER'S (HUNGRY WOLF'S) GOAL IS TO LURE AS MANY SHEEP AS POSSIBLE INTO HIS/HER FOREST BEFORE OTHER PLAYERS DO THE SAME. BY PLAYING CARDS FROM HIS/HER HANDS, BY USING SOME SPECIAL CARDS OR BY MOVING BEARS AMONG THE SHEEP, PLAYERS MOVE SHEEP FIGURINES FROM TILE TO TILE, DEPENDING ON THE NUMBERS WRITTEN ON THE SURROUNDING TILES. BUT SHEEP ARE NOT LURED SO EASILY – AFTER A TURN OF ALL PLAYERS IS FINISHED, SHEEP WILL USE PLAYED CARDS FROM THAT TURN, MAYBE EVEN SOME SPECIAL CARDS OR EVEN BEARS TO MOVE AWAY FROM THE FORESTS, OR TO WHEREVER THE GRASS IS GREENER.

PLAYERS USE TACTICS TO MOVE THE FIGURINES TOWARD THEIR FOREST IN A WAY THAT OTHER PLAYERS DO NOT DO THE SAME OR TO BLOCK SHEEP FROM MOVING BACK TOWARDS THE SHEEPFOLD IN THE CENTER OF THE BOARD. AT SOME POINTS IN THE GAME LUCK COMES INTO PLAY AS THERE ARE SEVERAL EFFECT CARDS THAT BRING GOOD OR BAD LUCK TO SHEEP ON THE PASTURES (IF YOU WISH TO SEE SHEEP BEING ABDUCTED BY A UFO, THIS GAME IS RIGHT UP YOUR ALLEY). PLAYERS CAN USE FAIR PLAY AND BE A FRIEND TO ANOTHER PLAYER, OR THEY CAN CHOOSE TO TRICK OTHER PLAYERS AND DISABLE SHEEP TO MOVE ANYWHERE NEAR OTHER PLAYERS' FORESTS.

THE GAME CONSISTS OF NUMBERED HEXAGONAL TILES (1 SHEEPFOLD, 36 PASTURES, 6 FORESTS AND 3 CLIFFS), FIGURINES (20 WHITE AND 20 BLACK SHEEP, 6 WOLVES AND 6 BEARS) AND PLAYING CARDS (100 PLAYING CARDS AND 9+9 SPECIAL PLAYING CARDS).

GAMEPLAY

DEAL FIVE CARDS TO EACH PLAYER.

ON EACH TURN A PLAYER PLAYS ONE CARD FROM HIS/HER HAND.

PLAY THE "NINES" RIGHT AWAY.

REDRAW A NEW CARD FOR EVERY "NINE" THAT WAS PLAYED.

PLAY A CARD TO: MOVE A SHEEP AND PLACE A PAW / MOVE A FLOCK AND PLACE A PAW / SKIP A TURN AND MOVE BEARS / DRAW A SPECIAL CARD. PLAY A SPECIAL CARD WHEN POSSIBLE.

WHEN WOLVES' TURN ENDS, SHEEP WITH A PAW ON THEIR TILE PLAY THEIR TURN. USE THE CARDS THAT PLAYERS HAVE JUST PLAYED IN THE ORDER OF CARDS' VALUES AND IN THE ORDER IN WHICH PLAYERS HAVE PLACED THEIR PAWS ON THE TILES.

AFTER ALL THE CARDS FROM PLAYERS' HANDS HAVE BEEN PLAYED, MOVE ON TO A NEW TURN. THIS TURN'S SECOND PLAYER BECOMES THE NEW TURN'S FIRST PLAYER. FIVE NEW CARDS ARE DRAWN BY EACH PLAYER.

THE GAME ENDS WHEN ONE OR MORE PLAYERS HAVE 9 SHEEP POINTS IN THEIR FOREST AND WHEN ALL PLAYERS HAVE PLAYED ALL THE CARDS FROM THEIR HANDS.



GAME DESIGNER: Mario Primorac

IF YOU HAVE ANY QUESTIONS FEEL FREE TO CONTACT ME VIA E-MAIL: primki@gmail.com