



# THE SHEPHERD

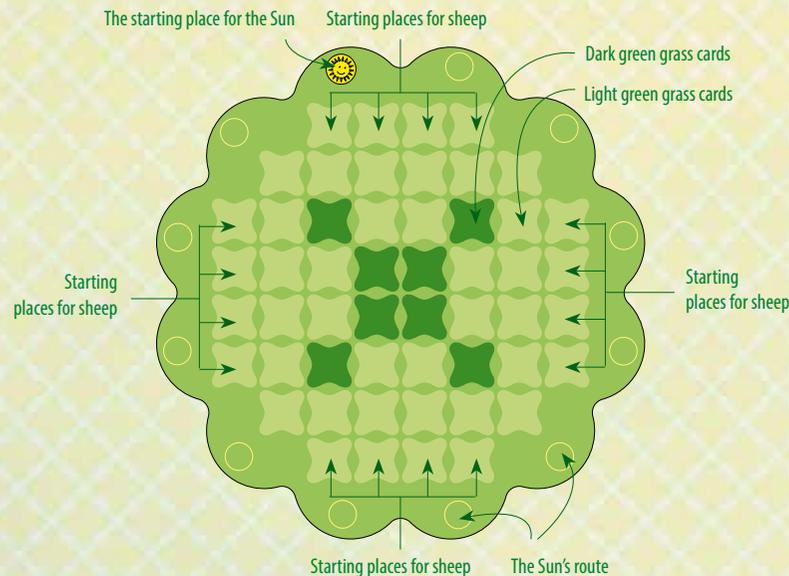
By Stephan Riedel and Barbara Schyns  
For 2–4 players from 5 years of age

**THE GAME CONSISTS OF:** 8 sheep (in four colours), 2 special dice (first dice: 3 sheep, 2 grass, 1 Sun; second dice: 1 sheep, 3 grass, 2 dogs), 1 dog, 1 Sun, 1 board, 60 grass cards (44 light green, including 4 cards with a picture of a worm on the back, and 16 dark green grass cards), and the rules of the game.

**SHORT DESCRIPTION OF THE GAME** The rain has stopped and the Sun has come out. The sheep may go out to graze again. Which shepherd will take them to the juiciest pasture? Not only the shepherd, but also the sheepdog, shows the way for the sheep. At sunset, the day is over, and so is the game.

**THE GOAL OF THE GAME** is to collect as many grass cards as possible.

**GETTING READY FOR THE GAME** The board is placed in the middle of the table. The 16 dark green grass cards are placed on 8 squares (two cards on each square) in the centre of the board. The 44 light green grass cards are placed on the other squares on the board, green side up. Each player gets 2 figures of sheep in the same colour and puts them on two starting places in front of him. The Sun is placed on the starting place on the board (see the picture). The dog and the two dice are placed next to the board.



The players start throwing the dice. The first to throw two sheep starts the game. The player who starts the game throws the two dice and moves accordingly. Either one sheep can make both moves, or two sheep can make one move each.

## RULES OF THE GAME

### SHEEP



If the dice show sheep, the player moves his sheep one field for each sheep shown, vertically or horizontally, but not diagonally. Note: only one sheep may be placed on one field at a time. It is not permitted to jump over your own or someone else's sheep. Sheep cannot be taken off the board either (see picture 1). One empty field must be left between the dog and the sheep (see under 'Dog').

### GRASS



A player takes the grass card (or two grass cards) on which his sheep stand and puts it in front of him (see picture 2). Note: if there is no card on that field, the player gets nothing.

### CAREFUL: WORMS!



There is a picture of a worm on the backs of four cards. If a card with a picture of a worm is turned over, it must remain there with the sheep standing on it. A player who accidentally takes a card with a worm on it must give it up and pay one more card as a fine at the end of the game.

### SUN



When the dice show the Sun, the Sun moves round the board clockwise.

### DOG



If the dice show the dog, the player places the dog figure on one of the vacant fields. If a player's sheep is standing on the field next to it, that player must move it away horizontally or vertically by one field. One spare field must always be left between the dog and any sheep (a sheep standing on a field diagonally away from the dog may remain there).

The next time the dice show the dog, the player who threw the dice puts the dog figure on any other empty field. The dog blocks the field on which it stands; therefore, the sheep cannot move on to that field or jump over the dog.

## THE END OF THE GAME

The game has finished when the Sun returns to its starting point, or when there are no grass cards left.

## RESULTS

The players place the cards they have collected in piles. The player with the highest pile of cards is the winner. Children who can count may count their own cards.

A player who has accidentally taken a card with a picture of a worm must give it and one more card away as a fine.

## PICTURES:

### Picture 1



The blue sheep's shepherd threw a picture of a sheep and the Sun. He may move his sheep as indicated in the picture. He is not allowed to jump over the white sheep. The figure of the Sun moves round one field.



### Picture 2



The yellow sheep's shepherd threw a picture of a sheep and a picture of grass. He may move one sheep, leaving the other sheep to graze. He decides that the sheep on the right is standing on an empty field and cannot eat; therefore, he moves it one field, letting the sheep graze more.

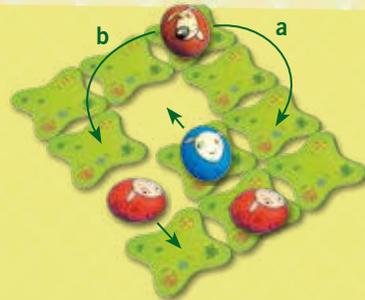


### Picture 3



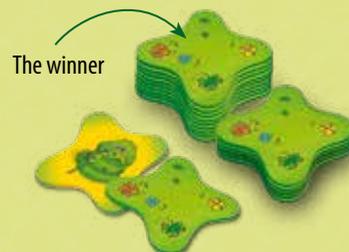
The red sheep's shepherd threw a picture of a dog and a picture of grass. He may put the dog figure on any field. There are two interesting possibilities:

- He puts the dog so that the blue sheep can only move on to the empty field (it will then be standing diagonally away from the dog). The red sheep on the right may remain grazing.
- The player puts the dog next to the red sheep. Now he may move that sheep on to a card, and choose which of the two sheep can graze.



### Picture 4

At the end of the game, the children put their cards into piles. The player with the pile on the left has accidentally taken a card with a picture of a worm. He has to give this and one more card away as a fine. The winner of the game is the one who has collected the highest pile of cards.



## TACTICAL VERSION OF THE GAME FOR PLAYERS WHO HAVE MASTERED THE BASIC RULES

The basic rules of the game are the same, only with some differences.

**GRASS** A player takes the grass card (or both dark grass cards) on which his sheep was standing and puts it next to him.

**CAREFUL: WORMS!** If a card with a picture of a worm is turned over, it is turned back over again and the sheep may remain standing on it.

**DOG** If the dice show a picture of a dog, the dog figure may move from 1 to 3 fields horizontally and/or vertically. It is not allowed to jump over the sheep. One field between the dog and any sheep must always be empty. If the dog moves, the sheep next to it must move too.

- All sheep standing close to the dog without the space of one field must run away from the dog in a horizontal or vertical direction by one field (exception: a sheep standing on a field diagonally away from the dog may remain there).
- The frightened sheep are moved by the player whose turn it is. If the frightened sheep can only move on to an occupied field, they must move by one field in a vertical or horizontal direction in such a way as to cause a chain reaction. Note: the sheep may not leave the board.
- If a sheep goes outside the playing area, it must be returned on to the opposite field on the board (see Picture 6).

### Picture 5



The blue sheep's shepherd throws a picture of a dog and a picture of grass. He moves the dog three fields.

Now the dog is next to the blue sheep, which means that the blue sheep must move away. If the player moves the blue sheep to where the red sheep is standing, the red sheep must move away.

That is the end of the dog's move. Now the blue sheep may graze.

### Picture 6



The dog moves vertically one space and horizontally one space. Since it stops next to a sheep, the sheep has to move one space. The sheep can move only to the left (a), the right (b), or is pushed off the playing area. This last option (c) is the most interesting, because the sheep returns to the field on the opposite side of the board.

