

BATTLE SHEEP™



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Contents:
16 pasture tiles
64 Sheep tokens:
16 of each color

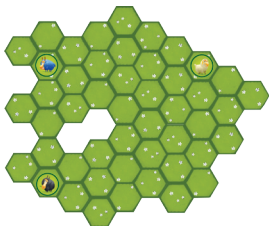
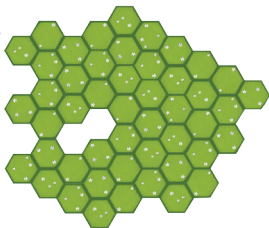
ALWAYS ON THE LOOK FOR GREENER PASTURES...

Our little herds of sheep are feeling cramped in their pastures. They set out to conquer the world one pasture at a time.

A mixture of family fun and strategy at its best.

PREPARING THE GAME:

- Each player takes 16 sheep of one color and makes one big stack in front of him.
- Each player takes 4 pasture tiles
- Choose a player to go first. That player places one of his pasture tiles on the table within reach of the other players.
- In turn, moving clockwise, players add a pasture tile to the pasture to create a large pasture area.
- Each new tile should be connected to the pasture on at least one side.
- Then, in clockwise order, each player places his entire stack of 16 sheep on any unoccupied pasture along the outside border. (One hexagon = one pasture).



OBJECT OF THE GAME:

To be the player who occupies the most spaces on the pasture.

PLAYING THE GAME:

The player who was the first to put his stack on the pasture moves first.

How to Move:

On your turn, move any stack of your own sheep by splitting the stack into two parts, moving the top part of the stack in a straight line as far as it can go before hitting another sheep or the border. You must leave at least one sheep on the space on which the original stack was standing.



Example (see illustration):

- 1 The player moves part of his stack of sheep to the edge of the pasture area,
- or
- 2 The player moves his new stack of sheep in a straight line, stopping in the space before it reaches another stack.

Then it is the next players turn, in clockwise direction.

IMPORTANT:

- When making a new stack, you must leave at least one sheep in the pasture of the original stack.
- The new stack must move as far in the row as possible.
- Your sheep must always move in a straight line.

Play continues with each player moving by splitting any of his stacks and moving the new stack to a new pasture.

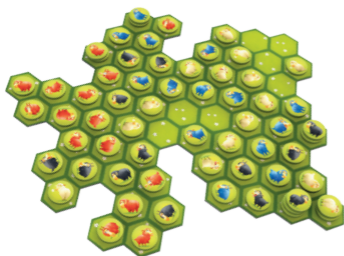
A stack is blocked when it is surrounded by opponents' pieces or the edge and can no longer be split and moved.



ENDING AND WINNING THE GAME:

When all your sheep are blocked, you no longer continue playing. The game ends when no player can move. The player who succeeds in controlling the most pasture land (the most tiles) wins. In case of a tie, the player who has the largest herd of sheep (group of sheep of his color on adjacent spaces) wins the game. ➡ p.16

**ENDING THE GAME / FIN DE LA PARTIE /
FINAL DE LA PARTIDA / FINE DELLA PARTITA /
ENDE DER PARTIE / EINDE VAN HET SPEL /
FIM DE JOGO**



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