



Let's get ewe started

Before you start playing, give both packs a really good shuffle and deal five **FLOCK** cards to each player **face-up**. Place the remaining **FLOCK** cards and the **EWES DO** pack **face-down** on the board where indicated and you're ready to go.

To begin the game, the first player takes the top card from the **EWES DO** pack, addresses the player indicated at the top of the card and reads out the words in the speech bubble. Once the instructions have been actioned, the **EWES DO** card is placed **face-up** in the **EWES DONE** area and the next player to the left takes a card and the game continues until the last **EWES DO** card has been played.

When all 45 **EWES DO** cards have been played, the game is over and it's time to add up your scores, the player with the highest score **WINS! Yay, give them a prize!!**

Make a **FOLD** to protect your **FLOCK**

If you collect five cards of **one** breed, you can put these cards to one side in a **FOLD**, to keep them nice and safe. When you do this, you must call out "**FOLD**" and turn the five cards **face-down**. Your **FOLD** cards can be any combination of points but the sheep **must** all be the same breed.

If you later acquire more sheep of the same breed as those in your **FOLD**, you **CANNOT** change them for other, lower scoring cards in your **FOLD**.

A **FOLD** can **only** consist of five cards and may include one **WILD CARD**. There is no limit to the number of **FOLDS** you may have. If you carelessly lose all your other **FLOCK** cards or do not have enough cards to complete the actions on a **EWES DO** card, you must bring your **FOLD** cards back into play.

SHEPDOG cards and the **RAINBOW** card **cannot** be put in a **FOLD** so, no sneaking the **RAINBOW** card out of sight!

WILD CARDS in a **FOLD**

You can use a **WILD CARD** as the fifth card to complete a **FOLD** by placing your **WILD CARD** **face-up** on top of the other four cards.

If you pick up a card that is the same breed as those in your **FOLD** and the **FOLD** contains a **WILD CARD**, you can add the new card to the **FOLD** and return the **WILD CARD** to your **FLOCK**. A **WILD CARD** used in a **FOLD** can **only** be swapped with another card of the same breed in the **FOLD**.

WILD CARD SWAP

If you get a **EWE DO** card giving you a **WILD CARD SWAP**, this means your **WILD CARD** can be swapped for **any** card in another player's **FLOCK**, including a **SHEEPDOG** or **RAINBOW** card.

SHEEPDOGS and **WILD CARDS** have no value.

A bit about SHEEPDOGS

A **SHEEPDOG** can protect your flock from the **Hungry Wolf** or **Gate Left Open** cards, but it cannot protect your flock from **Rustlers**. **SHEEPDOGS** can be taken by any other player, swapped with **WILD CARDS** and traded on **Market Days**.

If you use your **SHEEPDOG** to protect your **FLOCK**, you must then place it in the **STOCK PEN**.

If you pick up a **Hungry Wolf** or a **Gate Left Open** card with **CHOOSE ANY PLAYER** on it and all the other players have a **SHEEPDOG** card, you may take a **SHEEPDOG** card from any one of the other players and put it in the **STOCK PEN**.

Some other stuff you should know

There's only one fantastic **RAINBOW** sheep and it's a little pot of gold – the question is, will you be able to hang on to it?

If you have the misfortune to lose all your **FLOCK CARDS**, sadly you are out of the game.

If or when the **FLOCK** pack runs out, which it usually does, pick up the cards in the **STOCK PEN**, give them a shuffle and place them back on the board in the **FLOCK** area **face-down**.

If playing with 5 or 6 people, there is the small possibility that the **FLOCK** cards could run out before all the **EWE DO** cards have been played. If this happens, the game is over and it's time to add up your scores.

Playing one game at a time is good, but we also recommend playing three or four games in succession and totalling the scores. Whatever way you choose to play, have fun and enjoy making **lots of noise!!**

Give a prize to the best Howooooo!