Sheepdogs

1-4 players
20-30 mins
Age 8+

A whimsical game of herding sheep

Shepherds keep their sheep as a common herd on an open pasture. It is time to separate the sheep and each shepherd is competing for bragging rights as the owner of the best herding dog in the village

Components

12 x 4 sheeples in 4 colours
4 shepherds; 4 dogs ; 4 pens (in 4 colours)
4 x herding dice in 4 colours

Set up

Create the Pasture

The size of the pasture, and placement of sheep depends on player count and scenario. You can arrange spaces, sheep and pens as shown in one of the setup diagrams at the end of these rules, or you can create your own.

A pen tile is placed in the positions shown, and players decide which colour of sheep they will be collecting. In 2 or 3 player games, one colour of sheep are 'rare breeds' and should be placed in the positions shown. All other sheep should be drawn and placed randomly.

Each players' shepherd and dogs start in their respective pens.

Scatter the flock

Each player chooses 1 hex (which does not include a rare breed) and takes all the sheep from that hex.

In turn, players replace one sheep each into any space. Sheep can be placed into any empty space, or in a space that already contains less than three sheep.

Player Turns

The player who can make the most convincing sheep sound takes the first turn. On their turn each player **must** take 3 actions.

1. **Move their shepherd**
2. **Move their dog**
3. **Drive sheep**

Shepherd Movement

- Shepherds **must** move 1 or 2 spaces in any direction (every turn).
- Shepherds cannot enter a space occupied by another shepherd.
- After movement, the shepherd may call 1 of their sheep into their space from an adjacent space. If this results

Driving Sheep

1. The shepherd moves into an adjacent space and rolls 3 dice; 1 for each sheep

2. The white sheep and black sheep follow the dice roll (white turns 60° right and black moves directly away from the dog—0°). The Grey sheep is blocked by the yellow dog, so also moves straight—0°.

in 4 sheep in their space then 1 of the 4 must replace the sheep called.

- If a shepherd ends their move adjacent to their pen, they can rotate the pen to turn the opening in another direction.
- A shepherd may call a sheep from a space where another shepherd is standing.

Dog movement

- Dogs can move through any number of empty spaces.
- Dogs can move through other dogs, shepherds, fences and their own pen, but not the pen belonging to another player.
- Dogs stop when they enter a space with sheep. Sheep are then driven from that space.

Driving sheep

When a dog enters a space in which

sheep are present;

- Place the dog along any edge of the space.
- Roll dice of the colour corresponding to the sheep in the space.
- Move sheep in the direction according to the dice of corresponding colour.
- Sheep of the same colour move together.
- Sheep move in a straight line, away from the space they are driven from.
- If sheep enter a space where sheep are present then the drive stops.
- Driven sheep will move across empty

Roll 2 dice for Rare Breeds

Add the turns of 2 dice each time rare breeds are driven

spaces in a straight line, until they reach a space with sheep; are *blocked;* or they reach a 3rd empty space.
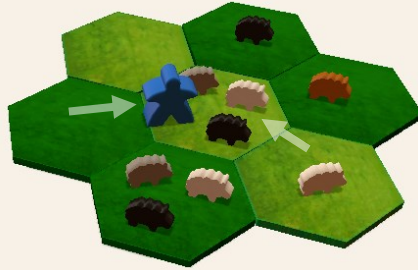
Rare Breed Sheep

Rare Breeds add additional scoring and challenge to 2 and 3 player games. They have a mind of their own and are particularly difficult to drive in the desired direction.
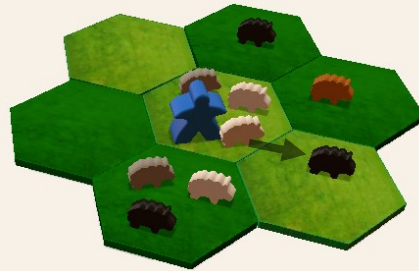
- Use the 'spare' dice that doesn't match one of the other sheep and roll

Shepherd Movement, Calling and Control

1. The shepherd moves into an adjacent space and calls the white sheep.

2. As this would leave 4 sheep in the space with the shepherd, the white sheep is replaced with the black sheep from the shepherd's space.

3. The blue dog then moves and drives 3 sheep into the shepherd's space, rolling 3 dice. All 3 dice show forward movement. This would put 6 sheep in the space with the shepherd.

4. The controlling players is free to decide which three sheep 'stampede'. As the shepherd is there the sheep can leave the space in any direction, and the shepherd is able to direct 3 white sheep one space closer to their pen.

Stampedes and Blocking

1. The yellow dog is gathering grey sheep.

2. Yellow player rolls 3 dice corresponding to the 3 sheep. The brown dice rolls a turn, but the blue dog is blocking movement in that direction, so the brown sheep continues in the direction of the drive.

3. This leaves 5 sheep in the space marked so a stampede occurs. The controlling player chooses to move 2 grey sheep into the next space in a straight line away from where the excess sheep entered. After the stampede 3 sheep will be left in the space.

4. The stampede continues; the controlling player moves the black and white sheep, leaving 3 grey sheep in one space.

5. The final stampede is blocked by the edge of the play area. As 1 of the adjacent spaces is empty the black sheep moves there.

this along with the dice matching the colour of the rare breeds. Add the 'turns' together. 2 x 60° turns in the same direction result in a turn of 120°, but 2 x opposite turns result in the sheep going straight.

Blocking

For various reasons the movement of sheep may be *blocked.*

- Sheep are *blocked* by dogs or fences.
- Sheep will not enter spaces that are occupied by dogs.
- If the movement of any sheep is *blocked* then sheep may not enter the space from which *blocked* and will follow the *path of least resistance*.

The Path of Least Resistance

When the movement of sheep is blocked they will move according to the following rules – in order….

1. Directly away from the edge where the sheep (or dog) that triggered the movement came from (0°)
2. Into the forward right or forward left space (60° turn)
3. Into the back right or back left space (120° turn).

If either pair of spaces (to the right or left) is empty then the sheep will move into the empty space. If neither/both are empty then the active player can choose where the sheep go. All the sheep

blocked move together.

Sheep Stampedes

Each space can hold up to 3 sheep.

- If there are ever more than 3 sheep in a space then excess sheep are pushed out of the space, directly away from the sheep that have just entered.
- The active player chooses which colour sheep are pushed into an adjacent space.
- This might create a *stampede* which is a cascade effect across multiple spaces.
- If multiple stampedes occur at the same time, the active player chooses the order that they are resolved.

Boundaries

If sheep are driven or stampede into a boundary (the edge of the play area) then they will continue to move, following the *path of least resistance*.
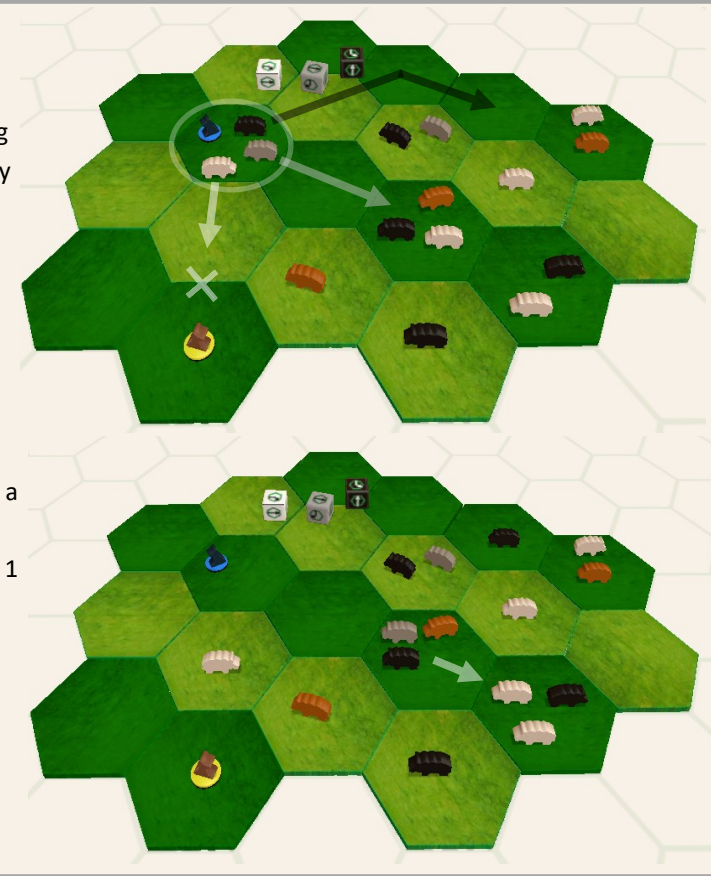
The Shepherd

- If sheep are driven or stampede from a space in which a shepherd is standing then the (player controlling that) shepherd chooses which direction each sheep goes.
- Players can choose to direct each sheep in a different direction, or drive 2 (or more) sheep together.

Sheep Movement

The blue dog moves into the indicated space, rolling 3 dice to drive a white, grey and black sheep.

All 3 sheep are driven into empty spaces;

- the white sheep is blocked by the yellow dog, and stops.
- the grey sheep reaches a space with sheep, causing a stampede (of 1 white sheep).
- the black sheep is redirected by the boundary and stops in the 3rd empty space it reaches.

They cannot drive sheep into a space along a route that is blocked.

- If sheepdog drives sheep from a space occupied by a shepherd, no dice are rolled. The shepherd chooses the direction each sheep travels.

Penning the Sheep

- Any sheep entering a players pen on their own turn are removed from play and placed beside the pasture, to be scored at the end of the game.
- If sheep are driven into an opponent's pen, then at the end of the turn the owner of that pen <u>may</u> replace those

sheep anywhere on the board (this must not exceed the maximum of 3 sheep on any space).

Game End

When any shepherd has no more than 3 of their sheep remaining on the pasture then players take their final turn and the game ends. Players calculate the points scored for the sheep in their pens.

Scoring

Shepherds score for sheep in their pen;

+1 point for each of their own sheep

-2 points for each opponents' sheep

+2 points for each rare breed (a neutral colour that any shepherd may gather)

The shepherd with the most points declares themself the owner of the best herding dog in the village.

Rules for Particular Player Counts

2-Player

At the beginning of the game each player scatters the sheep from two hexes rather than just one.

Each player has 2 dogs.

On each turn players have an additional action to move one of their dogs into an empty space. Each player;

1. **Must move their shepherd**
2. **May move either dog into a space with no sheep**
3. **Must move the other dog into a space with sheep**
4. **Drive sheep**

4-Player Team Variant

4 players can choose to play individually or in two teams.
In team play, players sit opposite their team mate, so teams alternate turns.
Pens belonging to the same team should also be opposite (in the diagram red and green would form one team and blue and yellow the other team).

- Shepherds may call sheep of either

team colour.

- Sheep of either colour can be penned in either pen.
- The game ends when either team has only 4 sheep left on the pasture.

Team Scoring

Shepherds score **2 points** for each of their own sheep in their pen.
Shepherds score **1 point** for each of their team mates sheep in their pen.
They **lose 2 points** for each of their opponents' sheep in their pen.
The team with the most points wins.

Additional Setups

Players are encouraged to experiment with alternative pastures, adding types of terrain found on the reverse of the regular tiles**.**
Rocks — rock hexes will only hold 2 sheep before stampedes occur
Clover— clover hexes will hold 4 sheep before stampedes occur
Fences— block the movement of sheep, but dogs can jump fences

Set Ups by Player Count

2 Player

12 white; 12 black; 4 brown

2 shepherds; 4 dogs

3 Player

12 white; 12 black; 12 grey; 3 brown

3 shepherds; 3 dogs

4 Player

12 white; 12 black; 12 grey; 12 brown

4 shepherds; 4 dogs

Terrain Tiles

Rocky terrain will only hold 2 sheep before a stampede occurs; Clover will hold 4 sheep; Fences block movement of sheep

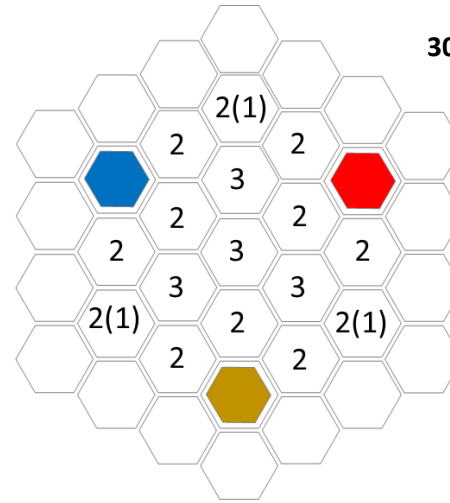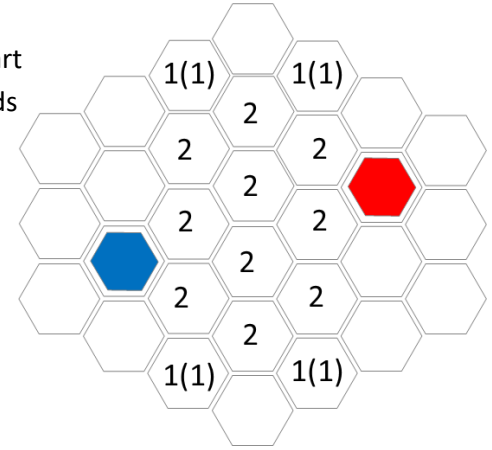

Recommended Starting Setups for 2,3 & 4 players

Place players sheep randomly on the spaces indicated by the numbers. No hex should start with 2 sheep of the same colour. Rare breeds "(1)" go in the indicated spaces.

2 Player Setup

24 sheep —12 x 2 colours

(4) rare breeds

30 hexes

3 Player Setup
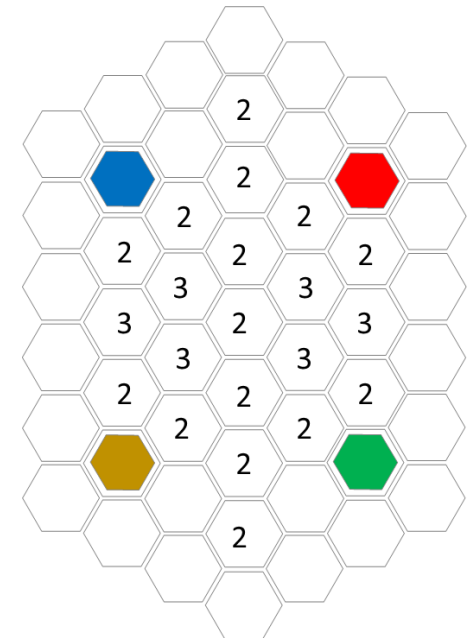
36 sheep —12 x 3 colours

(3) rare breeds

37 hexes

4 Player Setup

48 sheep —12 x 4 colours

51 hexes

If you have any questions about the rules or further development of Sheepdogs then please get in touch with

Ian Brocklebank

+44 (0) 7925 136 735

ian@thegamespeople.co.uk
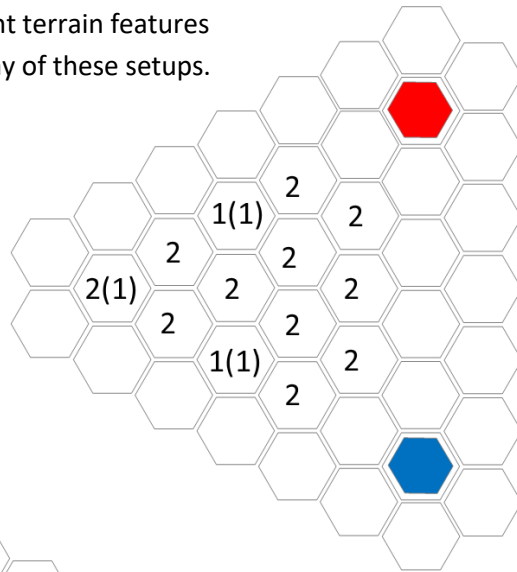
Alternative Setups for 2,3 & 4 players

For increased variety you can use different terrain features (Rocks or Clover hexes) or Fences with any of these setups. Or create your own.

Alt 2 Player Setup
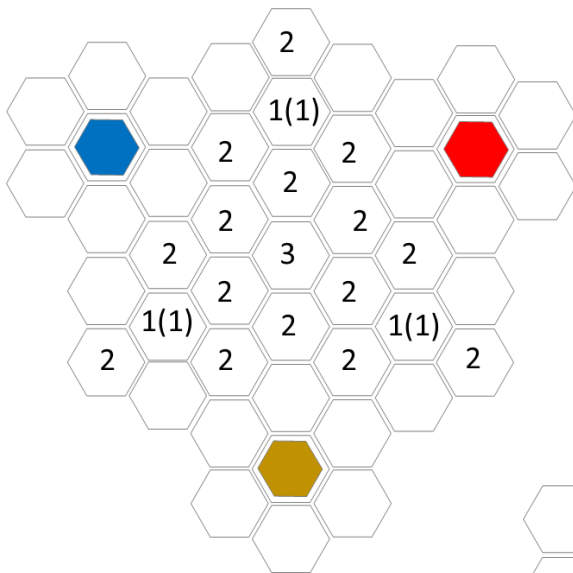
24 sheep —12 x 2 colours

(3) rare breeds

42hexes

Alt 3 Player Setup

36 sheep —12 x 3 colours
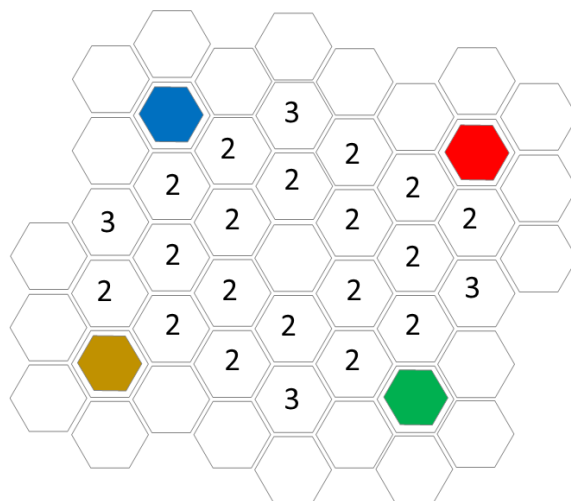
(3) rare breeds

46 hexes

Alt 4 Player Setup

48 sheep —12 x 4 colours

49 hexes

Sheepdogs Player Aid

Turn Structure

3/4 players

On their turn each player **must** take 3 actions.

1. Move their shepherd
2. Move their dog
3. Drive sheep

2 players

Each player has 2 dogs.
On each turn players have an additional action to move one of their dogs into an empty space. Each player;

1. **Must move their shepherd**
2. **May move either dog into a space with no sheep**
3. **Must move the other dog into a space with sheep**
4. **Drive sheep**

Sheepdogs Scoring

2,3,4 player

Shepherds score for sheep in their pen;

+1 point for each of their own sheep

-2 points for each opponents' sheep

+2 points for each rare breed (a neutral colour that any shepherd may gather)

4 Player Team Scoring

Each shepherd scores;

+2pts for each of their own sheep in their pen

+1 pt for each of team mates sheep in their pen

-2 points per opponents' sheep in their pen

The team with highest cumulative total wins.

The Path of Least Resistance

When the movement of sheep is blocked they will move according to the following rules – in order….

1. Directly away from the edge where the sheep (or dog) that triggered the movement came from (0°)
2. Into the forward right or forward left space (60° turn)
3. Into the back right or back left space (120° turn).

If either pair of spaces (to the right or left) is empty then the sheep will move into the empty space. If neither/both are empty then the active player can choose where the sheep go. All the sheep *blocked* move together.

↑	0°
↱	60°
⬐	120°