

# SWIP'SHEEP



**Ages:** 5-99 years



**Number of players:** 3-5



**Contents:** 32 cards (6 "wolf" cards, 4 "dog" cards, 22 cards with 1, 2 or 3 sheep).



**Aim of the game:** To get the most sheep.



**Playing the game:** The youngest player is automatically the **1st player**. He shuffles the cards and deals 3 to each player. The rest of the cards are put to one side. Each player chooses one of his cards and secretly gives it to the player to the left of him, then selects another card and gives it to the player to the right of him. He keeps his third card.

Each player takes the cards given to them by the players to their side, leaving them with 3 cards each.

The 1st player then asks: "**Are there any wolves about this evening?**". All players with one or more "wolf" cards in their hand place them down in front of them, face upwards.

Starting with the 1st player, then continuing clockwise, the players who have laid down "wolf" cards are able to attack other players to try and steal their cards.

**Wolf attack.** On their turn, players with one or more 'wolf' cards attack their opponents. Each "wolf" card equals one attack.

Any player with multiple “wolf” cards can attack the same player or different players.

The attacker designates another player and places his wolf card in front of him.

- If the player under attack does not have a “dog” card, the wolf attacks. The player with the wolf steals a card at random from the hand of the player under attack.

- If the player being attacked has a “dog” card, he defends himself and turns the attack against the wolf. The player with the dog steals a card at random from the hand of the player with the wolf. The thieves keep the stolen cards in their hand. The used “wolf” and “dog” cards are put to one side.

**Note:** Sometimes the player under attack will not have any more cards. In this case, nothing happens. Too bad for the attacker!

When all of the wolf attacks are over, each player reveals the cards they still have.

The players keep their “sheep” cards with them, putting them to one side (these will earn them points at the end of the game). The “dog” and “wolf” cards are put back into the deck of remaining cards. The deck is shuffled.

The player to the left of the 1st player now becomes the 1st player, and a new round begins.

**End of the game:** The number of rounds depends on the number of players: 4 rounds for 3 players, 3 rounds for 4 players and 2 rounds for 5 players.

When all the rounds have been played, each player counts the number of sheep on their cards. The player with the most wins.

*A game by Yann Dupont.*

**DJECO**

*Warning. Small parts.*