

# OH, SHEEP!



## RULES

**No. of PLAYERS**

3 - 6 players

**AGES**

7+

**PLAYTIME**

10 - 15 minutes

## OBJECTIVE

The goal of Oh Sheep is to not lose. There are no winners in this game, only one loser. To avoid losing, get rid of the cards in your hand as fast as possible. The last one with cards in their hand once the Draw Pile is empty is the loser!

## SETUP



Remove the "Oh, Sheep!" card from the deck. Shuffle the deck and deal 7 cards to each player.

Place the rest of the deck on top of the Oh Sheep card to create the Draw Pile.

Choose who goes first. We suggest the player who baahs the loudest or longest takes the first turn. The game will proceed in a clockwise direction.

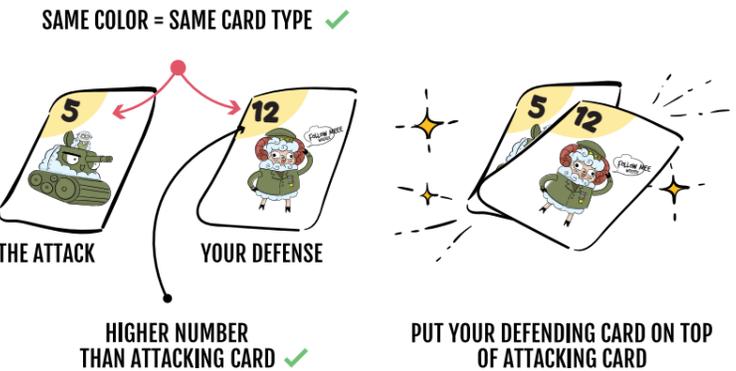
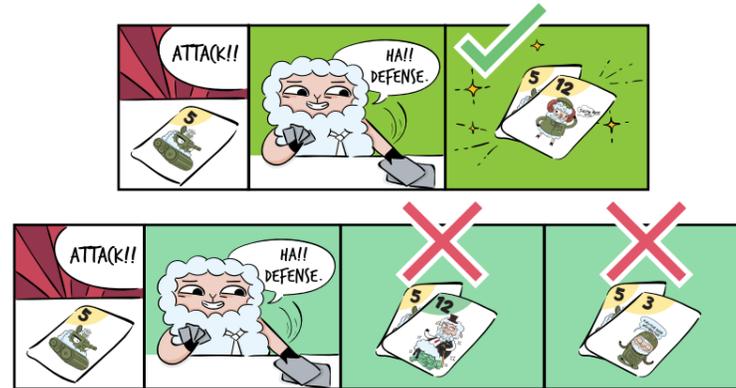
## HOW TO PLAY

Oh Sheep is a game of attacking and defending.

The game begins with the starting player placing a card from their hand in front of the player to their left. This is an attack and it can be any card.

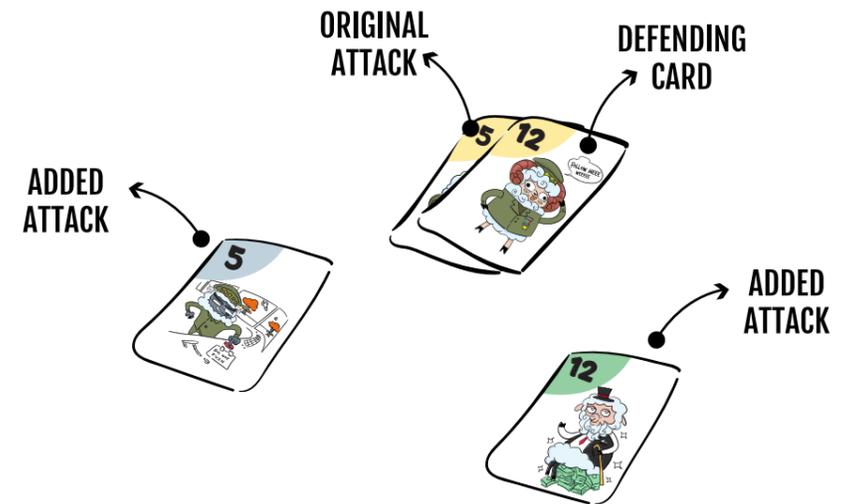


The player being attacked then has to defend against the attack by placing a card from their hand on top of the attacking card. The card they use to defend must be of the same category and have a higher number than the attacking card.



At any point in time during the attacking and defending, both of the players to the left and right of the defending player can add additional attacks against the defending player.

To do this, these players can place down cards in front of the defending player, but only with cards that have the same number as any of the other cards that are already on the table. These will all be separate attacks, so you'll place them next to the original attack.



In the picture example above 5 and 12 were added as new attacks, since these numbers were used in the original attack and defense.



Once all the attacks have been successfully defended, all the cards used will be placed in the discard pile and the turn will end. If the defending player can't defend against all the attacks, they must pick up all the attacking and defending cards, then end the turn.

The defending player can pick up all the attacking and defending cards and end the turn at any time (they will just need to be quick and pick up all these cards before any additional attacks are added).



All players will then draw to 7 cards, drawing in the order of the first attacker and ending with the defending player drawing last. If the defending player successfully defended against all the attacks, the next turn will begin with them attacking the player to their left. If they did not successfully defend against all the attacks, their turn to attack is skipped and the player to their left will start their turn by attacking the player to their left.

Once the Draw Pile is gone, the real game starts! As the game continues without a Draw Pile, players will start to run out of cards in their hand. The last player with cards in their hand is the loser.



## ADDITIONAL RULES

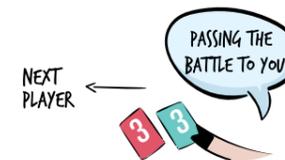
### SHIFTING THE BATTLE



Before the defending player starts to defend against any attacks, they have the option to shift the battle over to the player to their left. They can do this by placing down a card with the same numerical value as the card used to attack them next to the attacking card as an additional attack.



They will then shift the battle to the player on their left, with that player becoming the new defending player. and the player to their left and right the new attackers.



The new defending player will now defend against both the original attack(s) and the attack used to shift the battle.

The defending player can only shift the battle before they have started defending against any attacks. Once they have placed a card down to defend against an attack, the option to shift the battle has been forfeited.

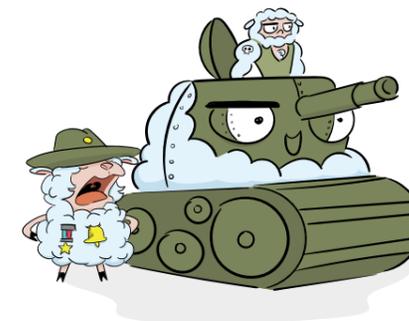


### MAXIMUM NUMBER OF ATTACKS

The maximum number of attacks that can be played against the defending player in one turn will be equal to the number of cards in the defending player's hand at the start of the turn or 7, whichever is lower.

### CARD EFFECTS

Certain Sheep cards and most Wolf cards have special effects written on the bottom of the card in bold text. These cards may have the ability to attack without matching numbers, defend without matching categories, shift the battle to another player, and more!



### WOLF CARDS



Wolf cards are "wild" and can be used to defend against any Sheep card, regardless of its number. However to defend against a Wolf card, you will need to use a Wolf card with a higher number.