

INSTRUCTION MANUAL

FOXY & WOOLLY

By Goalbeat Game

Strategic Bidding Game

GAME OVERVIEW :

Players act as owners of a sheep farm, encountering with 18 events that wolves attack sheep as well as that special actions are given. Mechanism of this game is bidding for event-representing tokens and the players take turns to play in clockwise direction. By managing own sheep and shepherd cubes to maximize victory points at the end of the game, the player whose victory point is the most will be the winner.

GOAL : To maximize victory points at the end of the game by these following 3 methods

1. Allocate shepherd cubes to be with survived sheep on farm card to earn victory points from the slot number.
2. Manage shepherd cubes and sheep to serve requirement of some special tokens to earn victory points as the tokens state.
3. Earn 1 victory point for every 2 shepherd cubes that are free of any above functions.



THE GAME ENDS WHEN :

All the tokens on the bidding field have been bidden completely and there's no any wolf token left on players' farm card.

SET-UP :

1. Each player is given with 1 score marker, 1 farm card (its color must match to the score marker) and 9 sheep meeples. Put each sheep in each slot on the farm card.
2. Each player is given with 9 shepherd cubes (keep them in hand)
3. Put all the wolf and the special tokens face down on the playfield
4. Then, each player picks and takes 1 special token randomly and put it face up next to the farm card.
5. Put bidding field at center of the playfield. From the remained tokens, randomize to pick and put (by face up) 3 wolf tokens alternating with 2 special tokens respectively around the bidding field from start point in succession until 18 tokens are allocated.



Caution : There can be only 1 sheep in each slot of farm card throughout the game.
Studying detail of each special token before playing is recommended for first-time play

HOW TO PLAY :

1. Randomize for the first player to kick off the game. That player moves one token onto center of bidding field and start bidding (play each token one by one and in order, beginning at start point of the bidding field).
2. If that token (in #1) is a wolf number 1-9 token, each player has 2 options to decide as follows :
 - 1) Chase the wolf to other farms by paying 1 shepherd cube onto bidding field and then, the turn finishes (and the player on his/her left hand side continues to play).
 - 2) Allow the wolf to attack by taking the token and also all the paid shepherd cubes on bidding field and then, the bidding finishes.
 After that, the player who takes the wolf token lose immediately the sheep on farm card at the slot with the same number as it states on the wolf token (see example). Once it's done, the player on left hand side of the player who just took the token start bidding for the next token on bidding field.



Players may consider to use special tokens of "move sheep", "gun the wolf" and "steal shepherd" (if have) during bidding for any of wolf number 1-9 tokens.

3. If that token (in #1) is a wolf "TOP, MID, LOW" token, each player has the same 2 options as #2 to decide. After that, the player who takes the wolf token must place it onto his/her farm card at stated region. See example.



Players may consider to use special tokens of "move sheep" and "steal shepherd" (if have) during bidding for any of wolf "TOP, MID, LOW" tokens

No immediate effect on losing any sheep but after all the 18 tokens on bidding field are bidden, he/she will lose one existing sheep in a slot of farm card that is the nearest to the token in the same row.

Once it's done, the player on left hand side of the player who just took the token start bidding for the next token on bidding field.

4. If that token (in #1) is a special token, each player has 2 options to decide as follows :
 - 1) Propose number of shepherd cube to exchange with that special token. The first player who starts bidding may propose zero cube or higher. The proposed number must only be higher than the highest ever number any player proposed previously. When proposing, players must show shepherd cubes evidently and then, the turn finishes (and the player on his/her left hand side continues to play).
 - 2) Say "pass" if considering not to propose higher number of shepherd cube anymore and then, the turn finishes (and the player on his/her left hand side continues to play).
 This will loop until all players say "pass" except the player whose proposed number is the highest. That player can take that special token and place it by his/her farm card and he or she must pay that amount of shepherd cubes onto bidding field (in the meantime, other players can keep what they proposed previously back in hand - no need to pay any cube at all) and the bidding of this token finishes (see example). Once it's done, the player on left hand side of the player who just took the token start bidding for the next token on bidding field.



In some cases, if a player who starts bidding for a special token proposes 0 cube and all other players say "pass", that player can take the token for free, no need to pay any shepherd cube for it.

5. After all 18 tokens on bidding field are bidden, players who have wolf "TOP, MID, LOW" tokens on the farm card at that special token and lose 1 sheep that is the nearest to the wolf token in the same row. In case that there's no any sheep existing in any slot in that row, the attack of that wolf token will be null and the player won't lose any sheep then. Players may use any special token(s) of "move sheep" (if have) before any of the wolf tokens attacks in order to reduce the loss. See example.



In case that any player has 2 or 3 wolf "TOP, MID, LOW" tokens on his/her farm card (after all 18 tokens on bidding field are completely bidden, he/she can freely decide to let whichever wolf token attack first or later. After all the wolf token on farm card have attacked already, the game ends.

HOW TO SCORE VICTORY POINTS :

- After the game ends, if players still have any special token(s) of "move sheep", they may use it/them to maximize victory points.
- Players try to allocate sheep, shepherd cubes and special tokens (if have) to maximize victory points by 3 methods as follow :
 - Allocate one shepherd cube to be with each of survived sheep (1:1 only) on farm card to earn victory point from the slot number they are located. If any slot has a sheep but no shepherd cube with, no victory point can be earned from that slot.
 - Manage shepherd cubes and/or survived sheep to serve requirement of some special tokens at outside of the farm card to earn victory point as the tokens state.
 - Earn 1 victory point for every 2 shepherd cubes that are free of any above functions. Any 1 remained shepherd cube at last can't count as victory point.
- Flip the bidding field for scoring tracker at the other side and use individuals' score marker to count victory point. The player whose victory point is the highest will be the winner.
- If there're 2 or more players having the same highest victory point, number of survived sheep (both on farm card and with special tokens outside farm card) will be for tie-breaker.



Example 1



$$7 + 8 + 4 + 5 + 6 = 30$$



Total victory point = 30

Example 2



$$7 + 4 + 6 + 3 = 20$$



Total victory point = 20 + 12 + 1 = 31

DETAIL OF EACH SPECIAL TOKEN :

	<p>These are "move sheep" tokens. To use, just place it in a slot of farm card where there's a sheep which players want to move to another connected slot. The move must only follow direction arrows that the token indicates and the slot that is destination for the move must be empty of any sheep (because each slot can only have 1 sheep located). Players can use this token at any time, even after the game ends. Once this token is placed on farm card, the players can't move it to other slot anymore. See example.</p> <p>Example: If a player has these 2 special tokens of "move sheep", they may be used like this</p>		<p>This special token can be used only after the game ends. The player can earn 1 additional victory point for every survived sheep (both on farm card and with other special tokens outside farm card) regardless whether those sheep are with shepherd cube or not. See example.</p>	
			<p>This special token can be used only after the game ends. The player can put with this token at outside and also provide 1 shepherd cube with them to earn 10 victory points. Limit only 1 set to do. See example.</p>	<p>1 set (limit) to earn 10 victory points = 2 sheep + 1 shepherd cube</p>
	<p>This is "gun the wolf" token. When a player is getting any wolf number 1-9 token, he/she may use this special token to change target that the wolf attacks by minus with 3. This special token can't be used to cope with wolf "TOP, MID, LOW" tokens. The token can be used only one time and once used, it will be removed from the game. If the result after minus with 3 is lower than 1, the player using this special token won't lose any sheep. See example.</p> <p>Take this wolf token from bidding field → 8. Use "gun the wolf" token → 8 - 3 = 5 (New target of the wolf attack)</p> <p>There's no sheep at slot number 5 so the attack is null and the player won't lose any sheep.</p>		<p>This special token can be used only after the game ends. The player just bring 1 sheep from farm card to put with this token at outside and also provide 3 shepherd cubes with them to earn 12 victory points. Limit only 1 set to do. See example.</p>	<p>1 set (limit) to earn 12 victory points = 1 sheep + 3 shepherd cubes</p>
			<p>This special token can be used only after the game ends. The player can earn 3 victory points for every 2 shepherd cubes that are put with this token. No limit for number of set to do. See example.</p>	
	<p>This is "steal shepherd" token. A player can use it in his/her turn during bidding for any wolf token and it helps the player to steal 2 shepherd cubes or less (depending on the existing) from those being on bidding field and suddenly skip his/her turn (no need to pay 1 shepherd cube to chase the wolf) to the next player to continue playing. The token can be used only one time and once used, it will be removed from the game. See example.</p> <p>Start bidding</p> <p>Chase C → Use D → Chase B → A</p> <p>Skip his turn to A → Continue to play (Chase or take)</p>		<p>This special token can be used only after the game ends. The player can bring 2 sheep from farm card to put with this token at outside to earn 8 victory points. Limit only 1 set to do. See example.</p>	<p>1 set (limit) to earn 8 victory points = 2 sheep</p>