

Start Here

Goal: Score points by creating herds and protecting them from wolves through the end of each round. Points are deducted for geep remaining in your hand. The player with the most points at the end of the round wins one Victory Token. The first player to be awarded 3 Victory Tokens wins the game!

Game Setup:

1. Shuffle the deck and deal each player 3 cards face down. This is your hand (keep it secret).
2. Place the remaining cards in the center of the table face down. Take the top card and place it face up next to the other cards. This is the draw pile.
3. The discard pile may be placed face down anywhere so it is not confused with the draw pile. If needed, the discard pile can be shuffled and used as the draw pile.

How to play a shepherd:

Anytime after a Wolf card (or Wolf Pack card) has been played on your herd, place the Shepherd card on top of the Wolf card and discard both. The Herd cards are not revealed if you play the shepherd immediately after the wolf is played against you. A shepherd may only protect one of your own herds. A shepherd may be played even if a wolf has eaten part of your herd.

Special Cards:

The Wolf Pack card is played like a Wolf card; however, it consumes the entire herd at once. Discard the entire herd immediately, along with the Wolf Pack card. A player may play the Greener Pasture card on his turn, instead of forming a herd or playing a Wolf card. When played, the Greener Pasture card allows the player to steal one herd from another player. Discard Greener Pasture after playing it.

4. Decide who is going first (players take turns clockwise).

Game Play:

On your turn, begin by drawing a single card from the draw pile (unless you've played a Wolf card, see the How to Play a Wolf section for details). You may draw the card from the face down draw pile, or by taking the single face up card. If the single face up card is drawn, replace it with the next card from the deck. You may then perform ONE of the following actions:

- Form one herd.
- Play one Wolf card.
- Do nothing and let the next player take his turn.

ADDITIONALLY, you may play a Shepherd card if you have one, and a Wolf card has been played against you. Playing a Shepherd card is a free action.

Play continues until someone goes out (has no cards left in his hand at the end of his turn). **NOTE: A PLAYER MAY NOT GO OUT AFTER PLAYING A SHEPHERD CARD.** Once a player goes out, the other players get one last turn. Once the round is over, all cards are revealed, and scores are tabulated.

Scoring:

Cards in play:
 Pink Geep - 5 points each
 Black Geep - 1 point each
 White Geep - 1 point each

Cards in hand:
 Pink Geep - subtract 5 points each
 Black Geep - subtract 1 point each
 White Geep - subtract 1 point each

After scores are tabulated, award a Victory Token to the player with the highest score. Shuffle the cards and repeat. The first player with 3 tokens wins the game!

How to form a herd:

On your turn, you may form a herd by placing 3 cards (no more than 3) face down on the table. The herd must be of the same cards, either:

-3 White geep



-3 Black geep



Or the herd may contain one (and only one) pink geep:



Herd cards remain face down until the end of the round or until another player plays a Wolf card against your herd. Once a herd is formed, no more cards may be added to it to form a larger herd.

How to play a wolf:

On your turn, you may choose to place a face up Wolf card next to another player's face down herd. The Herd cards are then revealed. If the herd does not contain a Pink geep, the wolf eats the geep one card per turn starting with the current turn. One Herd card per turn is discarded. When the last Herd card is discarded, the Wolf card is discarded too.

If the herd contains a pink geep, then the Pink Geep card is discarded **FIRST**.

If you play the Wolf card, you are responsible for discarding the other player's Geep cards. These cards must be discarded at the beginning of your turn, even before you draw from the draw pile. If you forget to discard the Geep card at the beginning of your turn, you must wait until the beginning of your next turn to do so.

When you cross a sheep with a goat, the result is a hybrid known as a geep. This game is full of geep. Form herds with your geep, and protect the most valuable pink geep. Watch out for wolves, but don't be afraid to send wolves after the herds of other players.

Contents:

-54 Cards



-11 Victory Tokens



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