

# SHEAR EMBARRASSMENT

CARD GAME

## GAME PLAY

Players take turns rolling the die, drawing cards, and shearing. Once your sheep has been completely sheared, you are out of the game. Deciding when to draw, when to shear, and which attacks to try and defend will determine if you are the only sheep who won't get roasted by the herd.

**Deck:** Once all cards are drawn, do not reshuffle the deck. Continue playing the game with the remaining cards in your hand. Also, once the deck is gone, all players immediately discard all attachments on all shears.

**Game End:** The game continues until there is only one player remaining. If you run out of wool, you have been eliminated!

**Game Design:** Buck Wallert **Editor:** Cole Munro-Chitty  
**Illustration:** Olaf Biro and Cole Munro-Chitty  
**Rulebook:** Jonathan Bobal **Playtesters:** Thank you all!  
**Will You Marry Me?:** Elizabeth Schmitt

## SET UP

**Player Set Up:** each player does all of the following:

**1.** Take seven Wool, a Steel Wool and a Snag, place them in a 3 x 3 square, face-down. You know where your Snag and Steel Wool are, but they are hidden and a secret to your opponents.

**2.** Place a Starter Shear to your right and a Sheepdog to your left.

**3.** Take a Pow into your hand. (*Wool, Dogs and Starter Shears not used are returned to the box.*)

**General Setup:**

**A.** Place the wolf nearby.

**B.** Shuffle the remaining cards together wool-side facing up in a pile spread around the middle of the table.

**C.** All players roll the die (reroll ties): the highest roller takes the first turn. The lowest roller takes the wolf and places it face up near themselves.



## TAKING A TURN

- On your turn, you roll the die first: This is how many cards you **must** draw during this turn. There is no max hand size.

- **The Wolf (1):** If the Wolf is in play and you start your turn with the Wolf; **first**, based on your roll, if you rolled an even number you're safe and you pass the Wolf to the left. If you rolled an odd number, the Wolf bites a piece of Wool off of you (discard the Wool). You choose the Wool the Wolf bites off, so try and avoid having it discard your Snags and Steel Wool. Then continue to draw a # of cards equal to your roll.

- **Draw one card at a time** - cards with a ! go directly in your hand, and **any other card (without a !)** is **immediately played to the table** (*this is not optional*).

- If you play a card to the table matching a type you already have, you must discard the old one (you can't choose to discard the new one). *E.g., you have a +1 Battery, but you draw a -1 Battery, so you keep the -1 Battery and discard the +1 Battery.*

- Additionally during your turn, **you must Shear once**.

- **End of your turn:** After you Shear once, and draw a number of cards equal to your roll, pass the die to the player to your left.

## HOW TO SHEAR

- You may Shear **before or after** any card you play or add to your hand. (*E.g., You roll a 3. You draw a card with a ! and add it to your hand; then you shear, then you draw the remaining two cards and play both of them, because neither had a !.*)

- Look at the face value of your Shear and all its attachments (*if any*). That is the total number of Wool you can shear off your opponents. You may shear some off multiple opponents, or all off a single opponent. Shear Wool one at a time, then place into a discard pile.

- **Before you start shearing** any opponent/s, you must announce how much you are planning to shear off each opponent, so they have time to prepare their defense strategy.

**Special Rule:** No shearing the first round!

## ANYTIME ACTION !

- Cards showing a ! can be played during **any** player's turn at **any** time. After you use the effect of any ! card, discard it. You can play any number of them, but resolve each card one at a time. *You may play cards you just drew this turn!*

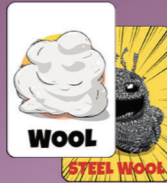
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**Basic Wool (28) and Steel Wool (6):** Steel Wool is like two Basic Wool - an opponent must spend two "Shear Points" to remove it. If an attack is only strong enough to shear one, the Steel Wool is not affected.

You can rearrange the Wool on your sheep at any time, but you can't look at them once placed down. If a Steel Wool is hit by a level one attack once all the cards are drawn, flip it to show damage, then if it is hit again, it is removed.

**Snag (6):** This is your booby trap hidden amongst the other Wool. If an opponent shears this piece of Wool, their Shear is now snagged for the rest of the turn and next turn. While snagged, you cannot shear on your turn (you lose all of your shear attack points). If you draw a new Shear while your old one was snagged, you are no longer snagged.

**Shears (4 Black Starter, 3 Blue, 3 Green, 3 Red, 1 Purple):** This is your weapon. The face value is the amount of Wool you can shear off opponents. The attack points can be divided up, or singled onto one enemy. Each time a new Shear is drawn, immediately discard your old one and all its attachments - *this is not optional!*



**Batteries and Blades (3 each):** +1 or -1 to your attack shear value.

! **Close Shave (1):** Shave off an entire row from an opponent's sheep. This counts as your attack for the round and can't be used to defeat an opponent.

! **POW! (10):** Use for one of the following options:

A) Cancel the Shear attack of any opponent attempting to shear any player. They lose all of their shear points and their entire Shear action this turn. They still draw cards as needed from their die roll.

B) After any player rolls a die (including yourself), make that player reroll the die (they must use the new result).

C) Cancel the effect of a played Shear Thief, Shaving Cream, Aftershave, Velcro, Close Shave or even another POW! (the card must still be discarded).

! **Shaving Cream (5):** Throw this in the face of an attacker right before they start shearing. Flip a coin: on heads, they ignore the Shaving Cream; on tails, they lose one of their own Wool and they lose all of their shear points and their entire shear action this turn. Or, Rock, Paper, Shear with same outcomes as coin flip.

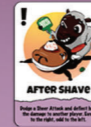


! **Aftershave (5):** The card is used to completely dodge an attack and deflect it to another player for half the damage. Round up. So, if a level two shear attacks you, the new victim is attacked for one damage point. To determine the direction the deflect goes, it is by the number showing on the dice. Even is to the right, odd is to the left. For three or more players keep cutting in half and passing down the line. For a two player game, just cut the attack in half. (*Aftershave can be doubled up to reduce the attack by an additional half.*)

If an attack is split up, and the first part of the attack is deflected with an Aftershave, the attack is no longer split, and the whole attack is cut in half and deflected. If the second or third part of the attack is deflected, split what is left.

! **Velcro (3):** If your sheep is running low on Wool, use the Velcro card to dive into the discard pile and stick a Wool, Steel Wool or Snag card to yourself. Or, choose one at random from an opponent's sheep! *You cannot eliminate someone by Velcroing the final piece of Wool off of them.*

! **Shear Thief (2):** If you've been stuck with weak shears all game, look no further than the Shear Thief card! Swap shears and all attachments (batteries and blades) with an opponent. (*Yes, you may steal someone's shear right before they shear you!*)



! **Sheepdog (4):** If you just can't get the Wolf off you, or you have one Wool left, play the Sheepdog card to chase it away (pass the Wolf to the left).

**Boy Who Cried Wolf (2):** All players remove one Wool from their sheep. The player who has the Wolf on them when the card is drawn instead loses two Wool. If the Wolf takes everyone out with the Boy Who Cried Wolf card, everyone loses.

**Moon (1):** When the Moon is drawn, the player with the Wolf becomes the Wolf's master for the round, and the Wolf bites Wool from each of their opponents equal to the power of their Shear. The Moon cannot eliminate a player and must leave the person with at least one Wool.

**Shepherd (1):** Be gone Wolf! The Shepherd allows you to be forever protected from the Wolf. Even from the effects of the Moon! (*In a two player game, discard with no effect and redraw your card.*)

**Goat (1):** Goats are always eating. Discard all the cards in your hand, and draw new cards in that same amount, one at a time.



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