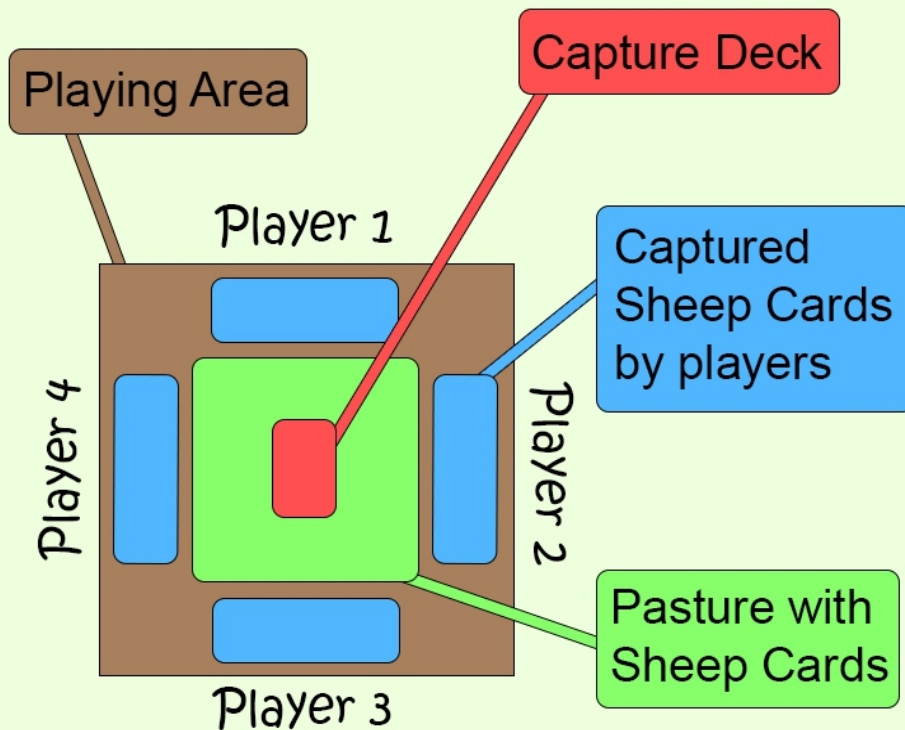


Overview - Objective



Shear Sheep Mayhem is a family-friendly game where players take on the role of farm hands. Get ready to *butt heads* with other players and *ram it to them!* Capture sheep from the “pasture” to gather as many **Wool Points** as possible. After all the sheep are gone, the player with the most **Wool Points** wins! *Wool you win?* Let’s find out!



What You Need & Set Up

All you need to play is one deck of Shear Sheep Mayhem and a playing area. All the Sheep Cards and Capture Cards start in the middle of the playing area, called the pasture. Make sure everyone can reach it, and leave room for a discard pile. Players should sit around the pasture, making sure they have room in front of them for any sheep they capture.

Finally, deal each player five Capture Cards. To create the pasture, each player picks 6 Sheep Cards and scatters them, face up, in the middle of the playing area for all to get.

How The Turns Go - What Each Player Can Do

-Use any method desired to decide who goes first. The first thing a player does on their turn is draw one Capture Card from the deck. A player is allowed ONE FREE attempt to capture any Sheep Card from the pasture they choose on their turn. Players can choose to play any and as many Capture Cards they wish during their turn from their hand.

-To find out if you've captured a sheep, flip over the top card on the Capture Deck and see if the Pull Number is equal to or GREATER than the Wool Number of the sheep, adjusting for modifiers. If it is, you captured the sheep. If not, you didn't.

-At the end of a player's turn, they must announce if they are going to shear any sheep or not. Un-sheared sheep are worth twice as many points at the end of the game, but are more vulnerable to being stolen by other players' Capture Cards. Sheared sheep are not doubled at the end, but are more difficult for other players to steal. We suggest you turn sheared Sheep Cards sideways, flip them over, or mark them somehow to let other players know they have been sheared. A player cannot have more than five cards in their hand at the end of a turn.

-After a player has done all they wish to do or can do, their turn ends and the player to the left starts their turn. Play continues this way until one of the victory conditions is met OR all the Sheep Cards in the pasture are gone. That's all, so get to hoofing it!



What you need to know about the Sheep Cards

This icon indicates the sheep has a special **Color Pattern** to it.

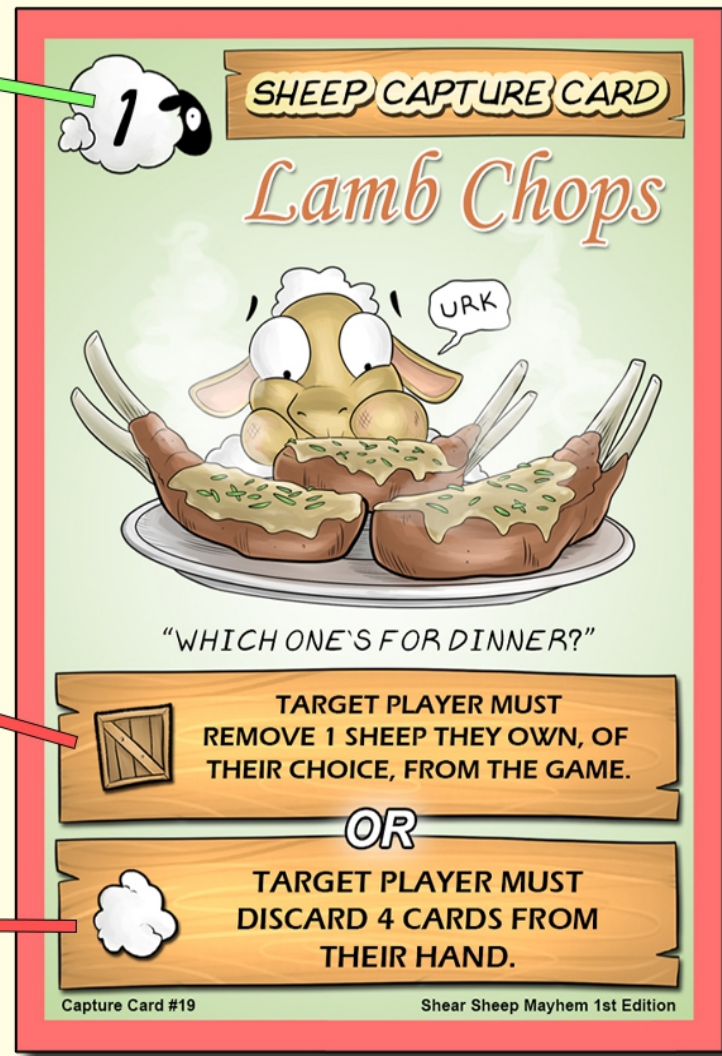


This number is the sheep's **Wool Number**. It determines points at the end of the game and how hard it is to capture the sheep, making it the most important info on the card.


What you need to know about the Capture Cards


This icon is the **Pull Number**. They range from 1-6, and, with modifiers, will determine if an attempt to capture a Sheep Card was successful.

The bottom of each **Capture Card** gives one or two choices on how to play the card. Only one can be used each time the card is chosen.



Additional Icons

 This icon means the choice can only be used on the player's turn.

 This icon means the choice can be used on any players' turn.

 This icon means you **MUST** play the card on your turn. At the end of the game, if you have any cards in your hand with this icon, you lose.

How Wool You Win? Three Different Ways; Choose a Gate, Any Gate

To keep the fun going and give players a challenge of different ways to play, there are three different ways to win. The win condition you choose will influence what choices you use on the **Capture Cards**.

GATE #1

After the last **Sheep Card** is taken from the pasture, the game ends. All players add up the **Wool Number** of the cards they have. Remember, any UNSHEARED sheep are worth DOUBLE their **Wool Number**. The player with the highest total value wins. If there is a tie, then all players that tied will have a **Sheep Off** to determine the winner. We'll explain how to do a **Sheep Off** in a moment.

GATE #2

There are several "Animal Rights Group" **Capture Cards** that must be placed on the table when drawn. If there are ever FIVE of these cards on the table at one time, then the game is over. If this happens, then the player with the LOWEST **Wool Number** wins the game. Again, if there is a tie, the tied players must have a **Sheep Off**.

GATE #3

Some **Sheep Cards** have a special **Color Pattern** icon on them. If a player is able to capture FOUR **Sheep Cards** with the SAME **Color Pattern**, they instantly win the game. That's it! So don't be sheepish, watch the other players closely, and have fun!

How To Have A Sheep Off

Whenever you are directed to have a **Sheep Off** (by a **Capture Card** or because of a tie at the end of the game), all involved players draw one **Capture Card**. The player that draws the card with the highest **Pull Number** wins. That's it. If there's a tie, then the tied players repeat the process until one player has the highest **Pull Number**.

Example Of Play

Here's an example of play to help learn the game...

- Player A starts their turn. They draw a **Capture Card** from the draw deck. Next, they play the **Capture Card** Help from a Friend onto the table beside them to get a +1 bonus to one capture attempt. Then they play the **Capture Card** Sheep Whisperer and, based on the card text, choose to make two attempts to capture sheep. Finally, they play the **Capture Card** New Bale of Hay to get a +2 bonus to one capture attempt.
- Player A decides to attempt to capture one sheep with a **Wool Number** of 4, and another with a **Wool Number** of 5. They decide to use the +1 bonus from Help from a Friend for the 4 sheep and the +2 from New Bale of Hay for the 5 sheep. Then they pull the top card from the draw deck. The number in the sheep icon of that card is a 2... $2+1=3$, which is LESS than 4, so that attempt fails - too baaaaaad.

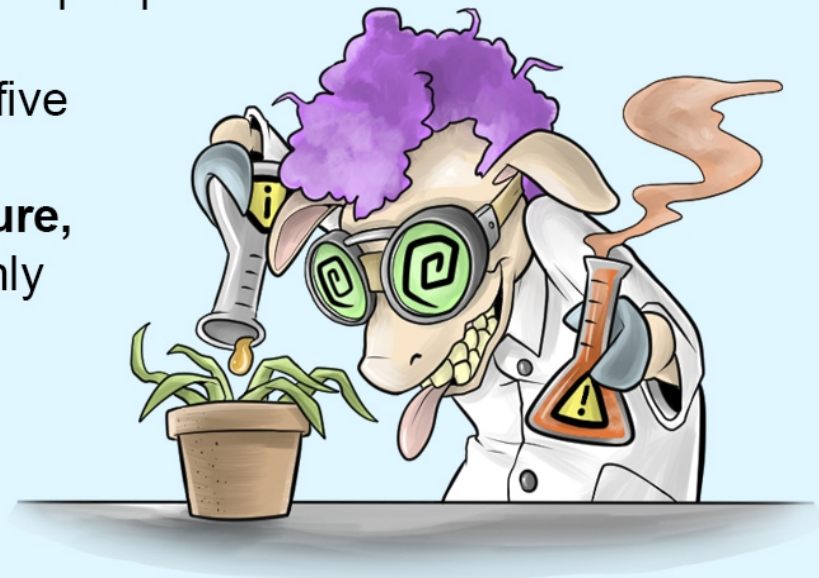
The next card they draw has a 3. $3+2=5$, so Player A DOES capture the 5 sheep! They put the 5 sheep in front of them and state that it will not be sheared this turn.

They then discard the New Bale of Hay card since it's a one-time use. Since they have fewer than five cards, they do not have to discard any cards from hand. Player A then states their turn is over and the player to their left starts their turn.

Optional Rules

Want to keep things fresh & mix it up? Here are a few options to try out:

- For a longer game, put eight **Sheep Cards** per person into the pasture instead of six.
- Add additional decks to allow more than five players in the same game.
- When choosing sheep to make the **pasture**, you can have players pick them or randomly draw them.
- Finally, the object is to have fun, so feel free to add any “house rules” you like!



Common Questions About Game Mechanics

Q: What happens if more than one player plays a **Capture Card** to affect the same card?

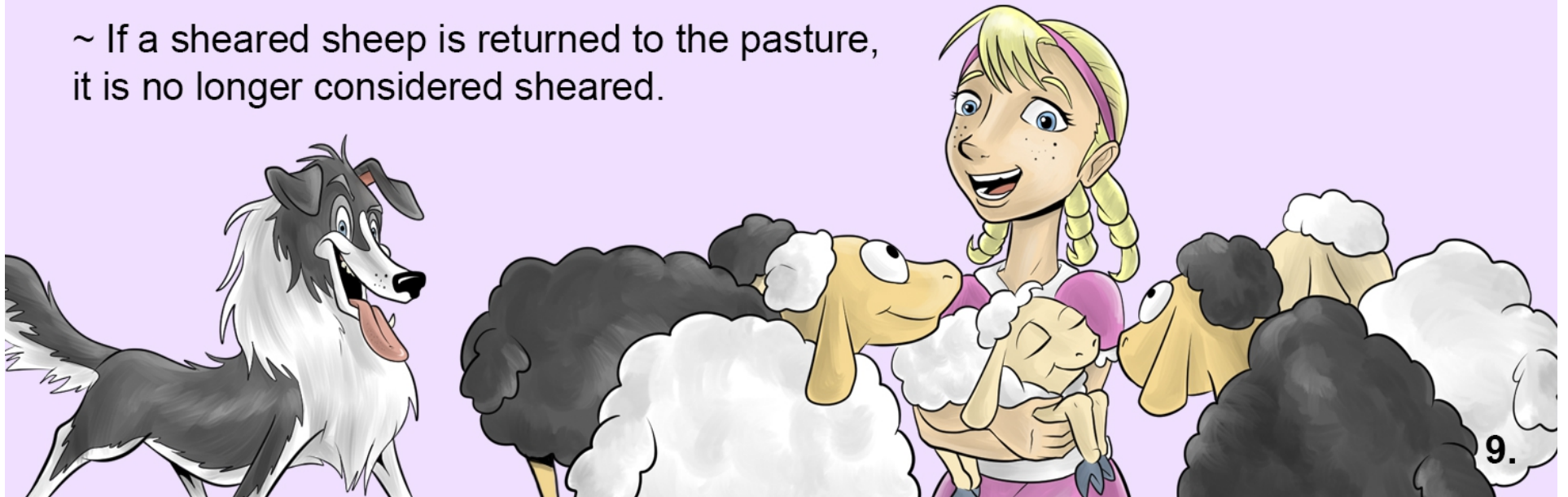
A: This will most likely happen if Player B plays a card using a wool symbol to counter the effects from Player A's card. In this case, the easy rule to use is "last in, first to play." This means the second card played takes effect first, cancelling the effect of the first card. If a third card was played, it would cancel out the second card and the first card would take effect.

Q: If a player uses a **Capture Card** to take a sheep from another player, does that count as the player's one free capture attempt for that turn?

A: No, since they used a choice from a **Capture Card**. Players can swipe more than one sheep in the same turn as long as they have a **Capture Card** with a choice that allows them to do so. The one free attempt is available without the need to use a Capture Card.

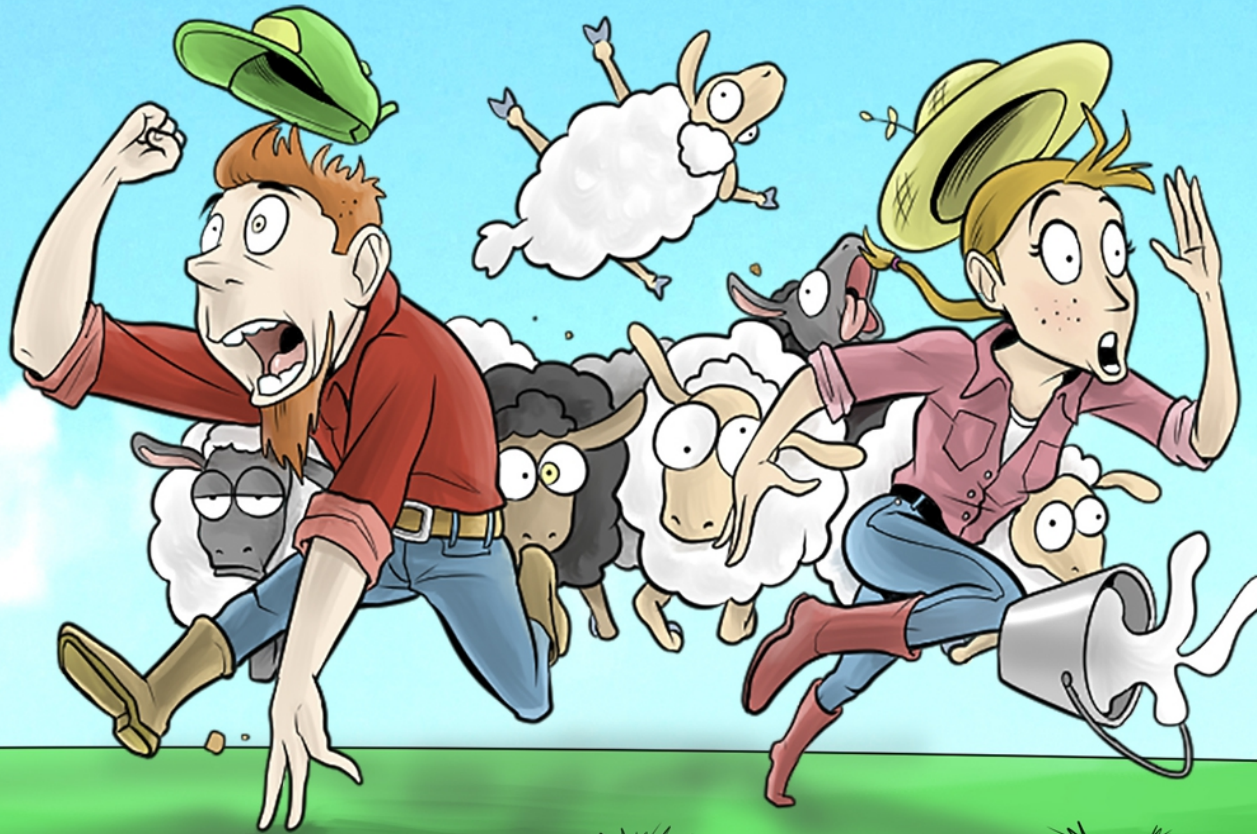
Some Other Things To Keep In Mind

- ~ If a player is attempting to capture more than one sheep in a turn, they must state in what order they are capturing. Also, if there are one-use bonuses, the player must declare to which capture attempt they're applying the bonus.
- ~ Note also that some cards have bonus choices that affect ALL attempts to capture sheep.
- ~ When you are making a "pull" to see if you capture a sheep, the only relevant info on the card you draw is the **Pull Number**; ignore the rest of the card.
- ~ If a sheared sheep is returned to the pasture, it is no longer considered sheared.



~ If a **Capture Card** representing a sheep would be returned to the pasture, discard it instead.

~ If/when you run out of cards in the **Capture Deck** during a game, reshuffle the deck and continue using it as normal.



Plenty of SHEEP... Lots of MAYHEM



CREDITS

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TWILIGHT GAME
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