

Game Instructions



Another language needed?
Too small to read?
sheepnappers.com/rules

Your Mission

- › You're an Alien playing against others.
- › You need enough Fuel for **the Launch**.
- › You want to transport the most Sheep to your home planet.
- › Decide carefully when to perform **the Launch** — the longer you wait, the more often the Wolf attacks. But you might collect more Sheep...

1. Getting ready

Shuffling

- › Remove the Wolves and shuffle the cards.
- › (Playing as two players? Remove 5 Fuel and 1 GPS Hack.)
- › Deal 7 cards to each Alien.
- › Shuffle the Wolves back into the remaining cards and place them as the **draw pile** in the center.
- › The Alien who can scream most similarly to a Kamikaze Sheep goes first.

Basics

- › Place played cards on a **discard pile**.
- › The **discard pile** is never reshuffled into the **draw pile**.
- › Play counterclockwise.
- › There is no maximum or minimum hand size.

2. Playing

You can always perform **Normal Turns**.
You can only perform **the Launch** if you have enough Fuel.



Always possible: Normal Turns

- › Begin **the Baseturn** by drawing a card.
- › Play as many or few hand cards as you like.
- › If you have enough Fuel, you may perform **the launch** instead of continuing with **Normal Turns**. But you don't have to...
- › There is no limit to how many Aliens may **launch** in a game. Even if you're the last Alien, you can keep playing **Normal Turns**.

At the right moment: the Launch

- › If you play as four Aliens, you need 2 Fuel for **the Launch**. With fewer players, you need 3 Fuel.
- › During **the Launch**, you can neither play nor draw cards.
- › Count down from 5 seconds. Now, other Aliens can bomb you with Kamikaze Sheep. After each Kamikaze Attack, your countdown restarts if you still have enough Fuel.
- › Is **the Launch** succesful? Then, your game is over. *Hooray!* Lay your cards face-down until everyone is home or eaten by the Wolf.
- › If you don't have enough Fuel after a Kamikaze Attack, your turn ends.

3. Counting Wool

Count your Wool at the end of each game round. Annoy each other in as many game rounds as you like — we recommend at least three. Whoever brings home the most Wool at the end of the adventure wins!

- › 10 Wool per Pirate Sheep
- › 10 Wool per Dream Sheep
- › 20 Wool per IT Sheep
- › 20 Wool per Kamikaze Sheep
- › -10 Wool if eaten by the Wolf



Detailed Description of the cards for reference



Fuel 13x

- › Collect enough of it to start **the Launch**.



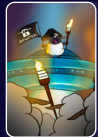
GPS Hack 3x

- › Requires 1 extra Fuel for **the Launch** per GPS Hack.
- › Cannot be played as an action.
- › Can be discarded via effects from other cards.
- › Can be stolen (by accident) out of your hand by other aliens.



IT Sheep 5x

- › If you launch with it in your hand, you collect 20 wool.
- › Or play the IT Sheep to fix a GPS Hack and give it to another Alien. Merely holding the card does not fix the GPS Hack.
- › If you're the last Alien in the game, you may play the IT Sheep and put the GPS-Hack on the **discard pile**.



Pirate Sheep 1x

- › If you launch with it in your hand, you collect 10 wool.
- › Or play it to swap your entire hand with another Alien's hand.
- › After the swap, your turn ends.



Dream Sheep 7x

- › If you launch with it in your hand, you collect 10 wool.
- › Or play it to peek at an Alien's hand for up to 10 seconds.



Kamikaze Sheep 3x

- › If you launch with it in your hand, you collect 20 wool.
- › Or play it during an enemy **Launch** to steal one Fuel card from them.
- › If the attacked Alien still has enough Fuel to launch, their countdown starts anew — otherwise, their turn ends.



Time Machine 3x

- › Take any card from the **discard pile**.
- › You may only look through the **discard pile** after you've decided to play this card.



Spider Trick 4x

- › Gift a card to an Alien and draw a random (different) card from them.



Magic Lamp 5x

- › Wish for a specific card from an alien (e.g. "Kamikaze Sheep").
- › You get the card. The Alien doesn't have it? Tough luck!



Baa 4x

- › You may throw this card against any opponent's action, even if you aren't the targeted Alien.
- › Must be played before the action resolves.
- › If another Alien counters your Baa with their own, the original action proceeds; a third Baa cancels it again, and so on.
- › Cannot block **the launch** or Wolves.
- › Does not change turn order.



Wolf 2x

- › Cannot be blocked when drawn or held in hand.
- › If drawn, feed it any Sheep from your hand (lay it on the **discard pile**). After this, you continue with your turn.
- › If you have no sheep, the Wolf eats you. You're out of the game round. You have to shuffle your hand cards into the **draw pile**.
- › After its effect played out, the Wolf is always reshuffled into the **draw pile**.

Icecold rules for seasoned Sheepnappers

Magic Juice™ Madness

- During your turn, you can use 2 Fuel to repeat the action of the top card in the **discard pile**.
- › Like this, you can for example:
 - Use a Pirate Sheep from the previous turn for your benefit.
 - Counter a Baa Card that someone just threw against you by cloning its effect.
 - › Placing 2 Fuel on another set of 2 Fuel is not allowed.
 - › The effect of 2 Fuel can be countered by Baa Cards.

Tag-Team Tohuwabohu

As 4 Aliens, you can play in teams! The wool of both team members is combined since they share a farm. When one Alien launches, they pass unused action cards to their teammate.

No open communication about hand cards from your team or the other team is allowed. Play tactically to win as a team!

Icecold prawns

You may only shuffle your hand during your own turn.