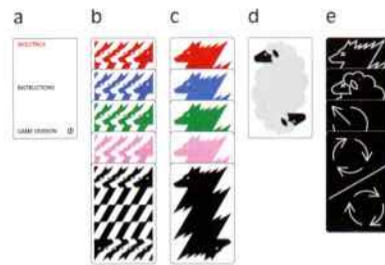


INSTRUCTIONS

A gripping game for 2-5 players ages 8 and up

EN



CONTENTS

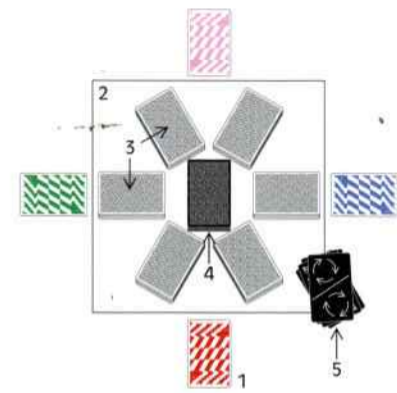
- a 1 Instructions
- b 5 pack cards (helper cards)
- c 5 × 5 wolves (playing cards)
- d 70 sheep (playing cards)
- e 4 × 10 action cards

GOAL

Snatch (collect) as many sheep and hostile wolves as possible.

PREPARATION

Each player chooses 1 pack card with their 5 wolves.



Put the pack card in front of you so that it can be seen. → 1

Take between 14 and 28 sheep per player according to the desired length of play. Shuffle these well with the chosen wolves.

Put all the unused playing cards to one side.

SETTING UP

Divide the shuffled playing cards into 6 equal piles and arrange them into a circle, facing downwards.

Put the piles of action cards in the middle of the circle, facing downwards. → 2

GETTING STARTED

Each player picks up 3 playing cards from one or more of the stacks in the circle. → 3 Hold the cards in your hand so that others can't see them. Now you're ready to get started. The youngest player begins with a move of their choice:

MOVES

Take 1 playing card in your hand.

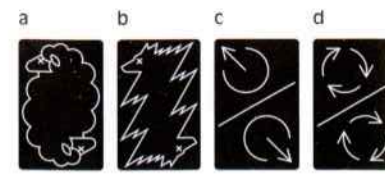
or
Take 1 Action card → 4 (see action cards). Keep it in your hand. Or play it straight away and carry out the instruction written on it. → 5

or
Play 1 action card from your hand. Carry out the instruction written on it.

or
If you have 2 action cards that you don't want to use, discard them facing downwards. Then take 1 new action card. Watch out: if you choose this option, you have to wait until your next turn to play the action card.

IMPORTANT!

You're allowed an unlimited number of playing cards in your hand, but only a maximum of 2 action cards!



ACTION CARDS

There are 4 types of action card. Here's what happens if you play one:

- a Snatch a sheep: do you have more wolves from your own pack in your hand than hostile wolves? If you do, you can snatch the sheep in your hand. Remove the snatched sheep from your hand and put them next to your pack cards facing upwards. 1 sheep is worth 1 point.



- b Snatch a wolf: remove all the hostile wolves from your hand and put them next to your pack cards facing upwards.
1 hostile wolf is worth 3 points.

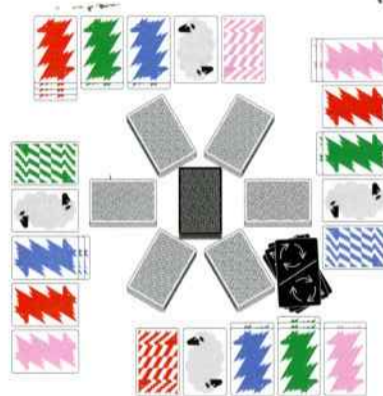


- c Steal a card: take 1 playing card or 1 action card from each player's hand and put them in your own hand.
d Swap cards: all players pass their entire hand of cards one place to the right or left – you decide the direction.



WARNING! CHOKING HAZARD!
Small Parts.
Not for children under 3 years.

- IMPORTANT!**
– Put the snatched sheep and wolves in front of you in an orderly fashion. This way, everyone knows how many wolves are still in play.



Author: Tobias Angelo Kaufmann
Design: Erich Brechbühl

- If you snatch sheep, the other players are allowed to ask to look at your cards.
– If the action card pile runs out, the discarded cards should then be shuffled and reused.

END OF PLAY

- If all 5 wolves in your pack end up on the discard pile, you are eliminated from play. But you can still win, so hold onto your cards.
– The game ends for everyone as soon as you have snatched all your opponents' wolves or drawn the last playing card.

SCORING

Count your snatched sheep and hostile wolves:
1 sheep = 1 point; 1 wolf = 3 points

Version 1.2 / Pocket & Travel



→ 1 PT



→ 3 PT

The cards in your hand are shared out as follows:

your sheep go to the player from whom you took the most wolves.



If you have the same number of wolves of differing colours in your hand (e.g. 1 from the red pack and 1 from the blue pack) then you give an equal number of sheep to the relevant players. Surplus sheep should not be counted.

IMPORTANT!

- Wolves and action cards still in your hand should not be counted.
– If you don't have any wolves in your hand, the sheep in your hand should not be counted.

THE WINNER

The player with the most points wins.

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