



Shaun the Sheep

GAME RULES

Object of the game

Be the first sheep to reach the pizza!

Setting up the game

Everyone selects a playing piece and places it on the start space. Shuffle and place the cards in a draw pile within easy reach of all players.

How to play

The youngest player goes first by drawing a card from the deck and moving their playing piece as directed by the card. Once a player is finished moving their playing piece, their turn is over and play continues clockwise around the table.



If you draw a card that has a GREEN number and GREEN right arrow, move your piece forward the number of spaces indicated by the card.



If you draw a card that has a GREEN number and GREEN right arrow **that has TWO clouds**, move your playing piece forward that number of spaces, **THEN** move another player's piece forward the same number of spaces (you choose who).



If you draw a card that has a RED number and RED left arrow, move your playing piece backward that number of spaces. NOTE: You cannot move behind the start space.



If you draw a card that has a RED pizza symbol and RED left arrow, move your playing piece backward to the last pizza space. NOTE: If you are currently on an pizza space, you are safe and do not move back.



If you draw a card that has an GREEN pizza symbol and GREEN right arrow, move your playing piece forward to the next pizza space. NOTE: The finish space is also a pizza space.

Winning the game

The first sheep to get to the finish wins!
(Whether you share the pizza is up to you!)



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