16 Sheep *is a game born from the affection for childhood. Both the author and ourselves have placed special attention in making this game as fun as possible. That is key!*

However, we also want the game to be used as a learning tool inside the classroom. Therefore, the games in this family of children's games include an extra tag: educational.

Scan the QR code to download resources and guides you can use to work on different skills and competencies in the classroom... or at home. Enjoy watching children learn while they play and have fun!

💡 **Add more of our children's games to your personal collection!**

You can't imagine how naughty Grandpa Emmet's sheep are! They have escaped from the pen and are hiding among the bushes. Will you be able to find them with the help of Grandpa Emmet?

Components

🔴 **18 Bush tokens** with hidden animals:

8 white sheep   **8 black sheep**

1 dog   **1 wolf**

🔴 **1 Grandpa Emmet token**

🔴 **1 Special die**

Objective

The objective of the game is to find the sheep indicated by the die each turn **and take them to your pen.** The more you find, the better!

At the end of the game, the player with **the most** bushes with sheep is the winner.

Game Setup

● Place **all the bushes** on the table, with the side of the tokens that show the images of the sheep, the wolf, and the dog **face down.** Make sure you **mix** all the bushes so players don't know what they hide!

● Place **Grandpa Emmet** and **the die** next to **the bushes.**

Gameplay

Choose the first player however you wish. The player chosen will be the first to roll the die and will play the first turn of the game.

At the end of their turn, they must give the die to the player to their left. In turn, the second player will pass on the die at the end of their turn, and so on until the game is over.

In your turn:

● **Start by rolling the die.** The result indicates the number and the colour of the sheep you have to find behind the bushes.

You have to find **1 white sheep.**

You have to find **1 black sheep.**

You have to find **2 white sheep.**

You have to find **2 black sheep.**

- **After rolling the die**, flip as many **bushes as sheep shown on the die**. Show what is behind those bushes to all the players. If the colour of the sheep behind the bushes matches the die result, you **SUCCEED**. If it doesn't, you **FAIL**.

IMPORTANT: If the die shows 2 sheep, **you only SUCCEED if you find both sheep of the indicated colour.** Never flip 2 bushes at the same time! First, flip 1 bush, check whether the colour matches, and then flip the other bush. If you fail with the first bush, don't flip the second one.

- **If you SUCCEED** in finding the 1 sheep or 2 sheep shown on the die, **keep them** in front of you to score at the end of the game and **roll the die again**. If you succeed again, roll the die again. You can roll the die **UP TO 3 TIMES PER TURN**. After you roll the die for the third time, give the die to the player to your left, regardless of whether you succeeded or failed.

In this example, Elizabeth SUCCEEDS and, therefore, keeps the bush with the sheep.

- **If you FAIL,** return the bush (or bushes) to the same spot they occupied on the table, **face down.**

In this example, Paul **FAILS** when he flips the bush, so he returns the bush to the same spot on the table, face down.

Remember that if the die shows 2 sheep and the colour of the second sheep you find does not match the die, you have to return both bushes to the table face down, even if the colour of the first sheep you flipped was a match. Then, give the die to the next player, who will roll it and play their turn.

In this example, Julia **FAILS** when she flips the second bush, so she has to return both bushes to where they were on the table, face down.

- If you **find the dog** when you flip a bush: keep the dog, which is considered a **success**, and roll the die again. If the die showed 2 sheep and you had already found the first one, you also keep the sheep.

IMPORTANT: Remember you can roll the die **up to 3 times per turn**, as long as you succeed. If you find the dog the third time you roll the die, keep the dog, but **don't roll the die again**, and give it to the player to your left.

- **If you find a wolf, but do not have the dog**, when you flip a bush: it is considered a **failure** and you lose 1 of the sheep you had before rolling the die (if you had any). Remember that if the die shows 2 sheep and you already found the first one, you will have to return that sheep to the table face down. Then, **return both the wolf and the sheep you lose to the game box** and give the die to the player to your left. If you had no sheep, return only the wolf to the box.

In this example, Paul finds the wolf and has to return both the wolf and 1 of the sheep he had previously found to the box.

- **If you find a wolf, but do have the dog** when you flip a bush: it is also considered a **failure**, but the dog scares the wolf away and you don't lose any sheep. Remember that if the die shows 2 sheep and you already found the first one, you will have to return that sheep to the table face down. Then, **return both the dog and the wolf to the game box** and give the die to the player to your left.

In this example, Julia finds the wolf, but she has the dog to protect her sheep. She doesn't lose any sheep and returns both the dog and the wolf to the box.

IMPORTANT: If you **SUCCEED the third time you roll the die** during your turn, keep the corresponding sheep (or the dog if you find it) and **TAKE the Grandpa Emmet token** (if you didn't have it already).

If another player has the token, **ask for it nicely** and **keep it.**

End of Game

The game ends when:

● Any player flips over and keeps the last sheep on the table. Remember that there are **16 sheep**: 8 black sheep and 8 white sheep.

Or

● When it is **no longer possible** to find the required sheep after a player rolls the die, because **there aren't enough sheep left of the matching colour** hiding in the remaining bushes on the table.

Then, each player counts the sheep they collected during the game.

● **Each sheep scores 1 point.**

● **Grandpa Emmet scores 2 points.**

● **The dog scores 0 points.**

The player with **the most points** is the winner. In the case of a tie, the tied player who has Grandpa Emmet wins the game. If none of the tied players has him, the tied players share the victory!