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Design - Smoox Chen / Art - Clara Chang

"Baaa~~~!"

In Baaattle Sheep, players take turns to roll two dice and choose an action from the 5 x 5 grid on game map. You may plant new grass in your backyard, eat grass from your opponent's lawn, perform some acrobatic action to earn rewards, or even learn new tricks to out-smart your opponent! Once you have planted enough grass, or eaten up your opponent's lawn, you become the winner in Baaattle Sheep!

Set-up

Players sit across the table with one piece of Baaattle Sheep game paper between them. Each player takes one pen and roll one 6-sided die. Whoever rolls the higher number goes first.

Winning the game

Players will alternate to take turns until one of the game end condition is met:

1. If you eat all of your opponent's grass, you win.
2. If you have ever planted 8 grass in your backyard, you win.

Player turn

In your turn, you must roll two 6-sided dice and perform one of the available actions according to the dice results. For example, if you rolled 3 and 4, you may choose to perform the action on the coordinate (3,4) or (4,3).

Main actions

1. **Plant grass in your backyard:** use your pen to draw along the dotted grass (or paint it solid you so wish). You gain additional grass in your house. Planting goes from left to right. If you ever planted the rightmost (the 8th) grass, you win the game.
2. **Eat your opponent's grass:** use your pen to cross out the grass in your opponent's house. You may cross out any grass except for those still in dotted lines, but you should always leave the grass with an anxious sheep for the last. (See "anxious sheep.")
3. **Learn new tricks:** if you roll a "6", use your pen to draw along the leftmost dotted rectangle. You learn the new ability and you may use it anytime in your turn. All abilities are one-time use. Cross the rectangle out once you have used the ability.

Actions

There are 25 action squares on the game paper divided into two types: Green and Brown.

1. **Green actions** can be used only once per game. You should cross it out once you have used it.



(a) -1, -2: eat 1 or 2 grass in your opponent's house. (Cross out the grass.)



(b) +1, +2: plant 1 or 2 grass in your own backyard. (Draw along the dotted grass.)

Important: If your dice result leads to Green actions but both of them are already crossed out, you cannot perform any action and **MUST** eat one of your own grass. However, you may use your ability to change your dice result avoid this situation. Exception: see "anxious sheep".)

2. **Brown actions** can be used repeatedly without limit. You don't need to cross it out.



(a) **Baaattle:** Each player rolls one die, the higher roller can eat a number of the lower's grass equal to the difference between their die results.



(b) **Gamble:** You roll one die and get +1 / Flower / -2 effect if you roll 1~2 / 3~4 / 5~6.



(c) **Acrobat:** You announce a number "N", and throw one die in the sky and clap your hands exactly "N" times. Then catch the die with one hand before it falls down on the ground. If you successfully accomplish this task, you can eat "N" grass in your opponent's house. If you fail to do this, your opponent can eat "N" grass of yours.



(d) **Race:** Each player takes one die and start rolling simultaneously. Whoever is the first to roll a "1" can eat 1 grass in her opponent's house.



(e) **Karaoke:** Both players must yell "Baaal!" three times like a sheep. Whoever is the first to finish the "Baa! song" can plant 2 grass in her own house.



(f) **Fence:** You draw one stroke in the fence. The strokes will accumulate gradually.
 Note: This action is a bit special: (1) you don't need to cross it out although it has a green background; (2) This action is composed of two squares, and they are treated as a single action.



(g) **Transplant:** You can plant a number of grass in you backyard equal to the number of strokes currently in the fence. (Don't cross out the grass in the fence. They will keep accumulating.)



(h) **Scissors:** You can eat 1 grass in your opponent's house.



(i) **Flower:** You can draw one flower in you house. Sheep love beautiful flowers.



(j) **Exchange:** Rotate the game paper 180 degrees. Now you and your opponent exchange roles and play with the side which used to be your opponents'. All grass and abilities go to the new owner.

Abilities

During the game, players will learn one new ability for each "6" they have rolled. The leftmost ability (solid-lined rectangle) is available from the beginning of the game. Each ability can be used only once in the game. After use, cross out the rectangles. Players may choose to use their previous abilities to change their "6" to other numbers instead of learning the new ability, and perform the action indicated by the new dice result.



(a) **Re-roll:** At anytime, you may re-roll once / twice of your dice. You may roll the same die twice or two dice one time each.



(b) **Add / subtract 1 or 2 to your dice result:** At any time, you may add / subtract 1 or 2 to your dice result.



(c) **Grass:** you may plant one grass in your backyard.



(d) **Re-roll any:** You may re-roll one of your opponent's die.

Anxious sheep

Once there is only one grass left in your house, you become the anxious sheep. Even if your dice result leads to Green actions that are both crossed out, you can still perform one of the crossed-out action and DON'T need to eat one of your own grass. If you gain new grass later in the game, you will automatically leave the anxious status and lose this benefit.

FAQ

1. May I use my ability to change my dice result to (1,1) or (3,3)?

A: Sure. Why not?

2. May I use my ability during "Baaattle", "Gamble", or "Race" to change my dice result?

A: Sure. Why not?

3. "Exchange" will destroy my advantages in the game?

A: You won't complain about this if you are lagging behind though...

4. After I draw a beautiful flower in my house, what will happen next?

A: Nothing. But your sheep will be happy. :-)

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<http://www.ily.tw>

Email : bg@ily.tw



