

# Good Shepherds

for 2 players / 30 min. / 8+

This is a dice game for sheep lovers. You are a shepherd in a vast field and your goal is to expand your pastures to feed as many sheep as possible, and build huts for better management - all of which will bring you more money. However, once you own more sheep than you can feed, they will eat your wealth as well as pastures! Additionally, you're not the only shepherd in the area - enrich each other's farms and livelihoods in the spirit of neighborliness. After all, good fences make good neighbors, and there are no fences here!

## WHAT YOU NEED IS

2x 6-sided Dice, 1x Field Board, 2x pens with different colors, chips or counters for scoring

## COURSE OF THE GAME

Each player takes a pen of their color, and 10 gold (using chips). Place a sheet on the table.

Each player rolls a die (rerolling if doubles were rolled), and the player who rolled the higher value plays first. The first player uses those two values for their opening move. After that, turns alternate with each player rolling 2 dice at the beginning of their turn.

A player on their turn uses the numbers on their dice for **Unit** actions and/or **Movement**, writing down (placing) one or more units inside hexes on the board (each hex can hold only one unit). You can either assign both dice to **Units**, or assign one to **Units** and the other for **Movement**. You must use as many dice as you can (If you can use both, use both. If you can only use one, use one). If you can use neither, you automatically pass.

If you roll a double, **Scoring** will occur after each player has had an equal number of turns, but you still perform actions as if it were a normal turn. See the **SCORING** section that follows.

Units consist of three types: a sheep (○), a pasture (△), and a hut (■). Two huts are preprinted on the opposite edges of the map from which each player begins their turn.

A unit is either placed adjacent to one of your existing units, or separately if a die is used as movement (see **MOVEMENT** section). When you place a unit with a die on a hex adjacent to one of your units, you may not use the other die for movement. The unit you can place corresponds to the value of the die you use for the **Unit** action and is as follows:

- 1 ..... 2 pastures (△)
- 2 ..... 1 pasture (△)
- 3 ..... 1 sheep (○)
- 4 ..... 1 sheep (○)
- 5 ..... 1 hut (■)
- 6 ..... wild card (you can treat this die as 1 to 5 as you like)

## MOVEMENT

When you use a die as **Movement**, you can place a unit away from your existing units. All numbers except 1 can be used as **Movement**. The movement begins from any of your undestroyed units as a starting point (step 0), moving forward along a straight line, as many hexes as the number of a die shows (a 1 cannot be used for movement as that would be adjacent). Then you place one or more units (using another die for the **Unit** action) on the hex you have reached.

You cannot change your direction during the move, nor can you move less steps than the number of your die. Also, you cannot pass across other units, regardless of whether they are yours or your opponent's, or across destroyed units. Note that 6 cannot be used as a wild for **Movement** (6s are only wild for the **Unit** action).

## UNITS

Units will give you gold during scoring. Each unit has characteristics as follows:

### Sheep (o)

In scoring, if you have sheep (o) whose number is less than or equal to the number of your undestroyed pastures ( $\Delta$ ), you earn 5 gold per sheep. If you have more sheep than undestroyed pastures, you do not earn that gold but pay 5 gold per sheep that exceeds the number of your undestroyed pastures (Unfortunately, you have to purchase feed for your sheep).

After a **Unit** action, if a sheep is adjacent to one or more pastures, all adjacent pastures (only those pastures that are adjacent, not the whole pasture group) are destroyed by writing an x mark onto them, regardless of whether they are yours or your opponent's. The destroyed pastures will not bring score for money in subsequent scorings.

### Pasture ( $\Delta$ )

During scoring, you earn 1 gold per undestroyed pasture.

Adjacent pastures form a group. One group of pastures can include at most 5 pastures, regardless of whether they are yours or your opponent's. Destroyed pastures are not included in a group. Note that your opponent's pastures might limit your placing of a new pasture.

When you place 2 pastures by using a die of value 1, you should write them in two adjacent hexes: the first one will be written in a hex next to or some steps apart from your existing unit (if using the other die as **Movement**), and the latter one will be written next to the first one. You cannot place just 1 pasture if you are using a die of value 1.

You can place a pasture adjacent to a sheep. In that case, you place one or two pastures first, then immediately destroy them. Placing precedes destroying, so you cannot place a pasture that makes a pasture group of 6 or more pastures, even though it will be immediately destroyed.

## Hut (■)

In scoring, when the number of your huts is more than that of the opponent's, you earn 3 gold times the number exceeded. The player with the smaller number of huts will not earn or lose gold. If tied, neither will earn gold.

A hut must be placed so that it is not adjacent to other huts, regardless of whether they are yours or your opponent's.

## SCORING

When a player rolls a double, scoring occurs immediately after both players have taken the same number of turns. Even if a starting player rolls a double and their opponent also rolls another double, the scoring will occur only once, not twice. Each player calculates and earns the gold according to their units.

## GAME END

When a player can no longer legally place a unit, or when either player's gold reaches 100 or more, or goes below zero gold after any scoring, the game ends immediately. Note that the game will not end when a player loses all of their gold (but does not go below zero). The player with more gold wins. If tied, the player with more sheep wins. If still tied, the sheep win.

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