

Quick Rules – Clue Cards Variant

For 2 to 6 players and **any** number of sheep per hiding player.

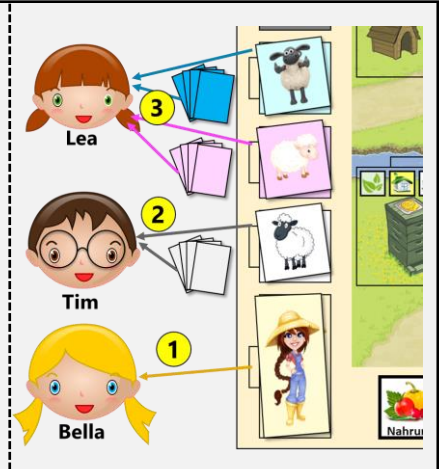
The Clue card variant is recommended for 2 to 3 players and for playing with younger children (3-5 years). Hiding the sheep takes longer, but it is easier for one person to hide more than one sheep. Younger children also find it easier to give hints using the Clue cards.

PREPARATION

- Place all puzzle pieces in their corresponding places on the board.
- Determine who will search (farmer) and who will hide (sheep).
- The searching player takes the farmer and can choose the boy or girl side.
- The hiding players take as many sheep as they want from the barn and the 7 matching Clue cards for each sheep.

Example

- 1 *Bella is the searching player and takes the farmer from the board.*
- 2 *Tim wants to hide the white sheep. He takes the white sheep from the barn and the 7 white Clue cards.*
- 3 *Lea wants to hide the pink and blue sheep. She takes both sheep from the barn and the 7 Clue cards for each color.*



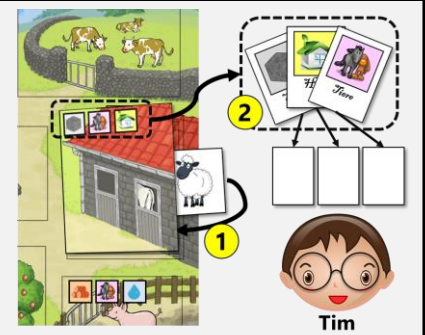
STEP 1 HIDING

The farmer closes their eyes while the sheep hide in one of the locations on the farm (the sheep is placed in the slot under the puzzle piece).

For each of their sheep, players take the 7 Clue cards of that sheep. They place the 3 cards with the matching symbols from their hiding place face down in front of them. The other 4 cards not needed.

Example

- 1 *Tim hides his white sheep under the horse stable.*
- 2 *Tim takes the 3 white Clue cards with the symbols shown at the horse stable (stone, animals, and house) and places them face down in front of him.*



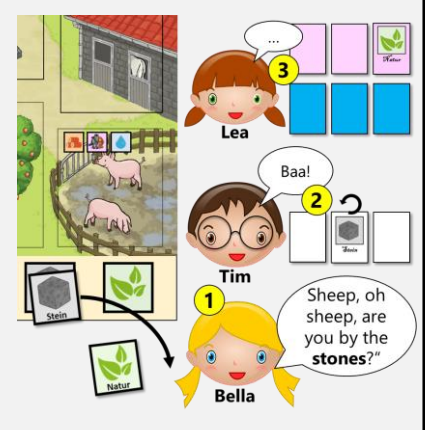
STEP 2 GIVING CLUES

The farmer takes one of the Symbol tiles from the board and asks, for example: "Sheep, oh sheep, are you by the stones?"

Each sheep at a location with the matching symbol (in this case, wood) must loudly say "Baa!" and reveal the Clue card with the matching symbol.

Example

- 1 *Bella takes the Symbol tile for stone and asks: "Sheep, oh sheep, are you by the stones?"*
- 2 *Tim has a Clue card with stone, so he says "Baa!" and flips this card over.*
- 3 *Both of Lea's sheep are in places without stones, so she says nothing and does not reveal any cards.*



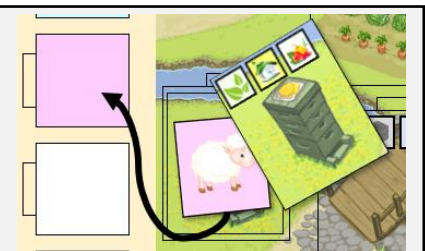
Steps 2 and 3 are repeated until all sheep are found or there are no more symbol tiles on the board.

STEP 3 SEARCHING SHEEP

The farmer may check one hiding place by lifting the puzzle piece. If they find a sheep underneath, it is returned to the barn.

Example

Bella uncovers the beehive and finds Lea's pink sheep underneath. The sheep is then returned to the barn.



END OF GAME

The game ends when all hidden sheep have been found or there are no more symbol tiles on the board. As with a regular game of hide and seek, there are no winners or losers.

Quick Rules – Clue Cubes Variant

For 2 to 6 players and with **one** sheep per hiding player

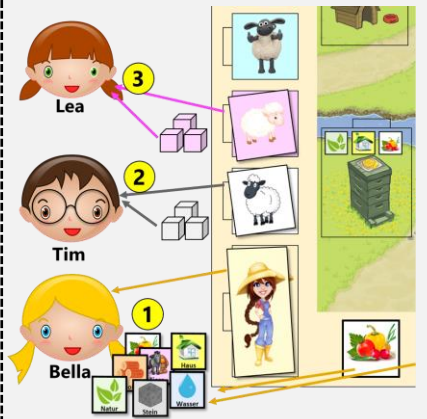
The Clue cube variant is recommended for 4 or more players or when each hiding player only hides one sheep. It takes less time hiding the sheep, but if players hide more than one sheep, the game can become confusing.

PREPARATION

- Place all puzzle pieces in their corresponding places on the board.
- Determine who will search (farmer) and who will hide (sheep).
- The searching player takes the farmer (and can choose the boy or girl side) and the 7 Symbol tiles.
- The hiding players each take one sheep from the barn and the 3 matching Clue cubes.

Beispiel

- 1 *Bella is the searching player. She takes the farmer and the 7 Symbol tiles from the board.*
- 2 *Tim wants to hide the white sheep. He takes the white sheep from the barn and the 3 white Clue cubes.*
- 3 *Lea wants to hide the pink sheep. She takes the pink sheep from the barn and the 3 pink Clue cubes.*

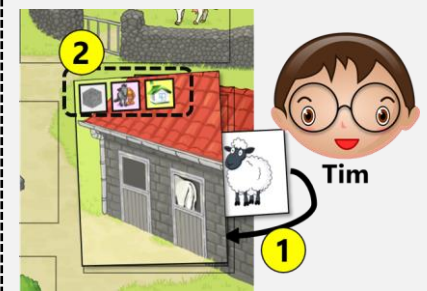


STEP 1 HIDING

The farmer closes their eyes while the sheep hide in one of the locations on the farm (the sheep is placed in the slot under the puzzle piece).
The players remember the 3 symbols visible at their hiding place.

Example

- 1 *Tim hides his white sheep under the horse stable.*
- 2 *Tim remembers the 3 symbols shown at the horse stable (stone, animals, and house).*

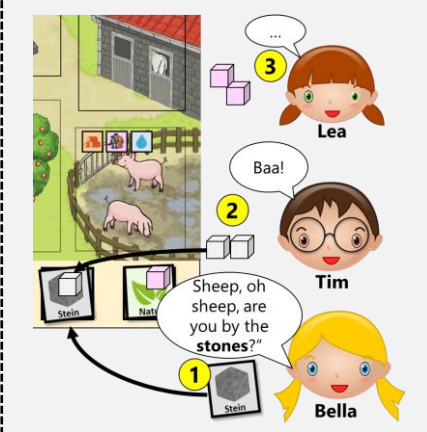


STEP 2 GIVING CLUES

The farmer takes one of the Symbol tiles, places it on its spot on the board, and asks, for example: "Sheep, oh sheep, are you by the wood?"
Each sheep at a location with the matching symbol (in this case, wood) must loudly say "Baa!" and place one of their Clue cubes on this Symbol tile.

Example

- 1 *Bella places the Symbol tile for stone on its spot on the board and asks: "Sheep, oh sheep, are you by the stones?"*
- 2 *Tim's sheep is at a location with the stone symbol, so he says "Baa!" and places a white Clue cubes on the Symbol tile.*
- 3 *Lea's sheep is at a location without the stone symbol, so she says nothing and does not place any Clues cubes.*

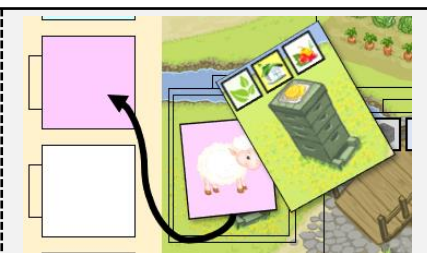


STEP 3 SEARCHING SHEEP

The farmer may check one hiding place by lifting the puzzle piece.
If they find a sheep underneath, it is returned to the barn.

Example

Bella uncovers the beehive and finds Lea's pink sheep underneath. The sheep is then returned to the barn.



SPIELENDE

The game ends when all hidden sheep have been found or when all Symbol tiles are on the board. As with a regular game of hide and seek, there are no winners or losers.

Steps 2 and 3 are repeated until all sheep are found or when all Symbol tiles are on the board.