

VOLLE WEIDE



SETUP

Give **1 game sheet** to each player and get the pen and the die ready. If possible, play with one pen each. The sheets have two sides in slightly different colors (**A** and **B**). Make sure that everyone **plays on the same side**. For the first game we recommend using side **A**.

Color in one of the sheep on your sheet. This sheep is particularly valuable, as it counts as 2 sheep during each of the two scoring phases. Now shuffle the sheets and deal them out again.

OBJECT OF THE GAME

Place your fence cleverly in order to fence in as many sheep as possible.

The more sheep you fence in, the more points you will score at the end of the game.

1

FIRST SCORING PHASE

After reaching the **yellow field** on the time tracker, the first scoring phase takes place at the end of this turn: **Count all sheep you have fenced in completely and record your points according to the table on top of the game sheet. The sheep you colored in the beginning counts as 2 sheep.**

10 Example: So far you have fenced in 2 white and the colored sheep. Now look up the corresponding score for 4 sheep in the table and record 10 points. You can't receive more than 66 points in one scoring phase!

END OF GAME AND FINAL SCORING PHASE

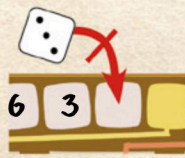
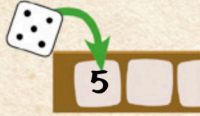
After reaching the **red field** on the time tracker, the game ends at the end of this turn and the **final scoring phase** will begin.

Count all sheep you have **fenced in completely** (including those you already counted during the first scoring phase) and write down your points according to the table **on top of the game sheet. Again, the colored sheep counts as 2 sheep.**

2

GAMEPLAY

Each turn, the die is rolled exactly once. The result is used by all players.



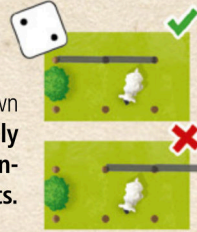
Example: The last number in the time tracker is a 3. Now another 3 is rolled. It does **not** get recorded as it is equal to the number of the last roll.

Start by recording the result of the die roll on the time tracker on the bottom of the sheet. Then look up which fence shape matches the number on the die and draw it on your meadow.

2nd turn and later: If you roll a number equal to the last number on the time tracker, do not record it but draw the fence anyway (the game has an additional turn now).

When drawing:

- A fence must be drawn on the meadow **entirely** and always has to **fit in-between existing posts**.



Example: You managed to fence in 3 more sheep. Including the sheep of the first scoring phase, you now count 7 sheep. You look up 7 sheep in the table and record 28 points.

Count all bushes that you drew through and write down the number in the corresponding field.



Example: You drew through one bush, so you will have to subtract 1 from your score.

Now calculate your total points. The person who scored highest wins the game.



Example: Summing up the results of the two scoring phases you get 38 points. You subtract 1 bush and get a total score of 37 points.

In the event of a tie, the player who fenced in the most cloverleaves in addition to their sheep wins.

- You are allowed to **rotate** and **flip/mirror** a fence, but you may not draw it diagonally.



For advanced players: If you have some practice, you can also **forbid flipping/mirroring** of fences.

- Each section between two posts may only ever be used once. Fence pieces may **never cross** each other.



- You may **draw fences through bushes**, but at the end of the game you will **lose 1 point for each bush** you have drawn through.



SCORING EXAMPLE



During the first scoring phase you already fenced in the area marked in yellow and scored 10 points. You managed to fence in the two areas marked in red before the final scoring phase, so altogether you score 28 points. You subtract 1 point for the bush you drew through. The unfinished areas marked in blue don't count towards your score.



A huge thanks to all playtesters!

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