



## Game rules

A game of observation and speed for 2 to 6 players, age 5 and up, created by Jean-Marc Courtil and illustrated by David Revoy.

### • Contents



### • Object of the game

To be the first to get 5 tokens.

### • Set up

Each player begins the game with 2 tokens.

The remaining tokens form the **STACK**. Shuffle the cards.

Place the 3 following elements in the centre of the table :

1. The pile of cards face down which will be called the **STACK(\*)**,
2. The **SHEEP** counter.
3. As many **BOBBY** counters as there are players, less one.

*Example : For 4 players, you need 3 BOBBY counters.*

(\*) The players can also choose to divide the cards between them, so that each player will have his or her own **STACK**.

### • Play

The play goes clockwise. The youngest player goes first : he quickly flips the top card of the **STACK** and puts it face up near the **STACK**, so that it's visible to all the players. Depending on the picture on the card, the players must act or not :

- If the wolf appears, they must grab a **BOBBY** counter.



The player left without a **BOBBY** counter loses a token which is returned to the **STACK**.

- If there are one or more sheep and no wolf, they must grab the **SHEEP** counter.



The player who grabs it gets a counter from the **STACK**.

- In the following cases the players must not react : no sheep **OR** at least one sheep and an hidden wolf.



In these cases the players who touch or grab a **BOBBY** counter or a **SHEEP** counter lose a token which is put back in the **STACK**.

the game continues with the next player, who flips the next card and so on with the other players. When the **STACK** is empty, shuffle the cards and make a new **STACK**.

### • Elimination of a player

If a player loses all his tokens he is eliminated, and one **BOBBY** counter is removed from the table before the game goes on.

### • Victory

The first player to get 5 tokens wins the game. To make the game longer, you can raise the number of tokens necessary to win the game.

### • Playing with a handicap

In order to compensate for an age difference, players can start the game with different numbers of tokens.

*Example : Thomas et Chloe play with their children Lucas and Lea, aged 5 and 6. The parents begin the game with 2 tokens each, while their children start with 3 tokens.*



«For my beloved son, Manu, who gave me a lot of help with this game. Thank you son...»  
J.M. COURTIL

Game in progress with 4 players

