

SHEEP BOOM-BAH

RULEBOOK

Design: Bob & Ryan Craig
Artwork: Alisha Volkman



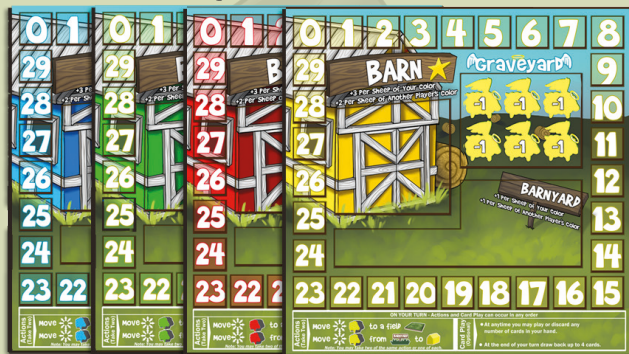
2-4
PLAYERS



AGES
8+

Components

4 Player Boards



80 Playing cards in 4 colors



4 Barn Tiles



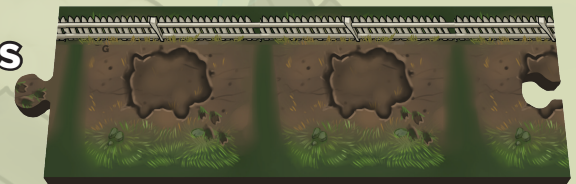
24 Colored Sheep & 4 White Sheep



4 Battle Dice



8 Start Space Border Tiles



8 Land Mine Tiles



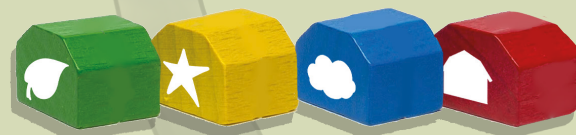
16 Safe Field Tiles



8 Double Sided Tiles



4 Wooden Barns



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Objective

Players move their sheep throughout the field in search of their Barn. Within the field, they will immediately score points for discovering Safe and Barn Tiles. The player will also score points for having sheep in their Barn or Barnyard at the end of the game. In addition, any cards remaining in their hand that match their player color will score points. At the end of the game, the player who scores the most points is the winner.

Setup

- 1 Players choose a color, take their corresponding **Player Board** and **six (6) Wooden Sheep**. Players also take a **White Sheep** and place it on zero (0) on their Player Board score tracker.
- 2 Connect the eight (8) Start Space Border Tiles together. Each tile has a letter on the reverse side. In clockwise order, place them alphabetically (A thru H) to create an outside perimeter of the field. Using the chart to the right, create the field by randomly placing **Land Mine Tiles**, **Safe Field Tiles** and **1 Barn Tile** of each player's color, all face-down.
- 3 The card deck is shuffled and each player is dealt four (4) cards to form their starting hand. The remaining cards are placed next to the field to create a draw pile. Next to the card deck, place the eight (8) Double Sided Tiles in a stack.
- 4 Starting with the first player and moving clockwise, each player places one of their wooden sheep onto any Start Space. One sheep is permitted per space. This continues until all players' sheep have been placed.

The player with the best sheep impression goes first. Now you are now ready to play the game!

For 4 Players

14X 
7X 

For 3 Players

15X 
7X 

For 2 Players

15X 
8X 



The diagram illustrates the game setup. On the left, eight border tiles labeled TILE A through TILE H are arranged around a 5x5 grid of green field tiles. A white sheep is placed on the 0 space of the player board. The player board features a score tracker from 0 to 29, a 'BARN' space with a sheep icon, and a 'BARNYARD' space with a sheep icon. A card deck titled 'SHEEP BOOM-BOOM' and a stack of 'WHITE TO CROSS' cards are shown. A large number '2' is visible in the bottom right corner.

Gameplay

The game takes place over a series of turns. Gameplay moves in clockwise order. On your turn, you must **take two (2) actions**. In addition, you also have the option to **play or discard any number of cards** from your hand. Card play is not considered an action. Actions and card play can occur in any order. If you play or discard cards, draw back up to four to end your turn.

Possible Actions:

- 1 Move one of your sheep onto a Field Tile (revealed or not).



- 2 Move one of the sheep on your Player Board from the Barnyard to the Barn.



Sheep Movement:

Sheep can move onto one adjacent tile at a time in any direction. If the tile you land on has not yet been revealed, flip that tile over. If it has been revealed, you can safely move onto that Field Tile.

Sheep cannot move from the field back to a Start Space, unless a card forces or allows them to do so. Sheep cannot move from a Start Space to another Start Space. The same sheep can be moved twice in one turn (using both available actions).

Two sheep cannot share the same Field Tile. If a sheep moves onto a tile that is already occupied by another sheep, the moving sheep will push the stationary sheep forward. This movement is known as “Bumping”.

Bumping:

If a sheep is bumped, it moves to the next adjacent tile in the direction from which it was bumped.

Sheep that are bumped onto a tile that has not been revealed yet will be forced to reveal the tile and resolve the results (score points or move to a Barn, Barnyard or Graveyard).

A sheep can be bumped onto another player’s revealed Barn Tile.

A sheep cannot be bumped back onto a Start Space (either directly or through a bump chain-reaction).

If a player’s sheep is bumped and a Land Mine Tile is revealed, they have the ability play a “Hero of the Herd” or “Am-Bah-Lance” card out of turn. Player then waits to draw back to four cards at the end of their next turn.

Cards

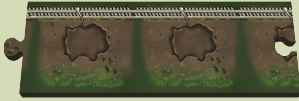
A player can choose whether or not to play cards on their turn. If cards are played, the used cards are placed into a discard pile next to the draw pile.

There is no limit to the number of cards in your hand that you can play or discard on your turn.

If cards are played or discarded, draw back up to four (4) cards **at the end** of your turn.

Players can play certain cards out of turn (I.E. – Hero of the Herd, Am-Bah-Lance, EIEI...No). Players draw back to four (4) at the end of their own next turn.

Tile Types



Start Space Border Tiles

All sheep begin the game on these spaces. Sheep cannot move back to these spaces unless a card forces or allows them to do so.



Land Mine Tiles

If your sheep lands on this tile, you can defuse the mine if you have a card that allows you to do so. If you defuse the mine, replace this tile with a Safe Cone Tile and score two points. If you cannot defuse the mine, move your sheep to your Graveyard and replace this tile with a Safe to Cross Tile.



Safe Field Tiles

Score one point immediately on your Player Board score tracker by revealing this tile. Players who move onto a revealed Safe Field Tile do not score additional points.



Safe To Cross Tiles

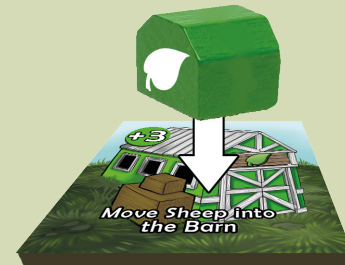
Replaces a Land Mine Tile that has detonated. Sheep may safely move onto this tile.



Barn Tiles

Score three points immediately on your Player Board score tracker by revealing this tile, regardless of the color. When sheep move onto this tile, place the sheep in the corresponding colored Barn on the Player Board. Players who move onto a revealed Barn Tile do not score additional points.

Once this tile is discovered, the player can place their wooden barn piece on top of this tile.



Safe Cone Tiles

Replaces a Land Mine Tile if successfully defused using a "Hero of the Herd" card and scores two points immediately on your Player Board score tracker. Players who move onto a revealed Safe Cone Tile do not score additional points. Sheep can safely move onto this tile.



Card Types

ABA-CA-DA-BA : Move a sheep from another player's Barnyard into your Barn.

AM-BAH-LANCE: After landing on a Land Mine Tile, move that sheep back to any unoccupied Start Space. This card can be played out of turn.

BAH-K TO LIFE: Move a sheep from your Graveyard back to any unoccupied Start Space.

BARN BURNER: Move another player's sheep from their Barn into your Barnyard.

DOG: Move one of your sheep from a Field Tile into your Barnyard.

EIEI...NO: Stop a player from using a card. You can also play this card on another player's EIEI...NO to negate it and allow the original card to be played. This card can be played out of turn.

EWE TURN: Move another player's sheep from a Field Tile back to any unoccupied Start Space.

FOX: Move another player's sheep from their Barnyard into your Barnyard.

GOLDEN FLEECE: Take one additional action on your turn.

HERO OF THE HERD: Defuse a landmine tile if your sheep lands on it. Replace it with a Safe Cone Tile and score two points immediately. Your sheep remains on this tile. This card can be played out of turn.

OUT OF SHEAR LUCK: Move one of your sheep from a Field Tile into your Barn.

SHEEPING TOM: Secretly look at a field tile before deciding to move your sheep onto it. After looking at the tile, either reveal it and move your sheep onto it or place it back face down.

SHEPHERD'S HOOK: Move a sheep from your Barnyard into your Barn.

SHEEP BATTLE: Wager one sheep from your Barn or Barnyard against another player's sheep from the same location from their player board. Each player rolls their Battle Dice and the player with the highest score wins both sheep. Place the winning sheep into the location they were wagered from (Barn or Barnyard).

SHEEP COPTER: Move one of your sheep from its current tile to another tile. (Revealed, not revealed or Start Space)

THANK EWE: Without looking at their hand, take a card from another player and add it to yours.

TORNADO: Move a sheep from another player's Barn into your Barn.

WILD WOOL: All sheep in your Barn score three points regardless of their color. Place this card next to your Player Board. At the end of the game, if this card is not used, it acts as a "wild card" and can be counted as any color to score one point.

WOLF IN SHEEP'S CLOTHING: Turn a sheep about to be bumped into a wolf. Move the bumping sheep into that player's Graveyard. This card can ONLY be played out of turn.

YOUR BARN DOOR'S OPEN: Move another player's sheep from their Barn into their Barnyard.

End Game & Scoring

Once a player has removed all of their sheep from the field, the remaining players take one (1) more turn. The game is now over.

Note: If the active player bumps the last sheep from another player onto a tile (ie. Land Mine or Barn) that results in it being removed from the field, this would trigger the end of the game. The remaining players would take one more turn and the game would end. The current active player would not take another turn.

Players then add up their points following the rules below:

- +1 Point for each card of your player color left in your hand (including Wild Wool Card)
- +1 Point for each sheep in your Barnyard
- +2 Points for each sheep in your Barn that belongs to another player.
- +3 Points for each sheep in your Barn that belongs to you.
- -1 Point for each sheep in your Graveyard.

The player with the highest score wins the game! In case of a tie, the player with the most sheep in their Barn wins.

Credits

Design: Bob & Ryan Craig
Artwork: Alisha Volkman
Rulebook Editing: Paul Cosca



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Mark & Pam Sepnefski, Matt Lockwood, David Tabacco, Craig "The Hydrator" Butler & Oliver Gusley
"Ewe Turn" card: Name courtesy of Tom Gurganus
"Wolf in Sheep's Clothing" card: Description courtesy of Sean Mebert

F.A.Q.

Can I Sheep Copter away from a Land Mine Tile if I reveal it?

No. The only cards that can save your sheep from a Land Mine are a Hero of the Herd and Am-Bah-Lance card.

Can I bump another player's sheep into my Barn once revealed?

Yes.

Can two sheep occupy the same tile?

No, two sheep cannot occupy the same Start Space or Field Tile. If a sheep moves onto a tile that is already occupied by another sheep, the moving sheep will push the stationary sheep forward. See "bumping" section of the rules.

Do I draw back up to four (4) cards immediately after playing a card out of turn?

No, you have to wait till the end of your next turn to draw back up to four (4) cards.

Does a Golden Fleece card give me an extra action for the rest of the game once played?

No, you can take one additional action by playing this card on your turn and then it is discarded. On your next turn, you return to taking up to two actions.

Can I return to a Start Space?

Yes, but you can only return to a Start Space by playing a card that allows you to do so.

Do you score points for landing on a revealed tile? (ie. Barn, Safe Cone or Safe Field Tile)

No, players who move their sheep onto these revealed tiles do not score additional points.