



[One Day West Games](#)

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INTRODUCTION

Sheep-Boom-Bah is a tile-flipping, shepherding game for 2-4 players. You may be an excellent shepherd, but can you keep your sheep from detonating when the flock wanders into an active minefield? Get your sheep from the field to your barn without letting the “bah” go “boom”! Clear your sheep from the field and score the most points to win!

COMPONENTS

- Start Tiles (24)
- Barn Tiles (4)
- Safe Field Tiles (16)
- Landmine Tiles (8)
- Safe to Cross / Safe Cone Tile (8)
- Colored Wooden Sheep (24)
- White Wooden Sheep (4)
- Player Boards(4)

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. The player who scores the most points is the winner.

SETTING UP THE GAME

Create the field by forming a 5x5 square grid. Within this area, randomly place the appropriate number of Barn, Landmine and Safe field tiles all face down. Then place the Start tiles around the perimeter of the field. Below are the number of field tiles used in each setup:

For 4 Players

- 4 Barn Tiles
- 14 Safe Field Tiles
- 7 Landmine Tiles

For 3 Players

- 3 Barn Tiles
- 15 Safe Field Tiles
- 7 Landmine Tiles

For 2 Players

- 2 Barn Tiles
- 15 Safe Field Tiles
- 8 Landmine Tiles

Once the tiles are all placed, 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.

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.

The player with the best sheep impression goes first. Starting with the first player and moving clockwise, each player places one of their wooden sheep onto any start tile. This continues until all players' sheep have been placed.

You are now ready to play the game!

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. 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 been revealed yet, flip that tile. If it is revealed, you can safely move onto that field tile.
- Sheep cannot move from the field to a start tile (unless a card forces or allows them to do so)
- Sheep cannot move from a start tile to another start tile.
- The same sheep can be moved twice in one turn (using both available actions)

- No two sheep can 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” (see below).

Bumping:

- If a sheep is bumped, it moves to the next adjacent tile in the direction from which it was bumped.
- A sheep *can* be bumped onto another player’s revealed Barn tile.
- A sheep *cannot* be bumped back onto a start tile (either directly or through a bump chain-reaction).
- 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, move to a barn, barnyard or graveyard).
- If a player’s sheep is bumped, they have the ability to play a “Hero of the Heard” or “Am-Bah-Lance” card out of turn. Player then draws back to four cards.

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. Some important aspects of card play to keep in mind:

- Players must maintain four cards in their hand at all times during the game.
- There is no limit to the number of cards you can play on your turn.
- Players can play certain cards out of turn. Once played you draw back to four cards.
- On a player’s turn, if cards are played or discarded, draw back up to four cards **at the end** of your turn.

TILE TYPES

Start Tile

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

Safe Field Tile (+1)

-Score one point immediately by revealing this tile.
-Players who move onto a revealed Safe Field Tile do not score additional points.

Landmine Tile

-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 Cone Tile (+2)

-Replaces a Landmine Tile if successfully defused and score two points immediately.
-Players who move onto a revealed Safe Cone tile do not score additional points.
-Sheep can safely move onto this tile

Safe to Cross Tile

- Replaces a Landmine Tile that has detonated.
- Sheep may safely move onto this tile.

Barn Tiles

- Score three points immediately 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.

CARDS TYPES

ABA-CA-DA-BA : Move a sheep from any other player's barnyard into your barn.

AM-BAH-LANCE: After landing on a landmine tile, move that sheep back to any unoccupied start tile. **This card can be played out of turn.**

BAH-K TO LIFE: Move a sheep from your cemetery back to any unoccupied start tile.

BARN BURNER: Move a sheep from any player's 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 on their turn. 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.**

FOX: Move a sheep from any other player's barnyard into your barnyard.

HERO OF THE HERD: Defuse a landmine tile if your sheep lands on it and replace it with a Safe Cone Tile. 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 moving onto it. After looking at it, either reveal it or place it back face down.

SHEPHERD'S HOOK: Move a sheep from your barnyard into your barn.

SHEEP COPTER: Transport one of your sheep from any tile to another (revealed, not revealed, or start tile)

THANK EWE: Take a card from another player's hand and add it to yours.

TORNADO: Move a sheep from any other player's barn into your barn.

WILD WOOL: All player's 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.

YOUR BARN DOORS OPEN: Move another player's sheep from their barn to their barnyard.

END GAME AND SCORING

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

- Note: If a player's last sheep is bumped into a barn, out of turn, that player would still have one more turn before the end.

Players then add up their points. Scoring is as follows:

+1 Point for each card of your player color left in your hand (including the "Wild Wool")

+1 Point for each sheep in your barnyard

+2 Points for each sheep in your barn that belong to another player.

+3 Points for each sheep in your barn that belong 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.~~