

# COUNTING SHEEP



In Counting Sheep, you will create a 3x3 grid of numbers that suits best the 5 dreams of the game, while using those same numbers to collectively determine which dreams will score the most and which won't score at all.

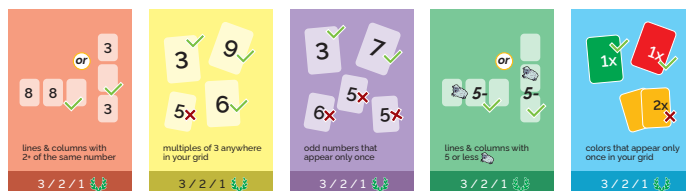
## Components and setup:

### 1. 10 dream cards (5 regular, 5 advanced 🏆)

For your first game, use only the 5 regular cards. After that, you can mix and match.

Place them in the middle of the table, side by side in any order and on either the front or back.

Those will be the dreams that might score in this game.



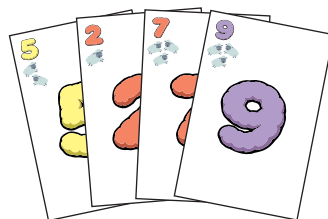
Dream cards placed side by side

### 2. 100 number cards (20 in each color, twice from 1 to 10)

Shuffle them and give 4 for each player face down. They take it as their hand.

Give 3 more cards for each player face down. They place it in a deck in front of them. No one can look at them.

Place the rest of the number cards in a face down deck in the middle of the table.



Each player gets a hand of 4 cards and a face-down deck of 3 cards

Don't use dream cards with the 🏆 symbol on your first game

## Game round:

In a round, all players select a number card from their hand at the same time. When you're all ready, everyone reveals at the same time and immediately place them. **You cannot change your card placement after seeing what the other players did.**

The card can go in your grid or below a dream card:

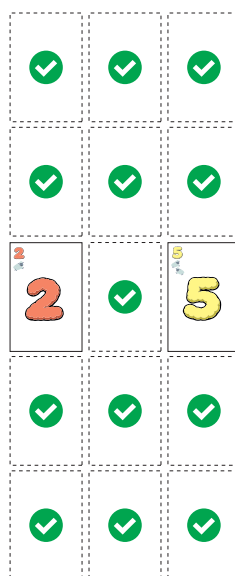
### A. Placing cards in your grid

Place your card in a valid location in your imaginary 3x3 grid.

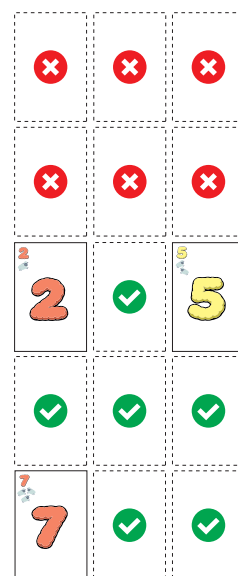
#### Placement rules:

- Cards don't need to be adjacent, but at the end of the game, they must be in a 3x3 grid
- You can't place a card on top of another

After you placed a card, buy another **from the common deck** (NOT from your personal deck!)



After placing 2 cards in the indicated places, all those ✓ locations are still valid placements for your 3rd card, because they all allow for a 3x3 grid at the end of the game.



After placing your 3rd card, many of the valid placements from before are no longer valid.

## B. Placing a card below a dream

Place your card below a dream card. Don't completely cover previous cards placed there. The number of sheep below all card numbers should stay visible.

### Placement rules:

- You MUST follow the dream color. Place your card below a dream that matches your card color.
- There's no limit of cards below a dream
- It's ok if more than one player plays a card in the same dream. The order of the cards don't matter.

After you placed a card, buy another **from the your personal deck** (NOT from the common deck!)

**IMPORTANT:** You cannot place cards below the dreams if there are no more cards in your personal deck. That means each player will place exactly 3 cards below the dream cards.

After everyone has played and replenished their hand, a new round starts.

### Wolf cards

Some cards have a wolf  below their number instead of sheep. If those cards are played on your grid, they are played normally and count as having no sheep for some dream scoring conditions.

If you play it below a dream, they will flip the card with most sheep in that dream (including cards that were placed in the same round)

### Game end

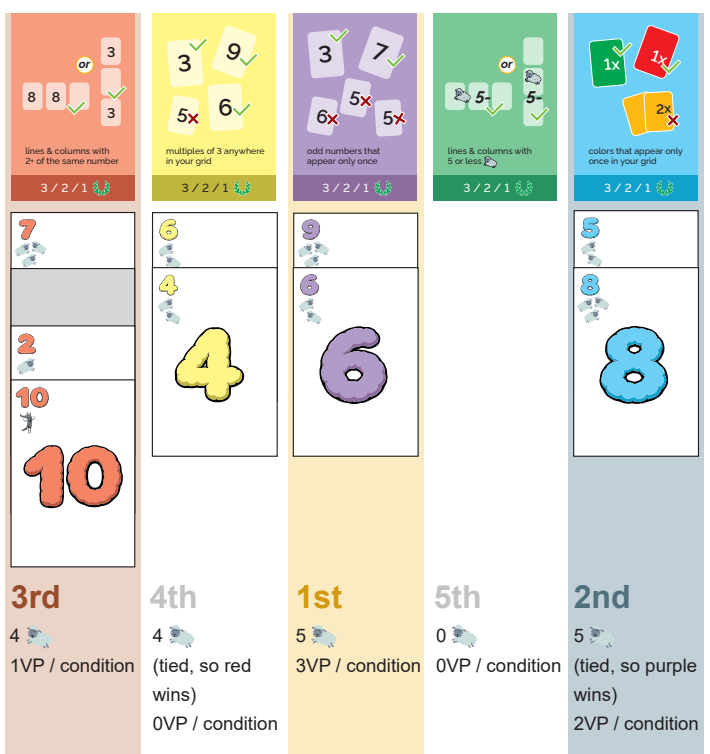
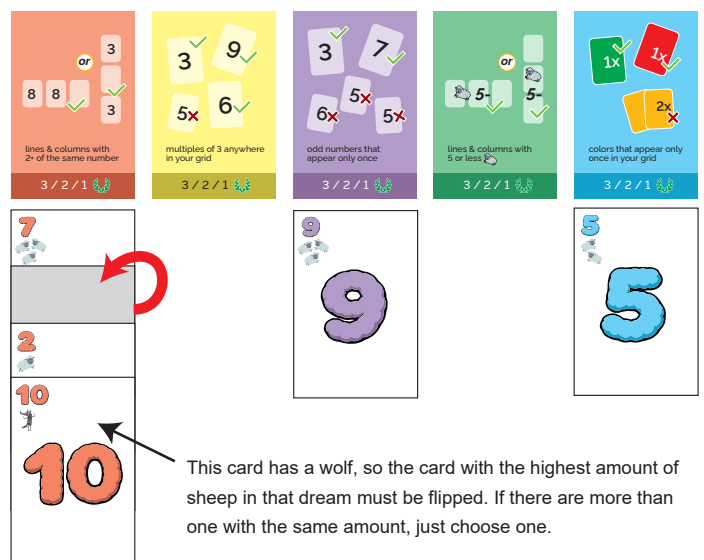
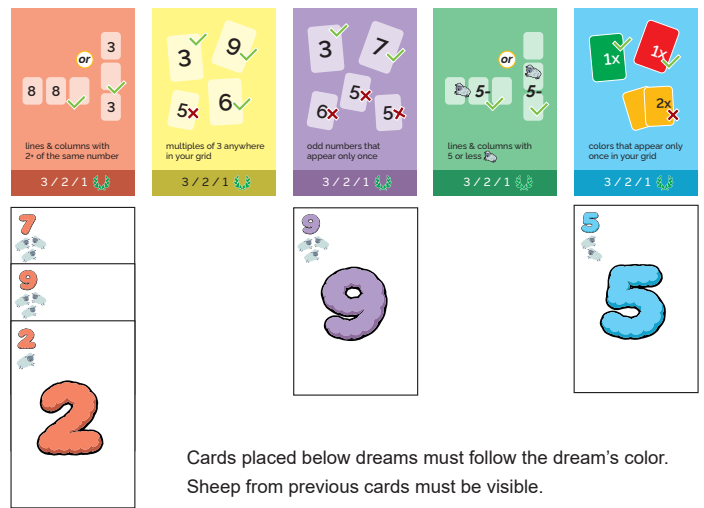
The game ends after 12 rounds, when everyone has placed exactly 9 cards in their grid and 3 below the dreams.

Players will score their grid according to the dreams that have the highest number of sheep in it.

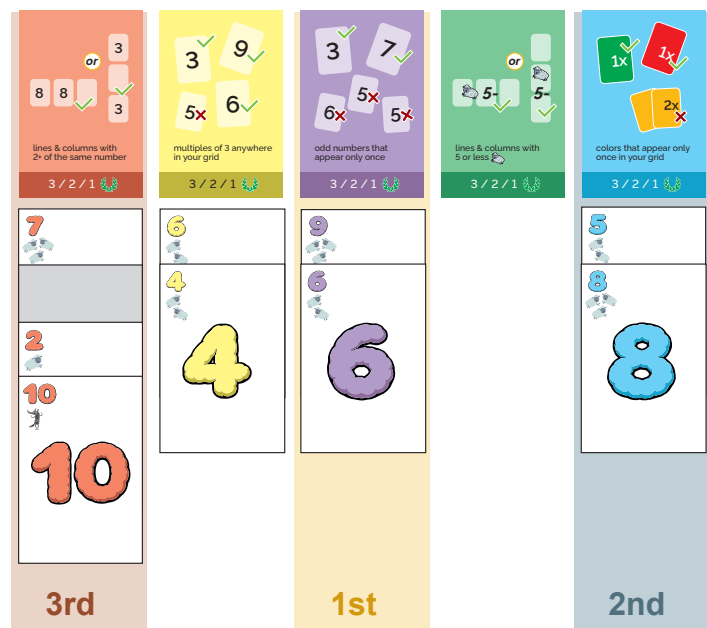
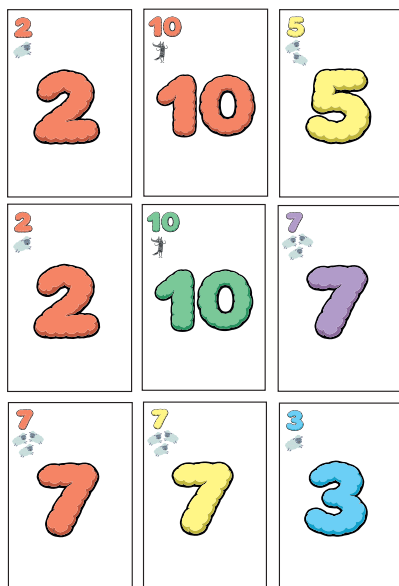
- The dream with most sheep will score 3 points for each time their condition was met in the player's grid.
- The dream with 2nd most sheep will score 2.
- The dream with 3rd most sheep will score 1.
- The other 2 dreams won't score.

If there are ties for the number of sheep in 2 dreams, the one closer to the left is considered the highest scoring of the 2.

The player with most points wins. If there's a tie, the one who scores more in the 4th dream with most sheep win. If the tie persists, use the 5th dream to untie. If players keep tied, they share the victory.



## Scoring example:



| Dreams                                                                                                                             | Your Points |
|------------------------------------------------------------------------------------------------------------------------------------|-------------|
| <p><b>1st: Purple dream</b> (3 points per condition)</p> <p>The grid has 2 odd numbers that appear only once: 5 and 3:</p>         | 6           |
| <p><b>2nd: Blue dream</b> (2 points per condition)</p> <p>The grid has 3 colors that appear only once: purple, green and blue:</p> | 6           |
| <p><b>3rd: Red dream</b> (1 points per condition)</p> <p>The grid has 3 lines or columns with 2 equal numbers:</p>                 | 3           |
| <b>Total</b>                                                                                                                       | <b>15</b>   |