

 If Wilson is hidden under this tile: **GREAT JOB! You just found him!**

Each of the players who helped Shep win one Reward token which they take from the pile. This is the end of the round.

 If Wilson isn't hidden under the Sheep tile: **too bad! You'll have to look elsewhere next turn!**

The tile is left face-up and Shep is placed on top of it.

Then it's Wilson's turn, followed by Shep, and so on.

END OF THE ROUND

The round ends as soon as one of the two following events occurs:

 **Shep finds Wilson under a Sheep tile during any of their 8 attempts.**

If this happens, the players helping Shep win the round, and each of them gets a Reward token thanks to their team's hard work.

Congratulations, no farmhouse violator is safe from you!

 **Shep turns over an 8th Sheep tile without finding Wilson.**

This means the wolf has successfully escaped!

If this happens, Wilson wins the round and gets a Reward token. Great job to him he is a master of hide and sneak!



NEW ROUND

- The player who will be Wilson in the next round is the person sitting to the left of the current wolf. This player takes the Wilson tile and places it face-up in front of them.

- All the other players will help Shep. Players take the discarded Sheep tile from the box and make a new field with the 16 Sheep tiles placed face down.

- The new Wilson starts the new round.

 Play as many successive rounds as it takes to reach the end of the game.

END OF THE GAME

- **With 2 to 3 players**, the game ends when each player has been Wilson twice.

- **With 4 to 5 players**, the game ends once all the players have been Wilson once.

Each player counts how many Reward tokens they have in front of them. The winner of the game is the person with the most Reward tokens.

In the event of a tie, the players who are tied share the victory.

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 **ROBERTO FRAGA**  **STIVO**



CONTENTS

- 16 Sheep Tiles
- 1 Wilson Tile
- 1 Shep Piece (Wooden)
- 20 Reward Tokens



INTRODUCTION

Shep is scratching his ear, thinking "**Where on earth did he go? I just saw Wilson a second ago!**"

Wilson, the mischievous wolf likes to hide from Shep and camouflages himself in a flock of sheep.

Shep, the vigilant sheepdog, is determined to find Wilson at all costs! He has to make sure Wilson doesn't cause damage to the family farm!

Wilson and Shep is a semi-cooperative, one-against-all game where one player (Wilson) hides amongst the sheep. The rest of the players work together as Shep to figure out where Wilson is hiding. Win Reward tokens for every success you achieve according to your role in the game.



OBJECT OF THE GAME

Win as many Reward tokens as possible. In order to do this and depending on your role, you must:

- **Play as Shep by looking for Wilson hidden amongst the sheep:** each turn you will move Shep to a new tile hoping Wilson is hiding underneath.

- **Play as Wilson by hiding so that Shep can't find you:** each turn you will flip 2 tiles either to get away from Shep or to fool the other player.

SETUP

1 Take the Wilson tile and place it face-up on the table next to the players.

2 Take the 16 Sheep tiles and place these face down in a 4x4 grid. This grid is the field of sheep (play area).

3 Place the 20 Reward tokens and the Shep piece near the field.

4 The last player to have seen a sheep will be Wilson for the first round. They take the Wilson tile.



HOW TO PLAY

The game is played over several rounds. In each new round, a new player is Wilson who hides among the sheep. All the other players must work together to help Shep find Wilson.

To start the round, Wilson asks their opponents to close their eyes. Then, Wilson secretly swaps one of the 16 Sheep tiles with their Wilson tile by placing the Wilson tile face down in the grid.

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Make sure no one can tell which tile has been swapped! For this, Wilson can gently rotate a few other Sheep tiles to confuse the other players.

The Sheep tile that has been removed should be placed back in the game box as it will not be needed for the rest of the round.

Once this is done, Wilson says "You won't find me!". The rest of the players can then open their eyes.

The Shep players decide together which Sheep tile they want to start on and place the Shep piece on top of this tile leaving the tile facedown.

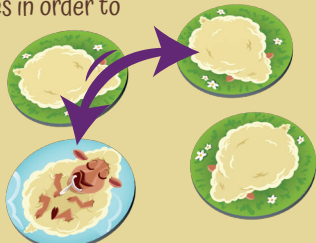
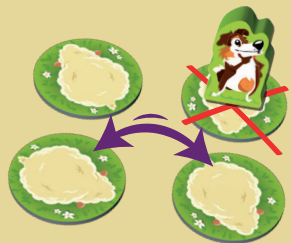


WILSON'S TURN

Wilson takes 2 tiles which are next to each other orthogonally or diagonally and swaps their position.

RULES FOR SWAPPING

- Wilson must swap 2 tiles and cannot skip a turn.
- Wilson cannot swap the tile that Shep is on.
- Wilson does not have to swap the Wilson tile, they can choose to swap 2 other tiles in order to confuse the other players.
- Wilson can also swap a tile that has been flipped over with a tile that has not been flipped over. (See SHEP'S TURN)



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SHEP'S TURN:

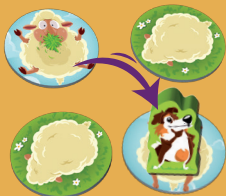
During Shep's first turn, the player to the left of Wilson moves Shep's piece onto a new Sheep tile one space away, orthogonally or diagonally.

During the following turns, players who are helping Shep will take clockwise turns.



Example: in this situation, Shep can move onto one of the 8 circled tiles.

Shep can't jump over tiles. As you advance in the game, Shep can be moved onto a Sheep tile that has already been flipped over. In that case, nothing happens and it is Wilson's turn.



If Shep is moved onto a Sheep tile that has not been flipped over, then that tile is immediately flipped face-up.

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