SHEEP SHUFFLE

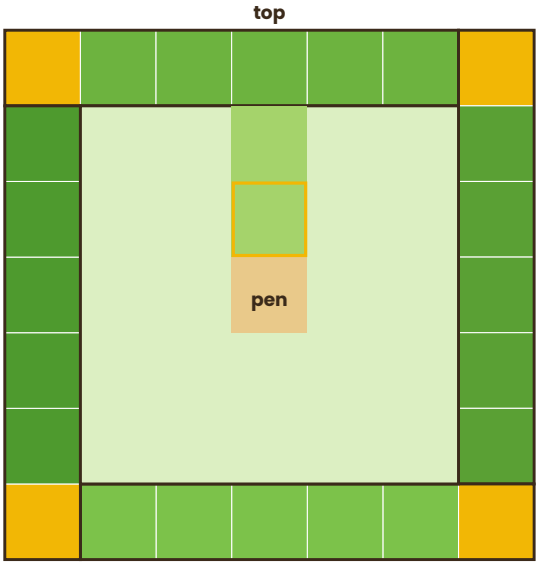
A cooperative game for 1-4 players. Herd all four sheep into the pen, together!

What you need

4 edge strips	page 3	Open-pen tile (Lamb)	page 6
Centre board	page 4	24 cards + 4 Storm cards	pages 7-10
39 terrain tiles	pages 4-6	Verse + talk-about cards	pages 10-11
10 Storm tiles (cloud mark)	page 4	4 sheep, turn tracker, marker	page 6

Setup

1. Put the centre board in the middle of the table, with the pen in the middle and the gold gate at the top.
2. Lay the four edge strips around it, like the picture. Each strip starts with a yellow corner square.
3. Shuffle the 39 terrain tiles face down (keep the cloud tiles aside unless you play Storm). Turn them over one by one to fill the 22 empty squares. Turn wind tiles so the little flower is at the top of the board. Put the rest aside unseen.
4. Wind check: if two wind arrows point straight at each other, swap one of them for an unused tile.
5. Put one sheep on each corner.
6. Shuffle the 24 cards. Deal them face up: 3 each with 1 or 2 players, 2 each with 3 or 4 players. The rest are the draw pile. Put the marker on 0 on the turn tracker.



The four strips go round the centre board.

Printing tips

- Print at 100% / Actual size, not Fit to page. Each board square should measure 38 mm.
- Thick paper or card works best (160-300 gsm). Card backs (page 12) are optional: print them on the back of pages 7-11, flipping on the long edge.
- Cut the edge strips and centre board on their solid lines, and the tiles and cards on the dashed lines.
- Glue the sheep tokens and marker onto card, coins or wooden counters so they are easy to pick up.

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On your turn, do one thing

- **Play a card:** move sheep as it shows, then discard it and draw a new one.
- **Or swap:** discard any card and draw a new one.

  Either way, move the turn marker on by 1. Take turns clockwise. Talk it over: you are all one team!

The cards

- **Up, Down, Left, Right:** move one sheep 1 or 2 squares the way the arrow points.
- **Whistle:** move one sheep 1 or 2 squares, any way you like.
- **Flock:** move one or two sheep the same way, 1 or 2 squares each.

  Sheep move in straight lines. They can share a square, but can't leave the board or go through rocks.

Terrain

- **Rock:** blocks the way. Sheep can't go onto it or through it.
- **Mud:** stops a sheep straight away. Next turn, a sheep starting on mud can only take one step out.
- **Wind:** a sheep that moves onto wind is blown one more square the way the arrow points, for free. It can then carry on with any steps it has left. If the push would go into a rock, the fence or off the board, the sheep just stays on the wind tile.

The pen

- **One gate:** the pen has one gate, at the top. Sheep can only go in by moving down from the gold gate square. The other three sides are fenced.
- **Home:** a sheep in the pen stays there. When all four are home, your score is the number of turns. Lower is better!

Levels

- **Lamb (easiest):** put the open-pen tile on the pen. Sheep can go in from any side.
- **Shepherd:** the normal game, as above.
- **Storm (hardest):** take out 6 grass tiles and add the 10 cloud tiles before you shuffle. Take out the 2 Whistle and 2 Flock cards and add the 4 cloud cards, so the deck is all arrows.

Playing alone

Solo play uses the same rules. Hold 3 cards and try to beat your best score.

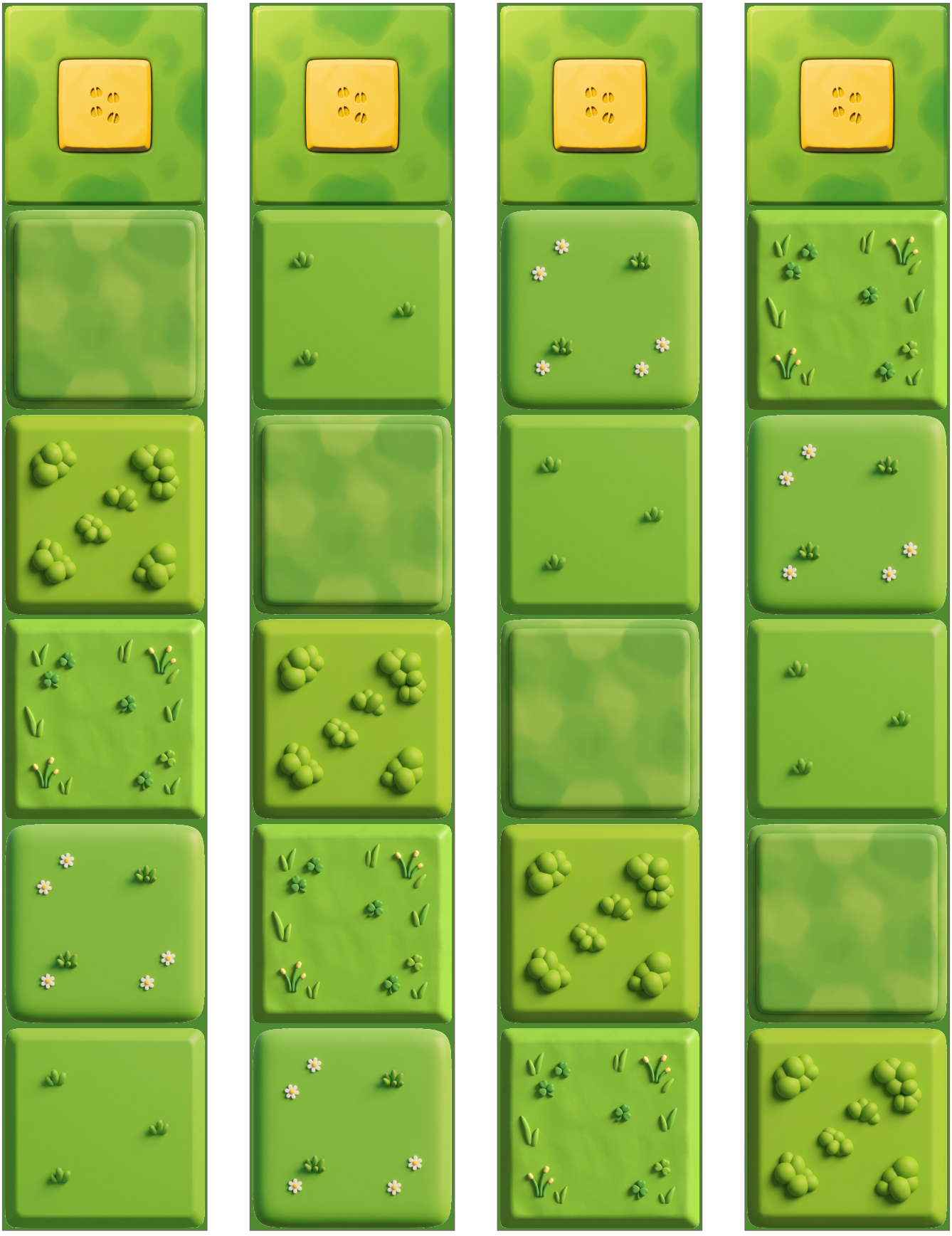
How did you do?

Write your turns on the score sheet (page 6) and try to beat your best. Then read a verse card and pick a talk-about card to chat about together.

Bible verses: Berean Standard Bible (BSB), public domain.

Edge strips (4)

Cut along the solid lines. All four strips are the same: a yellow corner square, then five grass squares.



Tip: glue the strips onto thin card first. They will lie flat and last much longer.

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Centre board

TOP



Storm tiles (10) · only used in Storm. The cloud mark shows which they are.



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Terrain tiles 1–35 of 39



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Tiles 36–39, open pen, sheep and turn tracker



Flower = this edge to the top of the board.

Open pen: Lamb level only. Lay it on top of the pen.



Turn tracker

start	1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20	21
22	23	24	25	26	27	28	29	30	31	32
33	34	35	36	37	38	39	40	41	42	43

Score sheet

Date	Level	Players	Names	Turns	Best?

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Up



Up



Up



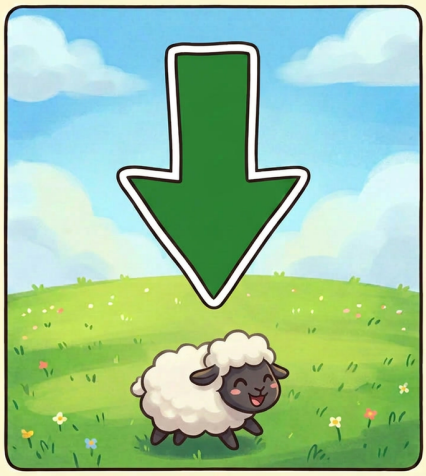
Up



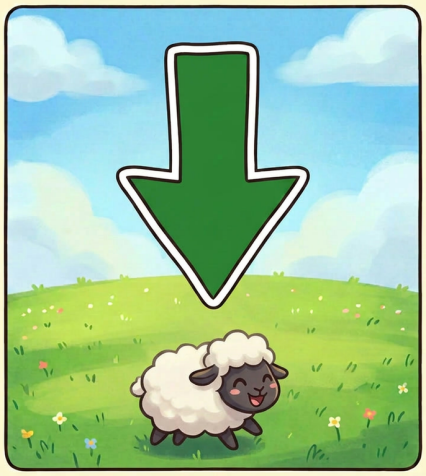
Up



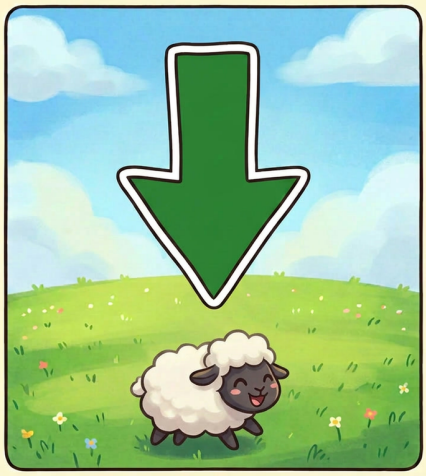
Down



Down



Down



Down

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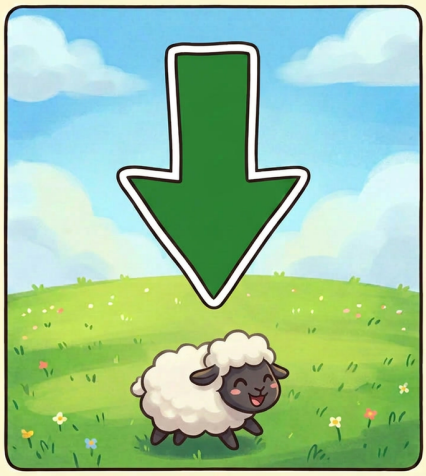


Down



Left



Left



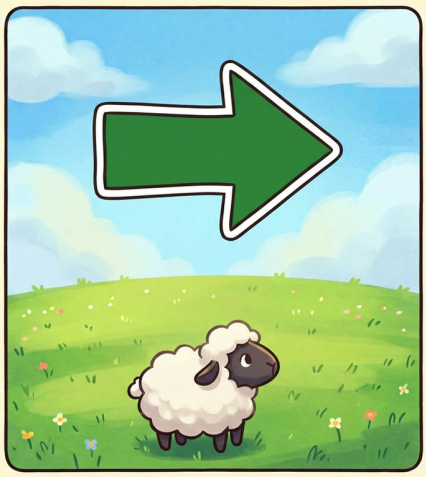
Left



Left



Left



Right



Right



Right

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Right



Right



Whistle



Whistle



Flock



Flock



Up



Down



Left

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Last Storm card, 4 quick-rules cards and 4 verse cards · cut on the dashed lines (63 x 88 mm)



Right

Quick rules

Your turn	Play a card or swap one. Then draw. +1 turn.
Arrow	1 sheep, 1 or 2 squares that way.
Whistle	1 sheep, 1 or 2 squares, any way.
Flock	1 or 2 sheep, the same way.
Rock	Blocked.
Mud	Stop. Next turn: 1 step out.
Wind	Blown 1 more square, free.
Pen	In from the gold gate only.

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Verse

"The LORD is my shepherd; I shall not want. He makes me lie down in green pastures; He leads me beside quiet waters."

Psalm 23:1-2 (BSB)



Verse

"I am the good shepherd. The good shepherd lays down His life for the sheep."

John 10:11 (BSB)



Verse

"I am the gate. If anyone enters through Me, he will be saved."

John 10:9 (BSB)



Verse

"I am the good shepherd. I know My sheep and My sheep know Me."

John 10:14 (BSB)



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2 verse cards and 7 talk-about cards · cut on the dashed lines (63 x 88 mm)

Verse

"Rejoice with me, for I have found my lost sheep!"

Luke 15:6 (BSB)



Verse

"He tends His flock like a shepherd; He gathers the lambs in His arms and carries them close to His heart."

Isaiah 40:11 (BSB)



Let's talk

Which sheep was hardest to bring home? How do you think the shepherd feels about that sheep?



Let's talk

When did someone on your team help you today? How can we help each other this week?



Let's talk

Jesus says, "I am the gate." Why do you think the pen has only one way in?



Let's talk

A sheep got stuck in the mud. When have you felt stuck? Who helped you?



Let's talk

The good shepherd knows each sheep by name. What does it mean that God knows you?



Let's talk

Psalm 23 says the shepherd leads us. Where would you like God to lead you?



Let's talk

What would happen if one shepherd tried to bring all the sheep home alone?



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Card backs (optional) · print on the back of pages 7–11, flipping on the long edge



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