

Sheeepy Time™

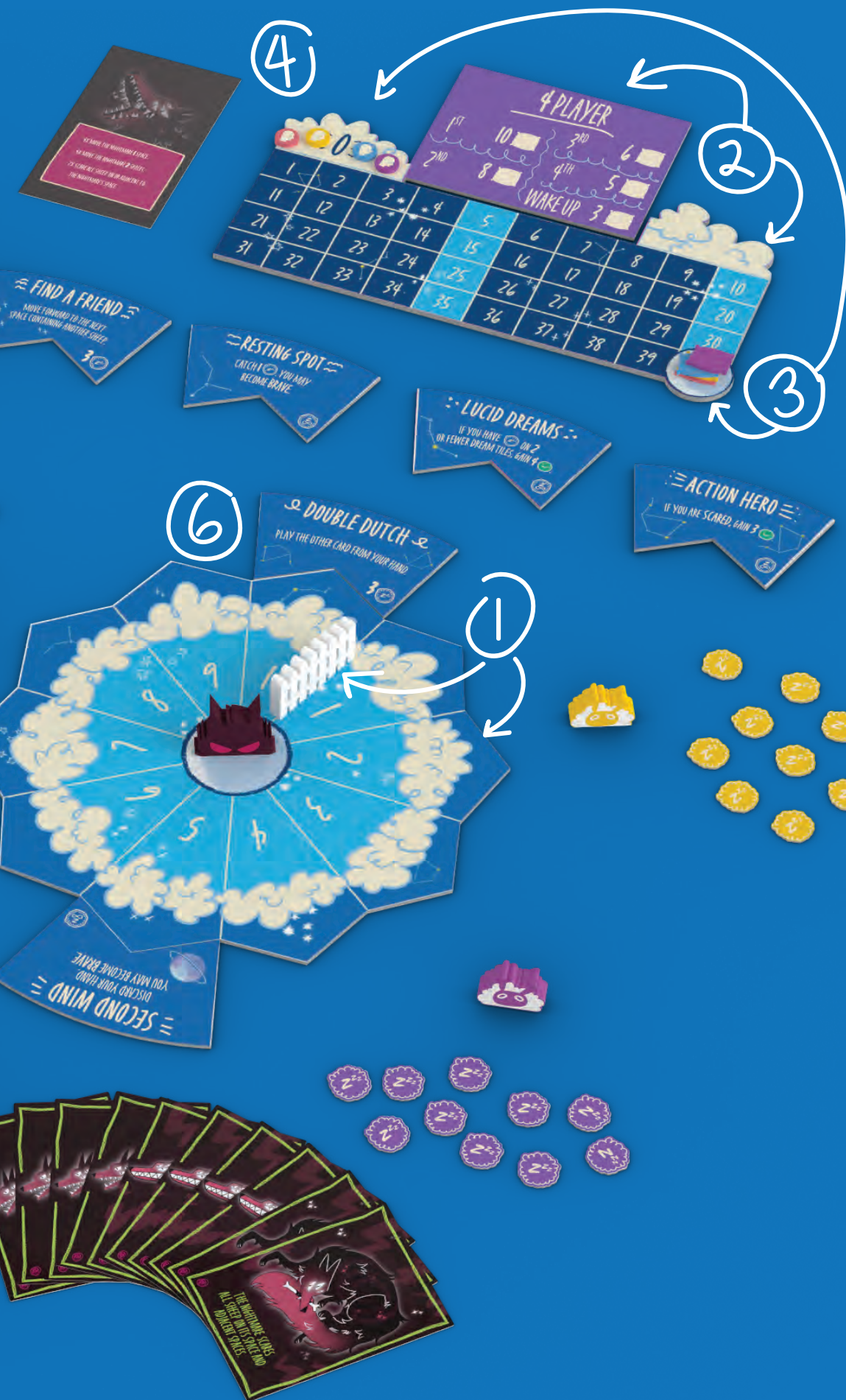
BY NEIL KIMBALL

A GAME FOR 1-4 PLAYERS
AGES 10 AND UP

YOU ARE THE DREAM SHEEP – THE SHEEP THAT PEOPLE COUNT IN ORDER TO DRIFT OFF TO DREAMLAND! EACH TIME YOU JUMP THE FENCE, YOU HELP EVERYONE FALL ASLEEP EASIER. BUT BEWARE THE NIGHTMARES THAT HAUNT THESE DREAMS AND THREATEN A RUDE AWAKENING!

PLAY YOUR CARDS RIGHT, USE YOUR ZZZS ON THE SWEETEST DREAMS, AND PROVE YOU ARE THE DREAMIEST SHEEP OF ALL!





4. Decide which Nightmare to use this game. For your first game, it is recommended that the players use the Nightmare Wolf. In subsequent games, the Nightmare can be mutually agreed upon or determined randomly. Set the Reference card for the chosen Nightmare near the Scoreboard. Place the Nightmare token in the center of the Game board.

5. Form the deck for the game by shuffling together all of the chosen Nightmare's cards with the Sheep cards, removing any cards intended for a higher number of players. For a 2-player game, use only cards marked with a "2" (in the upper-right corner), for a 3-player game, use "2" and "3" cards. For a 4-player game, all Sheep cards are used.

6. Shuffle the 30 Dream tiles and place them in a stack face-down near the Scoreboard. Reveal the top Dream tile and place it on space 5 of the Game board; reveal the next tile and place it on space 10. Then reveal 4 additional Dream tiles and place them near the Scoreboard to create the Dream tile market.


7. Whoever went to sleep the earliest last night becomes the first player. Give that player the First Sheep token. You are ready to begin!

Symbols

Sheepy Time uses some symbols to refer to different game elements. Keep an eye out for these symbols on your journeys!





ZZZ'S

These tokens are placed on Dream tiles. Removing a  will allow the player to activate a Dream tile's ability when that player lands on the corresponding space.






INFINITE ZZZ'S

The reverse side of , a  allows a player to activate a Dream tile without removing a token!






WINKS


These are similar to "victory points" in other games, but dreamier! Gaining  will move a player's  up the Scoreboard. However,  are reset to 0 at the end of each round.




PILLOW

A player's  is the goal that they are attempting to meet or surpass with their . Depending on how well you do each round, your  will drift to a lower number, making it easier to win the game!

Gameplay

Sheepy Time is played in 2 phases: The Racing Phase and the Resting Phase. In the Racing Phase, players will play cards to move around the Game board and collect . In the Resting Phase, players will add new Dream tiles to the board and prepare for the next round of racing.

Racing phase

The game begins with the Racing Phase. In the Racing Phase, players will be playing cards to move around the Game board, using Dream tiles, and jumping the Fence, with the goal of gaining the most .

At the start of each Racing Phase, all players draw 2 cards from the deck. These cards form a player's hand. Each player should look at their hand, but keep it secret from other players.

NOTE:

Whenever a player draws a Nightmare card for any reason (including at the start of the Racing Phase), they MUST immediately reveal it and resolve the instructions on the card. If multiple players have drawn Nightmare cards at the start of the phase, these cards are resolved in turn order, with each player resolving all Nightmares until their hand contains 2 Sheep cards (see page 8).

TURN STRUCTURE

Players take turns in order, starting with the player with the First Sheep Token and continuing clockwise. Each turn consists of 4 steps:

**1 PLAY
A CARD**


**2 USE
DREAM TILES**










**3 RESOLVE
FENCE CROSSING**

**4 DRAW
CARDS**

1 PLAY A CARD

The active player will choose 1 card from their hand to play face-up in front of them and resolve it.

Most cards will move a player's Sheep token a certain number of spaces. To move, a player advances their Sheep token that many spaces around the Game board in a clockwise direction starting with space 1 if that player's Sheep token is not already on the Game board. If they end their movement on a space with a Dream tile containing 1 or more of their , they may use that Dream tile (as described on page 6).

Many cards will also give players an option to catch . To catch a , a player places 1 of their  on any Dream tile currently on the board. If a player chooses to catch a , but all of their  are already on the board, they may move a  from a Dream tile to a different Dream tile (or choose to not catch any  if they are satisfied with the current placement of their tokens). Some cards allow players to catch multiple . When using such cards, a player may choose to place all of the  on a single Dream tile, or divide them among multiple Dream tiles.



WATCH YOUR STEP!



If a player moves the number of spaces indicated on their card, and lands on a space with the Nightmare token, they will IMMEDIATELY become Scared (see "Nightmare & Becoming Scared", page 8-9). Anything occurring after movement (Using a Dream tile on that space, crossing the Fence, etc) happens after the Nightmare Scares a player.

NOTE:

Some cards say "AND", requiring the player to take both actions, while others say "OR," requiring a player to choose between moving their Sheep token or the other effect listed on the card.

2 USE DREAM TILES


If a player lands on a space with a Dream tile (due to movement from either a card effect or another Dream tile) containing 1 or more of that player's , that player may remove 1  (returning it to their supply) to use the ability of that Dream tile.

If a player has a  on a tile, it can never be discarded or moved from that tile for any reason. When a player lands on a Dream tile where they have a , they may use the ability without removing any tokens from the tile.

BEWARE!!

If the effect of a Dream tile causes a player to land on a space with the Nightmare token, they will IMMEDIATELY become Scared (see "Nightmare & Becoming Scared", page 8-9). Anything occurring after movement (Using a Dream tile, crossing the Fence, etc) happens after the Nightmare Scares a player.

NOTE:



A player may use multiple different Dream tiles in a single turn if a Dream tile allows that player to move to a different space with another Dream tile. However, a player cannot use the same tile multiple times in the same turn, even if they have multiple  there.

EXAMPLE



1. The Yellow Sheep plays a card and chooses to move 3 spaces with it.



2. Because the Yellow Sheep ends their movement from their card on a space with a Dream tile with their  on it, they choose to remove their  to use the Dream tile, which moves them 1 space forward.

3 RESOLVE FENCE CROSSING

If the active player's movement during a turn causes them to cross the Fence between spaces 10 and 1, they perform the following steps each time they do so (otherwise continue to step 4: Draw Cards):

1. The player gains 5 🍀.
2. The player decides whether they would like to continue taking turns this round or Call It A Night and retire for the round.

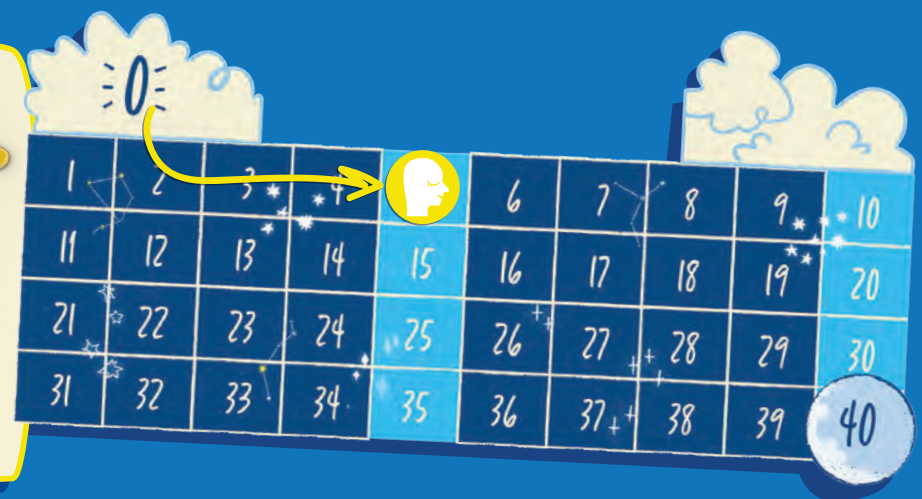
Crossing the Fence can ONLY be done in a clockwise direction. Players may not move backwards over the Fence (from 1 to 10) under any circumstances, even if a Dream tile would cause them to do so. If a player would move backwards over the Fence, they instead stay on space 1.

When a player Calls It A Night, they place their Sheep token in front of them and discard their hand. They no longer draw or play any additional cards and are skipped in the turn order until a new Racing Phase begins. However, they are also safe from the Nightmare for the rest of the Racing Phase. Knowing when to Call It A Night and when to go for another lap is key to victory!

NOTE:

A player may only Call It A Night immediately after crossing the Fence. If they choose to continue, they will not be able to Call It A Night until they complete another lap around the Game board and cross the Fence again.

EXAMPLE



3. Since the Yellow Sheep crossed the Fence this turn, they gain 5 🍀. The Yellow Sheep could choose to Call It A Night here, but instead decides to continue on.

4. Finally the Yellow Sheep draws a card so they have 2 cards in hand again. On to the next Sheep!

4 DRAW CARD

Once the above steps are complete, if the active player did not Call It A Night during step 3, they draw cards from the deck until they have 2 cards in hand. Players who Call It A Night do not draw cards for the remainder of the round. Usually, this step causes a player to draw 1 card, but due to the effects of certain Dream tiles, it is possible for a player to have no cards in hand. If this is the case, the player will draw 2 cards instead.

If a player draws a Nightmare card, they **MUST** reveal and resolve the instructions on it. Then they continue drawing until they have 2 Sheep cards (Non-Nightmare cards) in hand. Once the player has drawn for the turn, they announce that their turn is over and play passes to the next player in turn order.

If the active player is the only Sheep currently playing in the Racing Phase (because all other Sheep have either Woken Up or Called It A Night), they must reveal the top card of the deck before drawing their cards for the turn. If the revealed card is a Nightmare card, the instructions on the card are resolved and the card is discarded and a new card is drawn. Otherwise, the player simply discards that card with no effect, and continues to draw as normal.

NIGHTMARE & BECOMING SCARED

The Nightmare can be scary, so be careful!

Whenever a player draws a Nightmare card for any reason (including at the start of the Racing Phase), they **MUST** immediately reveal it and resolve the instructions on the card. The most common instruction is to move the Nightmare.

There are 2 different types of movement that Nightmares may make:

1. MOVE

When a card instructs the Nightmare to MOVE, The Nightmare token moves the same way as a Sheep, but does not use Dream tiles.

If a Nightmare moves **ONTO** a player's space during ANY part of its movement, that player becomes Scared and must lay their Sheep token on its side to mark this.

2. JUMP

When a card instructs the Nightmare to JUMP, it does not move onto or through any spaces in between its current space and its destination (the space that it is instructed to jump to). Only players who are in the exact space that the Nightmare jumps to will become Scared. Players in the spaces between the original space and the jump destination are not affected.



"I NEED TO CROSS THE FENCE AGAIN BEFORE THE NIGHTMARE DOES!"



Being Scared is indicated by a player having their Sheep token knocked over on its side. Being Scared has no specific drawback, but if a player is Scared, and then would be Scared a second time, instead that player Wakes Up. When a player Wakes Up, the following steps occur:

- The player places their Sheep token in front of them.
- They return their 🧠 to the 0 space on the Scoreboard.
- They discard their hand.

Players who Wake Up take no further turns during that Racing Phase.

Some Dream tiles will allow a player to “become Brave.” This stands a player’s Sheep token back up, and they are no longer Scared. Keep an eye out for these tiles if you’re afraid of Waking Up!

If the Nightmare crosses the Fence, then ALL players who have not already Woken Up or Called It A Night immediately Wake Up, and the Racing Phase ends. Try to cross the Fence and Call It A Night before the Nightmare does!

NOTE:

A player becomes Scared if they end their movement directly on the same space as the Nightmare. However, a player may move past a Nightmare without becoming Scared!






EXAMPLE



The Blue Sheep draws this Nightmare card, which moves the Nightmare 1 space forward! Because it moves on the Blue Sheep’s space, they become Scared and knock their Sheep token over.

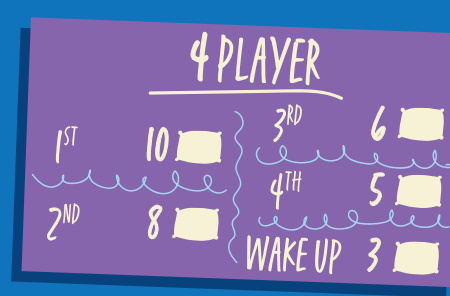
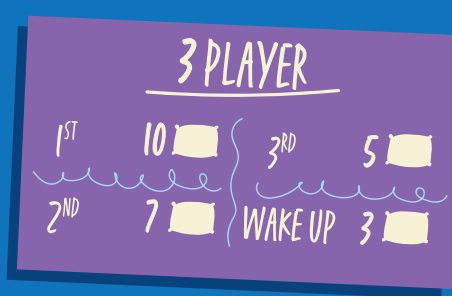
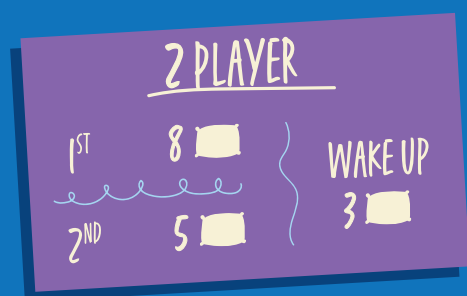





END OF ROUND & WINNING




The Racing Phase ends when all Sheep have either Called It A Night or Woken Up. This may occur naturally through each player either Waking Up or choosing to Call It A Night, or it may occur when the Nightmare crosses the fence, which immediately causes all players still playing to Wake Up.


When the Racing Phase ends, check the Scoreboard for a winner: If any player's  is at or past their , they win the game! If multiple players would win, the player whose  is furthest past their  wins. If players are still tied, the player who gained the most  in the final Racing Phase wins. If still tied, the tied players share the victory!

If no one has won the game, each player lowers their  on the Scoreboard based on their placement in  collected this round, per the Pillow Reference card:




If multiple players are tied for the same number of , they all get the higher result (i.e. multiple players can move their  based on Most ).

Then the player whose  is on the highest number (i.e., the player whose  has moved the least) takes the First Sheep token. If multiple players share the highest  value, the First Sheep token is given to the player involved in the tie that is closest to the right of the current First Player.

Once scoring is completed, players reset the board as follows: All players place their Sheep tokens in front of them. Return the Nightmare to the center of the Game board. Return all players'  to 0. Return all cards that were played, discarded, or in players' hands to the deck and shuffle the deck thoroughly. Now the game moves to the Resting Phase!

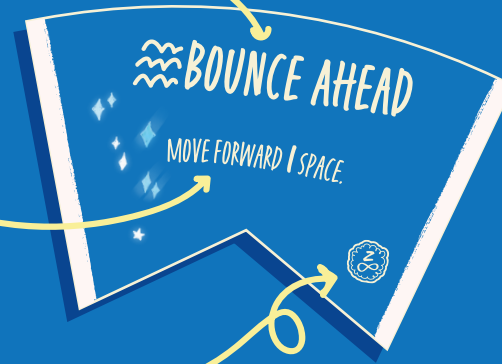


NOTE:


All wooden components (Sheep tokens, the Nightmare token, and ) and cards should now be returned to the same places as they were at the beginning of the Racing Phase.

DREAM TILE ANATOMY

- 1 Name
- 2 Tile Ability
- 3 Placement Bonus






Resting phase

In the Resting Phase, players have an opportunity to dream up new strategies by adding new Dream tiles and  to the game board.

Beginning with the player who has the First Sheep token and continuing clockwise, each player chooses 1 of 2 options:




ADD A NEW DREAM TILE TO THE BOARD


A player who chooses this option will pick 1 of the 4 face-up Dream tiles in the market and place it on any empty space of the Game board. The bottom-right corner of the tile will instruct the player to either place 3 of their  on that Dream tile or place a  on it. Finally, the player refills the Dream tile market from the unused stack, ensuring there are still 4 options available to the next player.

If all 10 spaces already have Dream tiles, a player cannot choose this option and must instead Catch 2 .

OR

CATCH 2 ONTO DREAM TILES

A player who chooses this option will place 2  onto Dream tiles on the game board. These  can be divided in any way they choose (2  on 1 Dream tile or 1 each on 2 different Dream tiles).

Once all players have had an opportunity to either add a new Dream tile or catch , the round is complete and players return to the beginning of the Racing Phase. Continue alternating Racing Phases and Resting Phases until a player wins the game!



TURNS EXAMPLE

1



The Yellow Sheep takes their turn. They play a card that says "Move 3 Spaces OR Catch 1". The Yellow Sheep chooses to move 3 spaces, landing on space 10.

2



Space 10 has the Dream tile "Bounce Ahead" and the Yellow Sheep has a there, so they decide to use the Dream tile. The Yellow Sheep removes the to use the tile, moving them forward 1 space and over the Fence. The Yellow

Sheep is now on space 1, and uses the Dream tile "Moonwalk" there. They have a there, so they don't remove a token from the Dream tile to use it. Moonwalk would normally move them backward 2 spaces, but a player may never move backward over the Fence. Instead, the Yellow Sheep only gains 2 from the effect. Because the Yellow Sheep crossed the Fence this turn, they gain 5 more and decide whether to Call It A Night or keep going. They decide to keep going and draw up to having 2 cards in hand. They didn't draw a Nightmare card, so it is now the next player's turn.

3



The Blue Sheep plays a card that says "Move 2 Spaces OR Catch 2". They choose to catch 2, putting 1 on Bounce Ahead and 1 on Moonwalk. Even though the Blue Sheep is on Bounce Ahead and now has a there, they do not get to use that

Dream tile because they did not move and land there this turn.

4



The Blue Sheep draws a new card, but it's a Nightmare! The Nightmare card moves the Nightmare token forward 1 space, which causes it to land on the same space as the Blue Sheep, causing the Blue Sheep to

become Scared and place their Sheep token on its side. The Blue Sheep needs to draw another card to replace the Nightmare they drew and immediately played, but this new card is not a Nightmare so it is now the next player's turn.

5



The Purple Sheep plays a card that says "Move 4 Spaces OR Catch 1". They choose to move 4 spaces, crossing the Fence and landing on space 1. Because the Purple Sheep

does not have any on space 1, they cannot use the ability on that tile. They do gain 5 from crossing the Fence and may choose to Call It A Night.

6



The Purple Sheep is cautious, so they Call It A Night, discarding their hand and placing their Sheep token in front of them.

They no longer draw cards or take turns this Racing Phase, but at least they are safe from the Nightmare! It is now the next player's turn.

Solo Rules

To play *Sheepy Time* solo, the player has as many rounds as they need to get their 🐑 to their 🏠 and score points! The game plays the same as above, with the following changes:

SETUP

Remove the following Dream tiles from the game before shuffling: Catch Up, Copycat, Racing Rival, Sweet Dream, Shortcut, and Find a Friend. Use all the 2 player Sheep Cards.

RACING PHASE

As the player is always the only Sheep, they must always reveal the top card of the deck before drawing (as described in Step 4: Draw Cards).

END OF ROUND & WINNING

If a player's 🐑 is at or above their 🏠 when they Call It A Night, the solo game ends and they move to Solo Scoring below. When a round ends and the player has not gotten their 🐑 to (or past) their 🏠, instead of moving a player's 🏠 normally, the player moves their 🏠 down 1 for every 5 😴 that they gained during that Racing Phase. If the player is forced to Wake Up, their 🏠 does not move.

RESTING PHASE

After the player has added a new Dream tile or added 🕒 to Dream tiles, they take the top Dream tile of the stack and place it on the lowest numbered space without a tile. No 🕒 are added to the tile when placing it this way.

SOLO SCORING

To calculate a player's solo score: The player scores equal to the number of 😴 that they gained, adds 2 points for every 5 spaces they moved their Pillow down, then subtracts 5 points for each round they played. See how the sheep stacks up!

SOLO SCORING

5 😴 = 1 🏠

WAKE UP = 0 🏠

9 OR LESS POINTS: Restless Sleeper...

10-19 POINTS: Solid Snooze.

20-29 POINTS: Amazing Dreaming!

30 OR MORE POINTS: The Dreamiest Sheep!!!

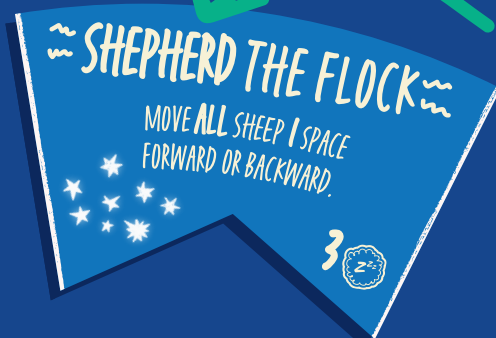


DREAM TILE CLARIFICATIONS



MOONWALK: A player still gains the even if they move fewer than 2 spaces with the effect (for example, if they try to move backwards across the fence, which is not allowed).

DREAM JOURNAL: A player may take this action if they are already Scared. The effect would cause the player to flip a to its , and would immediately cause the player to Wake Up.



SHEPHERD THE FLOCK: Other Sheep moved by this cannot use any Dream tiles that they land on due to this Dream tile's text, but they do become Scared if they move onto the Nightmare. If this Dream tile causes another player to cross the Fence they do gain 5 and may choose to Call It A Night at that time, even if it is not their turn.



RESTING SPOT/STEP BACK/SECOND WIND: A player may still use this Dream tile even if they are already Brave.

DOUBLE DUTCH/SECOND WIND: At the end of the player's turn they will draw 2 cards.

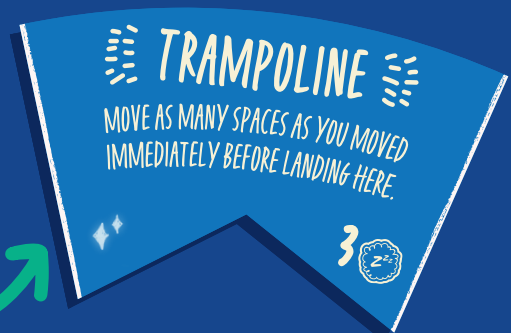
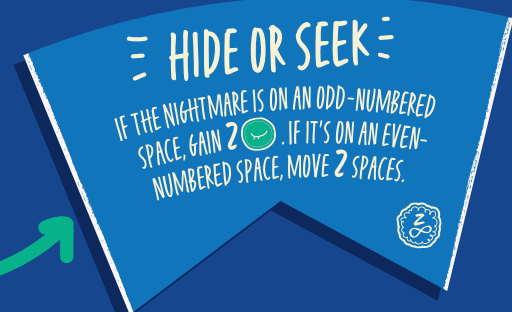


RUUUUUUN!/SHORTCUT/FIND A FRIEND: If the closest target for this Dream tile is on a lower numbered space, that's fine: the player still gets to cross the Fence! If the closest target for this Dream tile is the active player's own space or if there is no target, the player does not move.



HIDE OR SEEK: If the Nightmare is not on any space, a player activating this Dream tile gets no benefit.

TRAMPOLINE: If a player moved with both a card and a Dream tile before using Trampoline, the player only moves a number of spaces equal to the amount that the previous Dream tile moved them. Player's move in the same direction as they moved onto this Dream tile.





RACING RIVAL: A player using this Dream tile will check the number that the player who went before them currently occupies in order to determine how far to move.

Example: The Purple Sheep uses **Racing Rival**. The Yellow Sheep sits to their right, so they check what space the Yellow Sheep token is on. Because it is on space 8, the Purple Sheep moves 8 spaces from **Racing Rival**.

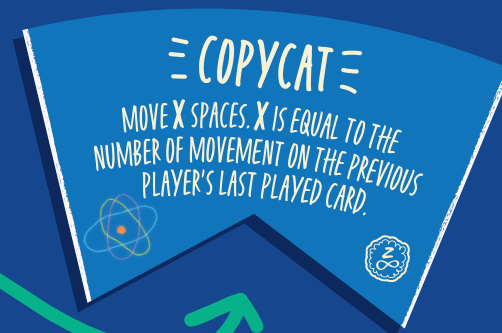


PIPE DREAM: The player may use a combination of card movement and movement from other Dream tiles to reach the total of the 8 or more spaces of movement.



RUSH AHEAD: If a Nightmare card is played, resolve the Nightmare card, but do not play another card.

COPYCAT: Do not count Nightmare cards. Even if the previous player did not use their card to move, the movement value of that card is still used. "Previous player" refers to another player who took their turn immediately before this turn.



BIG STASH: The player must spend from this Dream tile before gaining. count for gaining, but are not removed. count as a single during calculations.



LONE SHEEP: Dream tiles within 2 spaces count, even tiles that are across the Fence. If this tile is on Space 2, a player cannot have on 10, 1, 3, or 4, in order to gain 3.



RECURRING DREAM: The player must spend from this Dream tile before gaining. count as a single during calculations.



SNOOZE MOVES: The player must spend from this Dream tile (returning it to their supply) before calculating the movement from the Dream tile in the same direction.



"HOW DO THESE WORK AGAIN?"



Credits

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Special Thanks

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