



As a shepherd, you can rest the whole day, lying in a tree's shadow, listen to the bird's singing and enjoy the beauty of nature. Meanwhile, your dog takes care of the herd and keeps them together. But only if you have normal sheep!

The shepherds from Cilesen village are not lucky like this. Because they have Moemmen. These are intelligent sheep, and they have a lot of fun teasing the shepherd all the time. Especially when it's time to shear, they like to run away and gather at the village's meadow. So, go and catch them. And just now, Benny, the village's stray dog, comes around and scares them all away ...

THE IDEA

The players are the shepherds and try to catch the Moemmen. The four different colors are different herds. The table is the village's meadow, where some Moemmen gather. Each shepherd tries to collect six Moemmen of one color and can change his collected color anytime.

If Benny, the stray dog appears, he will scare the Moemmen away and new ones gather. But if Tim, the shearer appears, the Moemmen will be sheared and players have to take sheared Moemmen on their hands.

THE GAME

... consists of four colors with each:
 12 Moemmen with plus-values (un-sheared Moemmen),
 2 Moemmen with negative-values (sheared Moemmen),
 plus 4 „Benny the stray-dog“ cards and 4 „Tim, the shearer“ cards.

You will also need a pen and paper to write down the scores, since the game will be played for more than one round.

Goal of the game is to get 6 un-sheared Moemmen = plus-values on your hand. Show them immediately and the round is over.

PREPARATION

Shuffle all the cards face-down and give 6 to each player. Each player takes his cards on his hand. Put 5 cards face-up in the middle of the table. Put the rest face-down next to it as the draw-stack.

GAMEPLAY

Player's take turns in a clockwise fashion. When it's your turn, you can do the following actions:

First, if you want, play a special-card (Tim or Benny). Then, swap a card if you want, or, pass to the next player.

SWAP A CARD

Put one of your cards on the table and take another one from the table instead. You can even put Tim or Benny there.

Attention: If you put a negative-value-card on the table, you have to take a positive-value card OF THE SAME COLOR. If there is no positive-value-card of the same color, you can not swap your negative-value-card.

Try to get 6 positive-value-cards of the same color on your hand, to end the round.

PASS

In case you can not make any useful swap, you can pass to the next player.

PLAY A SPECIAL CARD

Before you swap a card, you can play a special-card (Tim or Benny), if you have one:

BENNY, THE STRAY DOG

Play Benny and say „bark bark“. Draw a new card from the draw-pile, so you have 6 cards again.

Benny scares away the Moemmen - Put the Benny-card together with the 5 cards on the table face-up on the discard-pile, next to the draw-pile.

New Moemmen gather - Draw 5 new cards and put them face-up in the middle of the table.

Now it's still your turn and you can play another Benny-card, or play a Tim-card, or swap a card or pass to the next player.

TIM, THE SHEARER

Play Tim and say „Moemmen“. Draw a new card from the draw-pile so you have 6 cards on your hand again.

The shearing starts - You can now swap a card, with the special rule that you can put down a negative-value-card and take ANY COLORED positive-value-card for it. It does not have to be the same color as usual.

After that, it's the next player's turn and he HAS TO put down a positive-value-card (or a Benny-card or a Tim-card) and take a negative-value-card instead.

This continues until either all players except you have taken a negative-value-card or there are no more negative-value-cards on the table, whatever happens first. Then it's the next player's normal turn. The next player is the one after the one who has taken the last negative-value-card.

Attention: If there is no negative-value-card on the table and you also don't put one there, you can not play Tim, because the other players can not take negative-value-cards then!

EXCEPTIONS

In case there are three or more negative-value-cards on the table, you may discard them all and draw 5 new ones instead when it's your turn. Like a Benny-action, but without a Benny-card. You can, but you don't have to.

If all players pass and don't swap, you also exchange to 5 new cards.

END OF THE GAME

As soon as one player has 6 positive-value cards on his hand, he shows them openly and the round is over. The score will be counted as follows:

Each player chooses a color and adds up his positive-values of this color. The positive-value-cards of his other colors count as one negative point each card. All negative-value-cards on your hand count their indicated value, regardless of their color. Tim and Benny on your hand count as 3 points minus each.

Write down the scores and add them together. The player who gets 100 points (or any other sum you agreed on before) wins the game.