INTRODUCTION
It’s up to you to be a champion rustler, playing Wallace, Gromit, Wendolene, Shaun the Sheep, Feathers McGraw or Preston, and move around town seeking out and rustling as many sheep as you can. Lead them in long lines safely back to your home or, if you’re the evil Feathers or Preston, to your sinister factory. But remember, rustling sheep is a ‘gambol’ and you are always at risk of losing your flock – either by being FLEECED by another rustling rascal, being ‘nicked’ by the Police or by simply forgetting to blow your sheep whistle. However, if with a little cunning (or just ‘shear’ luck) you manage to lead sheep home, finally they are yours and safely rustled.

The Game Ends when all 40 sheep are rustled off the board. The winner is the player with the highest value of sheep rustled home.

HAPPY RUSTLING!
SETTING UP THE GAME
Shuffle the seven Sheep Hideout Cards and, keeping their values hidden, place them in the Sheep Hideout Envelope and put to one side.

Place one white sheep on each Sheep Hideout on the board (i.e. Post Office, Cinema, Town Hall, Museum, Fish & Chip Shop, Church and Pub - but not the Police Station). These sheep indicate unopened Sheep Hideouts, where any number of sheep may be hiding.

Put the rest of the sheep in the Sheep Dip bag.

Shuffle the Cheese Cards, placing the deck face down in its designated spot.

Choose a Character Piece and place it in the appropriate Home. This is your starting position, and the destination to which you must lead your sheep before you can claim them.

Roll dice to determine which player starts.

CHARACTERS AND THEIR HOMES
Wallace.......................... Wallace’s Cheese Shop  Shaun the Sheep.......................... Shaun’s Field
Gromit............................ 62 West Wallaby Street  Preston......................... Preston’s Dog Food Factory
Wendolene..................... Wendolene’s Wools  Feathers McGraw .... Feathers’ Glue Factory

CHEESE CARDS AND SQUARES
As you move around the board you will occasionally land on Cheese Squares. You must then pick up a Cheese Card; they will help you in your rustling. But beware! Some are Hard Cheese Cards and ‘baaaad’ news, especially if you’re leading sheep.

Pick up Cheese Cards from the top of the Cheese Card pile and follow the instructions on the card.

Most Cheese Cards are useful and may be saved for use on your next turn or later, but Hard Cheese Cards must be obeyed immediately. Anti-Rustle Cards however, may be kept and used when another player tries rustling sheep from you.

You must not hold more than five Cheese Cards. When you already have five and pick up another, either replace it under the pile, or keep it and discard another.

OPENING A SHEEP HIDEOUT
At the start of the game all sheep are hiding in Sheep Hideouts. Here’s how to find them:

First you must hold a ‘Key’ Cheese Card - showing a key to an unopened Sheep Hideout (indicated by the white sheep placed on it).

Moving the full number rolled, or using a ‘Jump to…’ Cheese Card, you must land on the ‘Key’ Square (i.e. the doorstep) of that Sheep Hideout.

Present your ‘Key’ Cheese Card and put the white sheep from that Hideout into the Sheep Dip bag.

Take a Sheep Hideout Card from the Sheep Hideout Envelope, revealing to all players the number of sheep hiding inside.

Without peeping, take that number of sheep from the Sheep Dip bag and place them on the Village Green. You may then, in the same turn, attempt to Rustle those sheep (along with any others already on the Village Green) following the Rustling Procedure.

NOTE : Even though you have opened a Sheep Hideout you can choose, if you prefer, not to rustle those sheep (e.g. if you feel there aren’t enough).
Moving Around The Board

There are three modes of moving your character piece around the board that you will use repeatedly throughout the game:

1. Without Sheep - moving just your character

One die is normally rolled per turn (or you may use a ‘Roll 2 x Dice’ Cheese Card any time). You may move your character in any direction around the board and jump over any number of characters or sheep, skipping the spaces they occupy.

You must move the full number shown on the die (or dice). If you roll a six (or double), you may roll again. But more than three times in a turn means you must go to the Police Station and miss a go.

You may jump to other places on the board at the start of your turn if using a ‘Jump to...’ Cheese Card. You may then continue to Rustle or open a Sheep Hideout in the same turn if the situation allows.

2. Rustling - the act of stealing sheep

You can Rustle sheep from either of 2 sources:

A. Village Green - Sheep accumulate here throughout the game and may be rustled by any player (If there are no sheep on the Village Green see Open a Sheep Hideout).

OR

B. Another Player – As other rustlers lead their sheep home, attempt to rustle from their line as they do so.

Rustling Procedure

First your character must land on a space adjacent to a sheep (having moved the full number rolled or jumping there using a ‘Jump to...’ Cheese Card). You do not need a Cheese Card to rustle.

For rustling from the Village Green – Land on any space surrounding the Village Green, including corner squares.

For rustling from Another Player – Land on a space adjacent to any sheep in another player’s line.

If you want sheep to follow YOU MUST BLOW YOUR SHEEP WHISTLE ON EACH TURN YOU ATTEMPT A NEW RUSTLE! Failure to do so means you move your character, but the sheep stay where they are.

2 x dice are rolled each time you attempt a new rustle. The number you roll is not only the number you move, but also the number of sheep you’ve rustled -

Great Rustle - If the number rolled is equal to or greater than the number of sheep at the source, you’ve rustled the whole lot. Move your character the full number rolled and take all the sheep available, placing them in line following your character, one sheep on each space.

Rubbish Rustle - If instead, you roll less than the number of sheep available at the source, you’ve only rustled some of them. Move the full number rolled taking only that number of sheep (you choose which sheep). Place them behind your character, as above. All sheep remaining ‘hoof it’ immediately to the Village Green (unless, of course, they are already there).

You may only rustle once in a turn, and from only one source. You cannot rustle if you already have sheep-in-tow, unless you Abandon Sheep first (see Abandon Sheep).

When Rustling you cannot jump over other characters or sheep.

NOTE: When you roll a double, add the consecutive dice rolls together to determine the number of sheep rustled in that turn.
3. LEADING SHEEP - having already rustled them

As with Rustling, if you want sheep to follow YOU MUST BLOW YOUR SHEEP WHISTLE ON EACH TURN YOU ARE LEADING SHEEP! Failure to do so means you only move your character, whilst your sheep-in-tow ‘hoof it’ immediately to the Village Green.

One die is normally rolled per turn (or you may use a ‘Roll 2 x Dice’ Cheese Card any time).

You may move your character in any direction around the board, making your line of sheep follow in your exact footsteps, one sheep on each space.

When leading sheep, as with Rustling, you can’t jump over other characters or sheep. Neither can you use a ‘Jump to…’ Cheese Card (unless you Abandon Sheep - see below).

If the route you wish to take is blocked and you can’t go another way; you may count up to the obstruction and stop without moving the full number rolled. If you’re completely unable to move forward you will have to wait until a path clears.

If you roll a six (or double) you may roll again. But more than three times in a turn means you must go to the police station and miss a go, whilst your sheep-in-tow ‘hoof it’ to the Village Green.

You can ABANDON SHEEP on any turn. You may want to rustle a larger flock than your own or jump to another square using a ‘Jump to…’ Cheese Card. If so shout ‘ABANDON SHEEP!’ and send your existing sheep-in-tow to the Village Green, continuing your turn in Moving without Sheep mode. You may attempt a new Rustle in the same turn.

LEADING SHEEP HOME

You must lead sheep to your own Home.

Once your character lands on Home, continue shunting your line of sheep in as the dice roll allows.

You may claim each sheep as successfully rustled when, and not until, it reaches your Home space.

Any sheep-in-tow that have not reached Home by the end of your turn, and remain on the path, are still rustle-able by other players.

Your character must stay at Home until all your line of sheep are in, continuing your quest for more sheep on your next turn.

The Game Ends when all 40 sheep are rustled Home. Players then add up the value of their rustled sheep (each sheep has a value printed on its underside)

The winner is the player at the end of the game with the highest value of sheep rustled Home.

POLICE STATION

If, when leading sheep, you draw a ‘Caught Sheep Rustling!’ Hard Cheese Card you must go immediately to the Police Station and miss a turn, whilst all your sheep-in-tow ‘hoof it’ to the Village Green.

To get out of jail without missing a turn – You may bribe the police. Pay one sheep (to the Village Green).

PENALTY!

If you blow your whistle out of turn – lose one sheep to the Village Green.

For more information visit: www.wallaceandgromit.com/fleeced

Created by Nick Park, Board and box illustrations by Bill Kerwin, Game pieces sculpted by Debbie Smith, Developed in association with Corgi International © and TM Aardman/Wallace & Gromit Ltd 2007