

Sheep-Me-Home

Game Objective:

Reunite the baby sheep with their family in the red barn. The baby sheep will travel through a cold, snowy field and a prickly cactus forest on their way home. Roll the dice to move the baby sheep along the trail. Each turn players will throw the baby sheep's older siblings at the "Sheep Tournament Wall" to score points that will move your baby sheep bonus spaces in the same turn, players will also win the prizes in each cup. The first player to reach the barn win an extra special prize of their choice.

At the end of the game, if there is a tie, players will throw the bonus ball at the "Sheep Tournament Wall" three times. Player with the most points after three turns wins.

Bonus Rounds and Spaces:

- **Cups:** Each cup is worth a different amount of points.
- **Red Spaces:** If you land on a red space, throw your sibling sheep at the "Sheep Tournament Wall" as normal, but also use the "Bonus Sheep Tower" to score more points and move that many additional spaces.

Chalkboard: Record your launch points on the chalkboard.

Dice: Roll the dice to move your baby sheep.

2-3 players. 😊