

Sheep Meadow

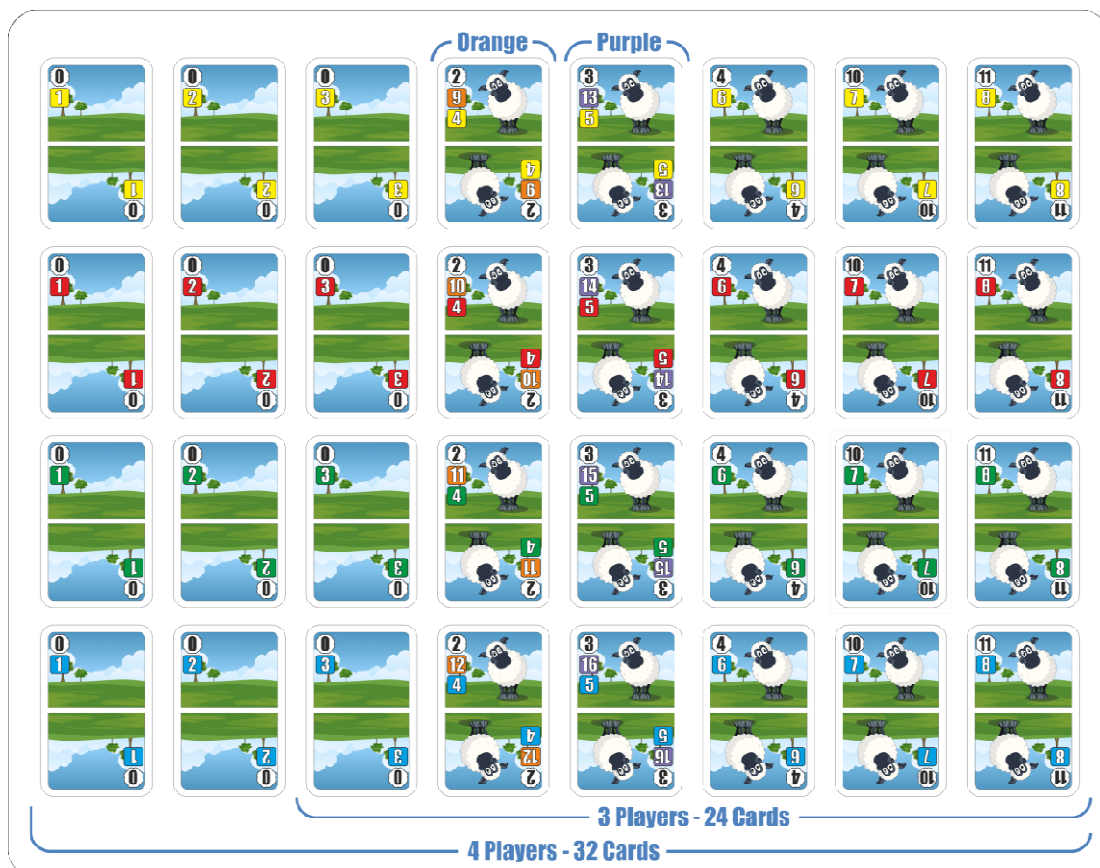
Welcome to an exciting Sheep Meadow adventure! This game is all about creating the most magnificent sheep meadows and collecting as many fluffy sheep as possible. Whether you play alone or in a team, ultimately only one of you can own the biggest flock and earn the title of Sheep Meadow Master. But beware; it requires not only luck, but also the right strategy to be successful.

The Sheep Meadow Championship

Before you start the championship, you decide how many games you want to play. To give everyone an equal chance, the number of games must always be a multiple of the number of players. These are then 3, 6, 9, ... games with 3 players or 4, 8, 12, ... games with 4 players. Victory points are awarded for each game won. The player who has scored the most victory points in total will be called the Great Sheep Meadow Champion! If there is a tie, the game goes on. Another 3 or 4 games are played until a final winner is determined. The direction of play is always to the left.

Cars

Each card represents a piece of a meadow of a certain size and color. The colors are red, green, yellow, blue, orange and purple. The sizes range from 1 to 16 and it is also important to know how many sheep are grazing on the meadow (0, 2, 3, 4, 10, 11). There are a total of 120 sheep. After the cards have been shuffled, each player is dealt the same number of cards. If there are only three of you playing, remove all 1 and 2 meadow cards from the game.



Gameplay

Before each game, a decision is first made as to which variant of the game will be played. The player who makes this decision is called the **meadow founder**. The player to the left of the dealer may first decide whether he wants to be the meadow founder. If he decides to do so, he says **"I play"** and names the game variant. If he decides against it, he says **"pass"** and the next player may be the meadow founder if he so wishes. If there is no meadow founder, the game variant **Ramsch** with the penalty rule is automatically played.

The game variant determines how many sheep are required to win a game, the corresponding victory points earned, and which meadow colors serve as trumps. These meadow cards are particularly important for winning a game.

Winning a game

A Sheep Meadow game lasts several rounds. However, the aim is not to win as many rounds as possible, but above all to win the important ones. If you need a lot of sheep to win, then try to win the rounds in which there are a lot of sheep. If possible, play a card with few or no sheep if you are likely to lose the round.

Playing a round

Each player only plays one card per round. The color of the first card determines which colors the other players may play. Only if you do not have a card that matches the first card may you play any other card. The trump colors determine which field on the two-color cards counts.



If orange and/or purple is not a trump color, these sheep move to the red, green, yellow and blue meadows. The second color is therefore that of the new meadow. As the other meadows are already occupied, the size of the meadow also shrinks.

Example: If purple is the trump color, then this card is a purple 14. If purple is not a trump color, then this card is a red 5.



The trump colors are blue, orange, and purple. The round started with a trump color. Since you have all three trump colors in your hand, you can play any of these three cards.



The trump colors are blue and purple. The round started with a trump color. Since you have both trump colors in your hand, you can play either the blue 6 or the purple 15.



The trump colors are blue, orange, and purple. The round started with yellow. Since you only have the yellow 7 in your hand, you can only play that card. Since orange is a trump color, the left two-colored card counts as an orange 9.



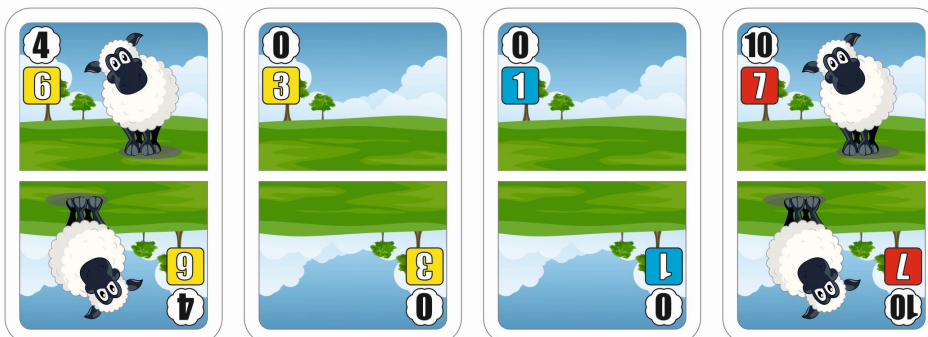
The trump colors are blue and purple. The round started with yellow. Since orange is not a trump color, the left two-colored card counts as a yellow 4. You can play either the yellow 7 or the yellow 4.



The trump colors are blue, orange, and purple. The round started with green. Since purple is a trump color, the right two-colored card counts as a purple 15, not a green 5. Therefore, you do not have a green card in your hand and can play any card of your choice.

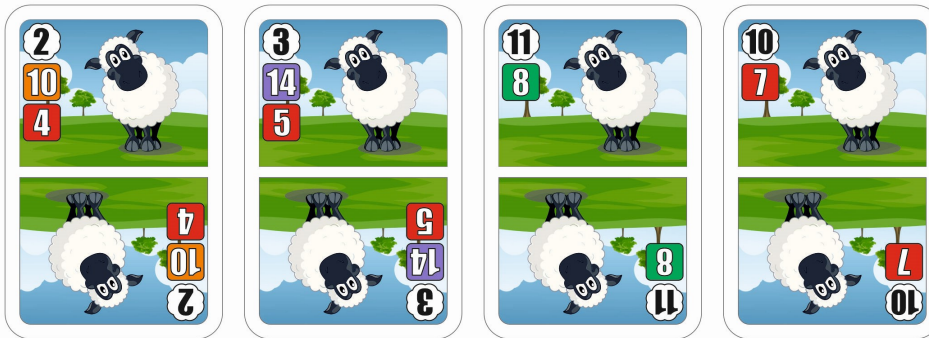
Winning a round

In general, the rule is: the larger a meadow piece, the more valuable it is. However, trump meadow pieces are even more valuable than meadow pieces of other colors that are not trump. The player who played the most valuable (largest) trump meadow piece wins the round. If none were played, the player with the most valuable (largest) meadow piece of the starting color wins. The winner collects all the cards from the round, making the "trick," and starts the next round.



The winner of the round receives all 14 sheep that are in the trick.

- If orange, purple, and blue are the trump colors, then the blue 1 wins the trick because it is the only trump card.
- If orange is the only trump color, the yellow 6 wins the trick as the largest meadow piece of the starting color (yellow). No trump card was played. Although the red 7 is the larger meadow piece, it does not match the starting color and, therefore, cannot win the trick.



The winner of the round receives all 26 sheep that are in the trick.

- If orange, purple, and blue are the trump colors, then the purple 14 wins the trick because it is the largest trump meadow piece.
- If orange is the only trump color, the orange 10 wins the trick. Since purple is not a trump color, this card counts as a red 5.
- If there is no trump color, then the first card counts as a red 4, and the second card counts as a red 5. The highest red card is, therefore, the 7, and it wins the trick.

Game Variants

There are various difficulty levels in Sheep Meadow. In the Meadow Team variant, you play in pairs, otherwise, you play individually. The meadow founder decides before each game which variant to play. The meadow founder has the advantage of being able to choose the variant with the highest likelihood of winning. The overview table lists all the differences between the variants. In general, the harder a game variant is to win, the more victory points it offers. Risk is rewarded. The more variants you master, the more exciting and diverse the Sheep Meadow Championship becomes.

But start with the two simple variants first (Meadow Bettel and Meadow Ramsch) to familiarize yourselves with the cards. Once you are comfortable with those, you can introduce another variant.

Name	Variant	Trumpcolors	Victory points per winner	Description
Meadow Ramsch	Solo		1	The player with the most sheep wins.
Meadow Team	Team		2	The meadow founder Team wins with more than 60 sheep.
Meadow Bettel	Solo	There is no trump color.	3	The meadow founder wins if the does not make any trick.
Meadow Solo	Solo	and any other color. 	4	The meadow founder wins with more than 60 sheep.
			5	
		and any other color. 	6	
			7	
		and any other color. 	8	

Meadow Ramsch (Simple – 1 Victory Point)

In Meadow Ramsch, the three trump colors are always orange, purple, and blue. After all cards have been played, each player counts the sheep on their meadow pieces. The player with the most sheep wins* the game. In case of a tie, the player who made the most tricks wins*. The game is announced with: "I play a Meadow Ramsch."

* = loses (penalty rule if no meadow founder is found):

Meadow Bettel (Simple – 3 Victory Points)

In Meadow Bettel, there are no trumps, and only the colors red, green, yellow, and blue are present. The Meadow Bettel is won by the meadow founder only if they make no tricks. Otherwise, all other players win. The game is announced with: "I play a Meadow Bettel"

Meadow Solo (Intermediate – 4 to 8 Victory Points)

The Meadow Solo is the craziest variant of Sheep Meadow. The meadow founder can decide whether one, two, or three colors are trumps. The meadow founder then says, for example, "I play a Meadow Solo, the trump meadows are orange, purple, and green."

The meadow founder has the advantage, through the choice of the trump color, to allow only the colors as trumps that they themselves possess. For instance, if the meadow founder has all 4 orange cards but no purple cards: Since purple meadows are always the most valuable, they would beat all orange meadows. However, the meadow founder can only allow orange as a trump. Therefore, the 4 purple meadows are transformed into one red, one green, one yellow, and one blue meadow, and their sizes also shrink. Consequently, there are no meadows left that are more valuable than the orange meadows. The chance of winning with this strategy is quite good.

Meadow Team (Difficult – 2 Victory Points)

The Meadow Team is the variant that requires the most experience, as you play with a partner, and you don't know which cards he has. In the end, the sheep of a team are counted together for scoring. This game variant can only be played with four players due to the presence of a partner. The trump colors are always Orange, Purple, and Blue.

For finding a game partner, there are both beginner and expert variants. Start with the beginner variant here as well to get a feel for playing with a partner. However, the true Sheep Meadow Masters, to which you'll soon belong, all play the expert variant. In team play, it's important for teammates to support each other in acquiring many sheep together. Nevertheless, players should never exchange information about the cards they possess or which cards the potential partner should have.

Beginner:

The meadow founder simply chooses a random game partner. The other two players automatically form the opposing team.

Expert:

The exciting thing about the expert variant is that it is not yet clear at the start which players will form a team. The meadow founder determines his teammate by naming a team meadow color. His team partner is then the player who has the largest meadow of this color. As a result, the probability of winning the game is higher than in the beginner's version. Please note the following when choosing a meadow color:

- You can only choose colors that are not trumps (red, green or yellow).
- The meadow founder may not have the largest meadow piece (8) of this color, as he cannot be his own partner.
- The meadow founder must have at least one card of the team meadow color.

For example, the meadow founder says: "I play in team green." The partner of the meadow founder must not tell anyone that he is playing with the meadow founder. From this point on, however, two things are clear. Firstly, only the partner of the meadow founder knows that he is playing with him. The meadow founder himself does not know this. Secondly, the other two players know that they are **not** playing with the meadow founder. However, they also do not know that they form the other team

But how do you know who you are playing with?

- By the partner of the meadow founder playing the largest meadow piece of the team meadow color. He must do this at the latest when another player starts a round with this meadow color or when he himself wants to start a round with this color.
- By the meadow founder's partner indirectly revealing themselves by playing a meadow piece with many sheep when it's likely that the meadow founder will win that trick. In this way, he is giving sheep to the meadow founder, which will also benefit him during scoring. This way, others may guess that he is the meadow founder's partner.

Game Expansions

Would you like to make Sheep Meadow even more diverse and exciting? Then take a look at the following expansions that you can use in all game variants.

Extra Points

If the outcome of the game is very clear, you can award extra points. The winners, either the meadow founder or their team, receive the following extra points:

- 1 extra point if the meadow founder or his team won the game with **more than** 90 sheep. The opposing team gets the extra point with 90 sheep.
- 2 extra points if the game was won with all 120 sheep.

Outbidding

The search for the meadow founder can be made more interesting by not automatically making the first player who wants to be the meadow founder the actual founder. A subsequent player can outbid the meadow founder candidate by choosing a game variant that offers more victory points. The process of outbidding continues until there is no higher bid.

Two-Player game

In a two-player game, 8 cards are laid out face down in a row on the table in front of each player. On top of each face-down card, another card is placed face up. Only face-up cards may be played. Once the top card has been played, the face-down card may be turned over. Everything else follows the rules of Meadow Ramsch. There is no meadow founder. The dealer's opponent starts the game.

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