

The Good Shepherd

For Ages

6+

Playing Time

15 mins

2-6 Players

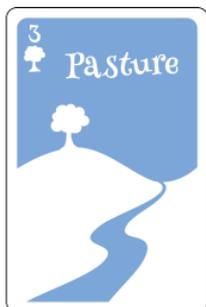
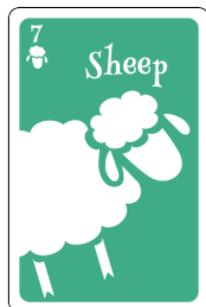
Contents

80 Cards & 1 Instruction Sheet

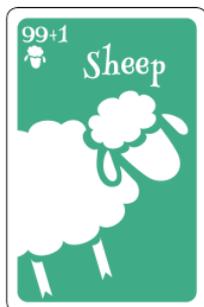
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Objective

To have the highest scoring hand when the game ends. Your score is determined by adding the points of all your **Sheep** and **Pasture Cards**. But you need at least **1 Sheep Card AND 1 Pasture Card** to score any points. No points will be awarded if you have only **Sheep** or **Pasture Cards** without the other.



The points of **Sheep** and **Pasture Cards** range from 1 to 10, with the exception of 1 special card worth 99+1 points.



God is the good shepherd who lays down his life for his sheep. If one of his sheep gets lost, he leaves the other 99 and goes searching for the lost one, and he rejoices when he finds it.
(John 10:11-18; Luke 15:1-7)



Set-up

Shuffle all the cards. Deal 3 cards facedown to each player. Players hold their cards in their hands. Place the remaining cards facedown at the center of the table. This forms the **Draw Pile**.

How to Play

Take turns to play. The youngest player goes first, and play carries on in a clockwise direction.

On your turn, **draw a card**, then do any **ONE** of the following:

1. Discard a Card

You may discard any unwanted card except the **Sundown Card**.

(**Sundown Cards** must either be played or kept in your hand. See Overleaf.)

2. Play a Sparrow Card

Place it faceup in front of any player of your choice. That player must show you (and only you) all their cards.



3. Play a Wolf Card or Stampede Card

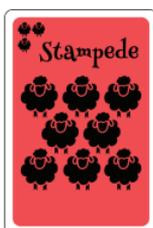
Place it faceup in front of any player of your choice.

If that player does not have a Shepherd Card, do the following:



Wolf Card

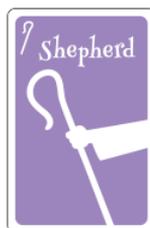
That player must allow you to blindly pick **any 1 card** from their hand. You must return 1 card to that player. (It can be the card that you just picked.)



Stampede Card

That player must give up all their cards. **Sundown Cards** are played in the **Sundown Pile** while other cards are discarded. That player then draws 3 new cards from the **Draw Pile** to replenish their hand.

However, if that player has a Shepherd Card, they may choose to play it to protect their cards against your Wolf or Stampede Card. That player must discard the Shepherd Card and draw a new card from the **Draw Pile** to replenish their hand.



4. Play a Sundown Card

Place it faceup in a separate **Sundown Pile** near the center of the table. The game ends when the following number of **Sundown Cards** have been played: **For a 2 to 3 player game: 3 Sundown Cards**
For a 4 to 6 player game: 5 Sundown Cards



Your turn ends. Cards that have been discarded or played (except **Sundown Cards**) must be placed faceup in a common **Discard Pile** at the center of the table. The player on the left goes next.