



1+ 3-8 8+

13 Schafe

13 Sheep



Wer bringt die meisten Schafe zusammen?

13 Schafe - ein Würfelspiel

Verwendet einen Spielplan pro Person; ein Würfelwurf gilt für alle.

Rundenablauf:

1. **Würfelt** und kreuzt das oberste freie Feld der Wolfsleiste ab. Zeigt das Feld eine Zahl, endet das Spiel sofort, wenn ihr diese Zahl oder höher gewürfelt habt.
2. **Zeichnet** das gewürfelte Zaunelement (s. unten links) vollständig auf die Karte. Drehen ist erlaubt, über Büsche oder Zäune bauen nicht.

Siegpunkte (★) bei Spielende:

Pro abgeschlossenem Gebiet mit 1/2/3/4/5/6 Schafen: 1/3/5/8/12/16 ★. Gleichstandsbrecher: größtes Gebiet

Moritz Dressler, 2019
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13 Sheep - a dice game

Use one sheet per player. All players use the same die roll for their turns.

Gameplay:

1. **Roll a die** and cross off the top-most empty box on the wolf tracker. If you rolled a number equal or higher than shown in the box, the game ends immediately.
2. **Draw** the fence matching your die roll (see lower left) completely on the map. Fences may be rotated, but not drawn over bushes or other fences.

End of the game - Scoring points:

Each completely enclosed area with 1/2/3/4/5/6 sheep scores 1/3/5/8/12/16 points. Tiebreaker: largest area.



A 10x10 grid with sheep icons scattered across it. On the right side, there is a vertical 'wolf tracker' with 10 empty boxes. Below the grid is a row of six dice faces showing numbers 1 through 6. The number 1 is crossed out with a black square.

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