Hello, Dolly !

A game by Pak Cormier, for 2 players.

A terrible storm has rumbled throughout the mountains and Albert's sheep have all run away. Help them to come back home !

AIM OF THE GAME
The player who first takes a majority of his sheep back home wins the game.

COMPONENTS
- A boardgame with a landscape showing 18 mountains on the outer side, one yellow path in the middle and 9 squares leading to the sheep barn.
- 18 sheep (9 black, 9 white)
- 1 pawn for Albert, the shepherd.

SET-UP
Each player chooses her/his colour. The sheep take place on the peaks of the mountains, one sheep per peak (see picture). Albert the shepherd takes place on the four-leaf clover, on the yellow path.


PLAYING THE GAME
The player who best baas starts. Players take turn. A game turn consists of the following two actions: move one of your sheep AND move Albert on the yellow path.

1st action: A sheep is moved straightforward to the end of its line or until it meets another sheep. It cannot change directions or jump another pawn. It is forbidden to move a sheep that would totally block another one after moving.
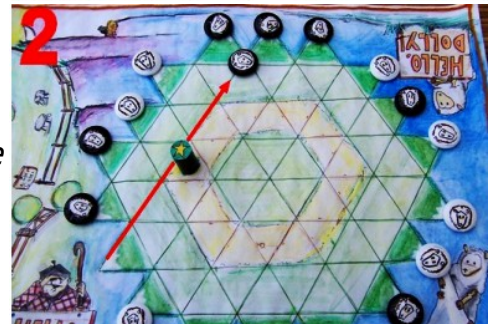
In this example, the sheep cannot go on the red intersections.
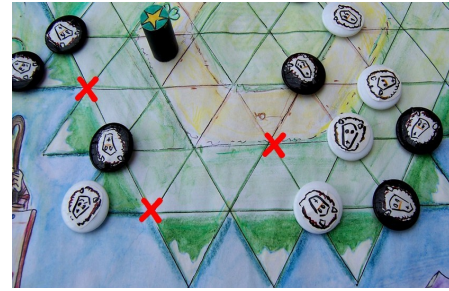
2nd action: Albert moves clockwise on the yellow path as many spaces as the the sheep has moved.

Example of a turn

Black moves the sheep with a red cross (1st picture) five intersections (picture 2). He then moves Albert five squares clockwise on the yellow path (picture 3).

Please note that Albert moves inside the yellow squares while the sheep move on the lines' intersections.

BACK HOME
If, after the 2nd action, Albert is surrounded by 3 sheep (one sheep at each corner of the triangle with Albert in the middle, see picture), the player removes these 3 sheep from the board and puts them on the path back to the sheep barn.

END OF THE GAME
The player who first gets 5 of his sheep on the path to the barn wins the game.