

# Ewe-Scape - Official Game Rules

## Objective

Be the first sheep to escape the pasture by navigating the farm path, avoiding obstacles, and using power-ups to outsmart the competition!

## Setup

1. Place the game board in the center.
2. Each player chooses a sheep token and places it on the starting space.
3. Shuffle the **Power-Up Cards** and place them face-down in a draw pile.
4. Shuffle the **Obstacle Cards** and place them face-down in a separate pile.
5. The youngest player goes first, and play proceeds clockwise.

## How to Play

1. **Roll the Dice** – On your turn, roll one die and move your sheep forward the number of spaces shown.
2. **Encountering Spaces** – Follow the rules based on where you land:
  - **Wolf Space** – Lose your next turn! The wolf has scared you stiff!
  - **Sheep Shears** – Draw an **Obstacle Card** and follow its instructions. These can slow you down or create new challenges!
  - **Grain Bag** – Draw a **Power-Up Card**. These can help you move ahead, avoid obstacles, or even slow down other players.
3. **Power-Up & Obstacle Cards**
  - **Power-Up Cards:**
    - You may **save a Power-Up Card** to use later in the game instead of playing it immediately.
    - If a Power-Up Card allows you to **switch places with another player** or **move to a different encountering space**, you must **draw the appropriate Obstacle or Power-Up Card** for that new space.
    - **Ewe-nited Rule:** When using the **Ewe-nited** power-up, the player who draws the card chooses another sheep to move with them. The chosen sheep **must always move to the player's new space**, even if it means moving backward.
  - **Obstacle Cards:** Must be resolved immediately when drawn.
4. **Winning the Game** – The first sheep to reach the final space and escape the pasture wins! ?

## Players & Playtime

- 2-7 players
- Approximately 20-35 minutes