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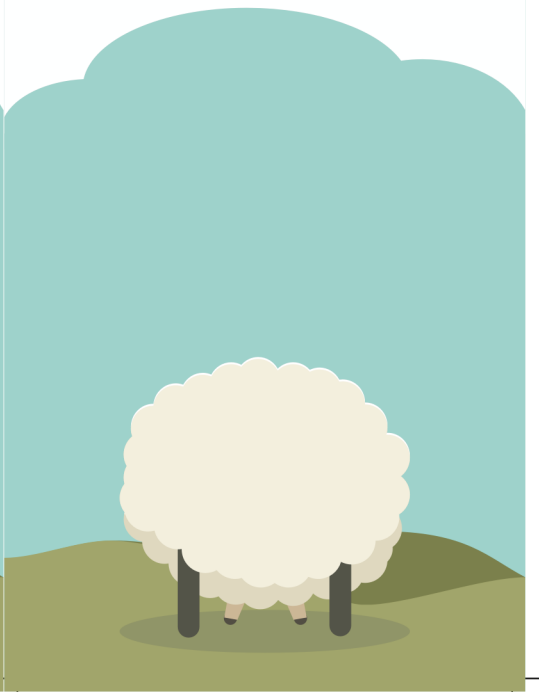
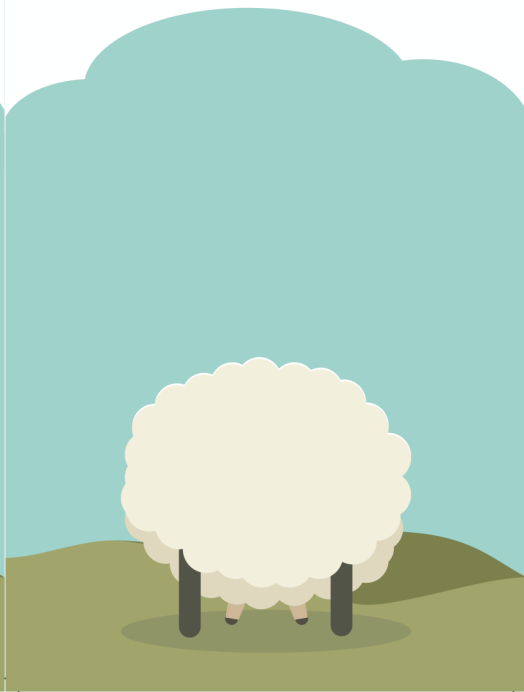
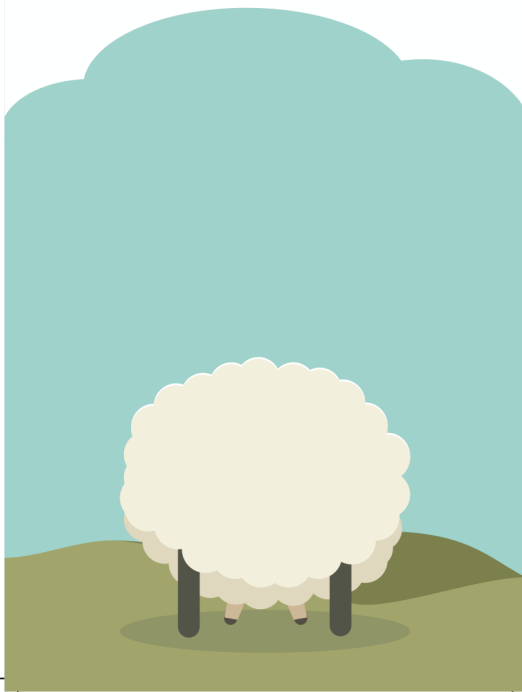
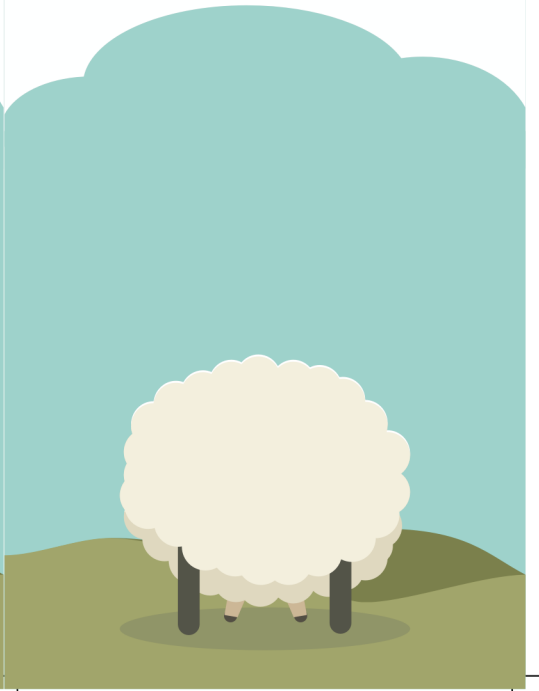
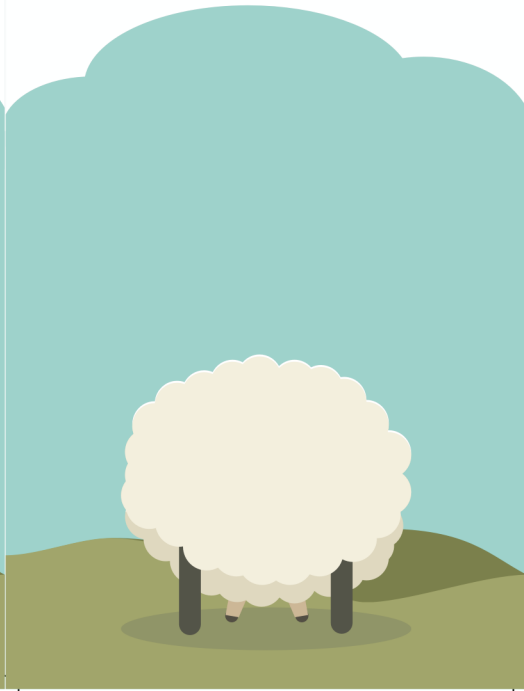
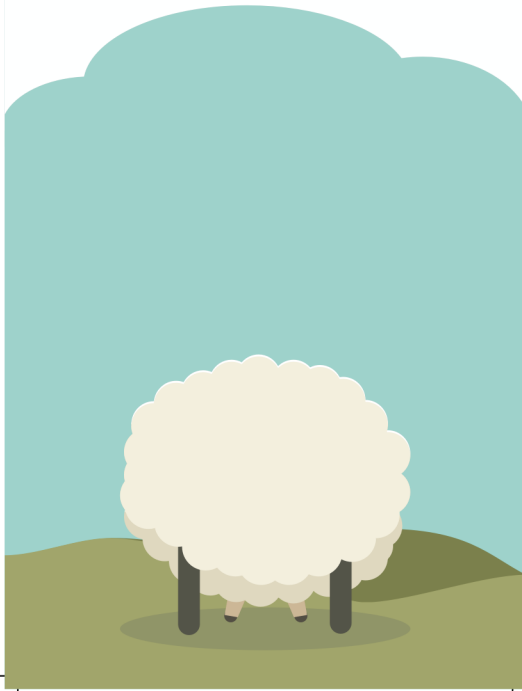


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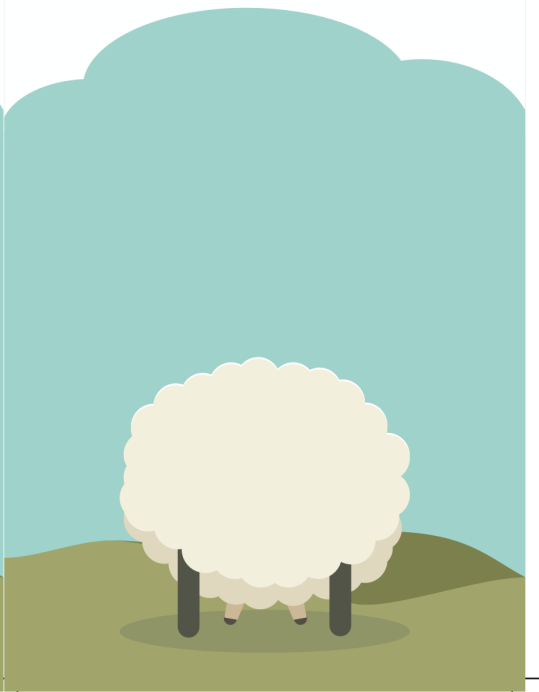
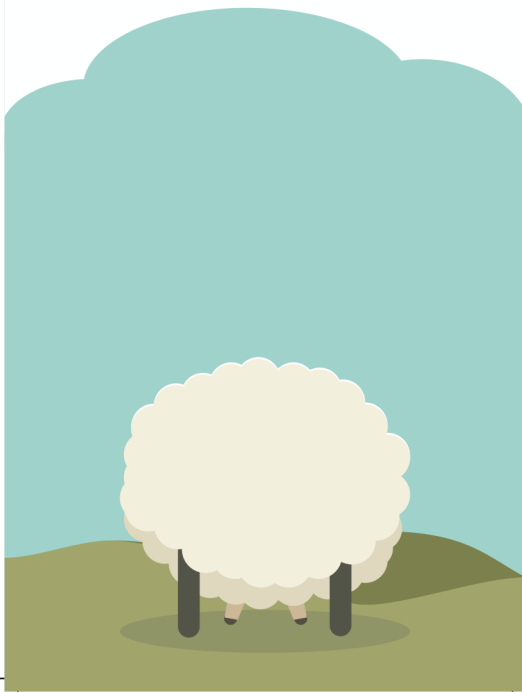
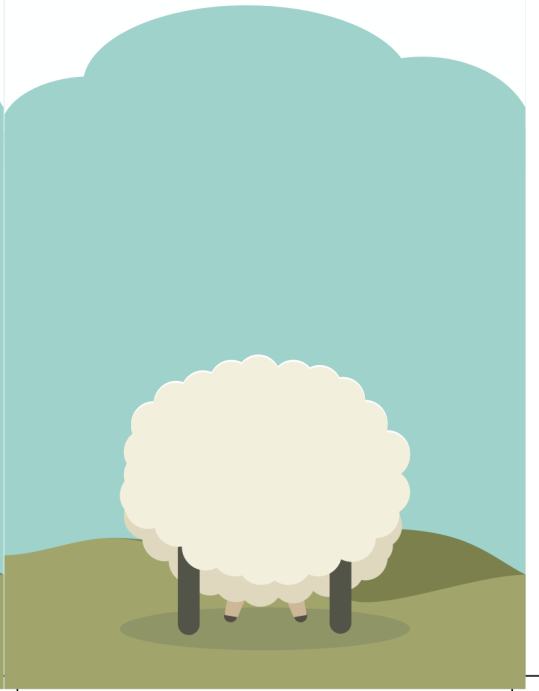
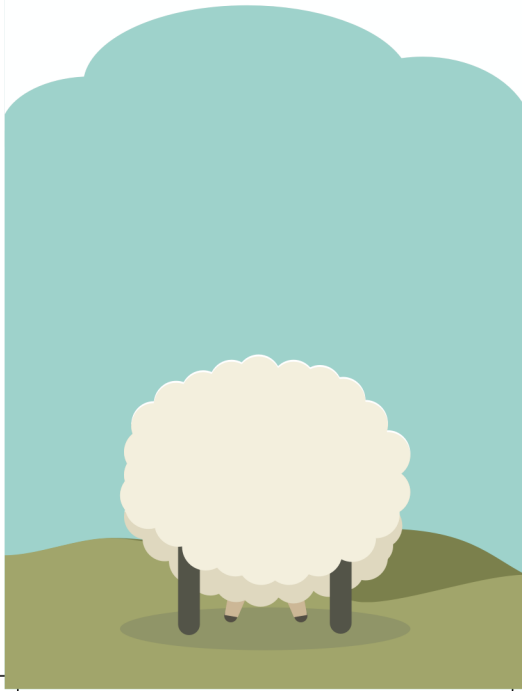


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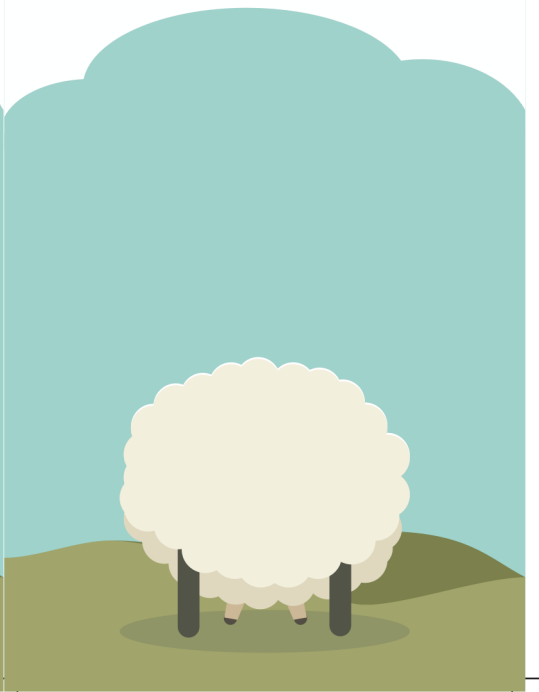
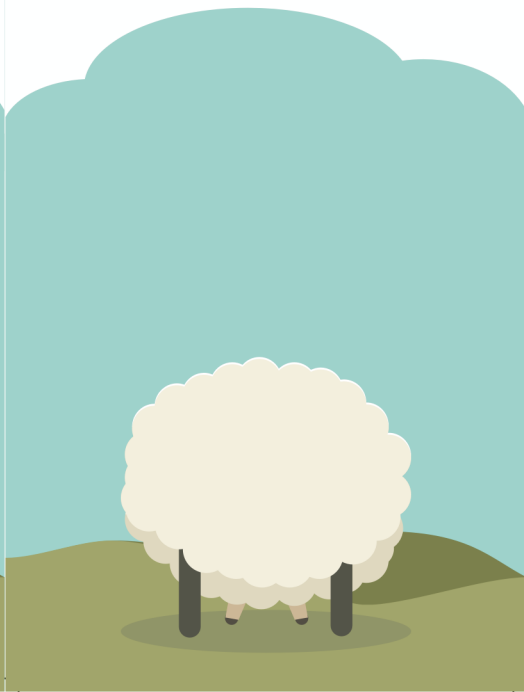
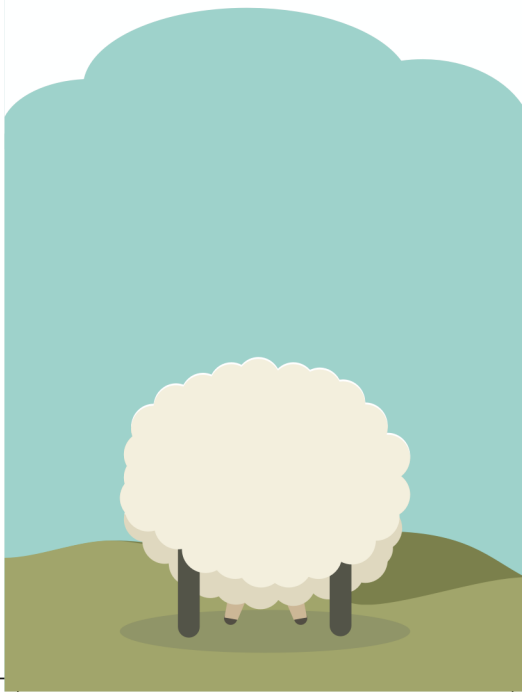
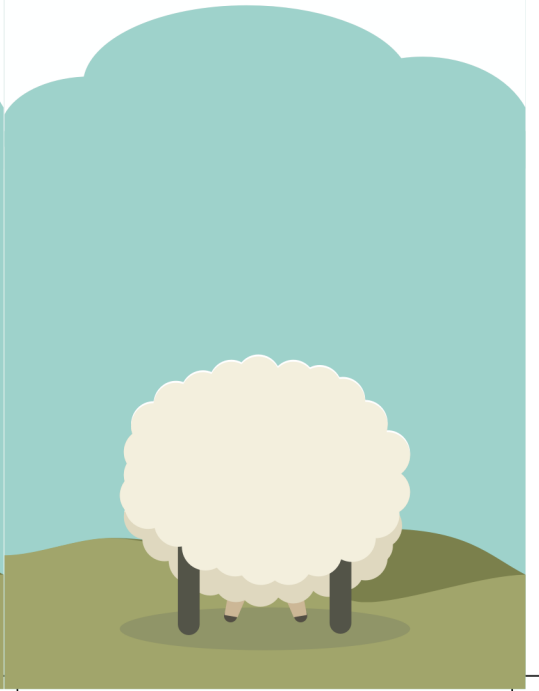
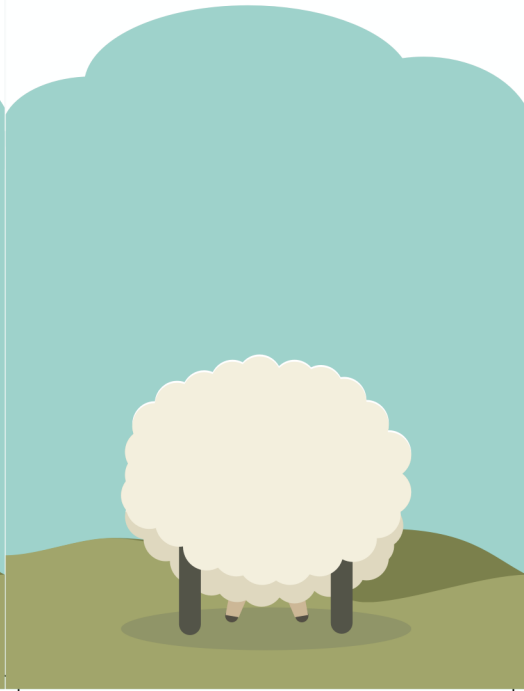
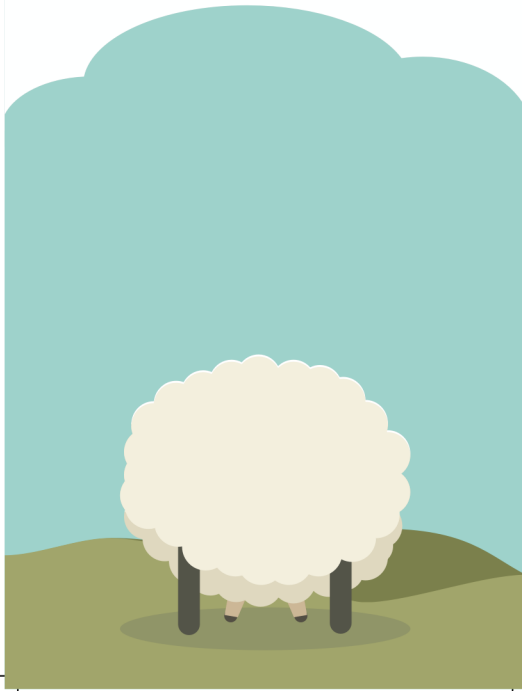


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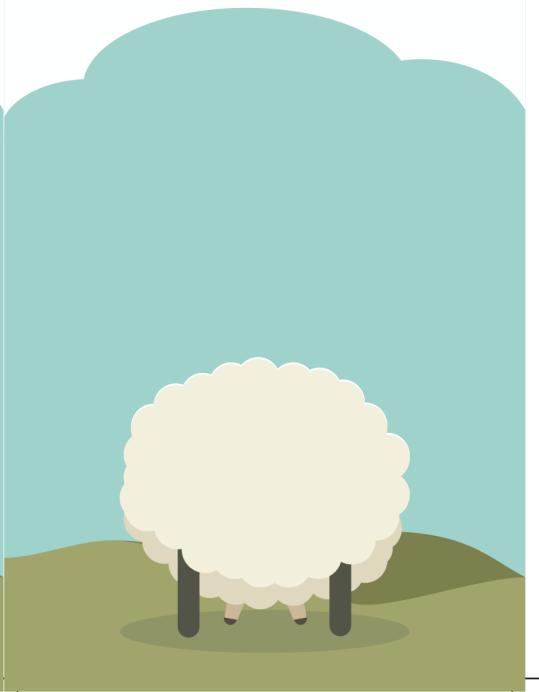
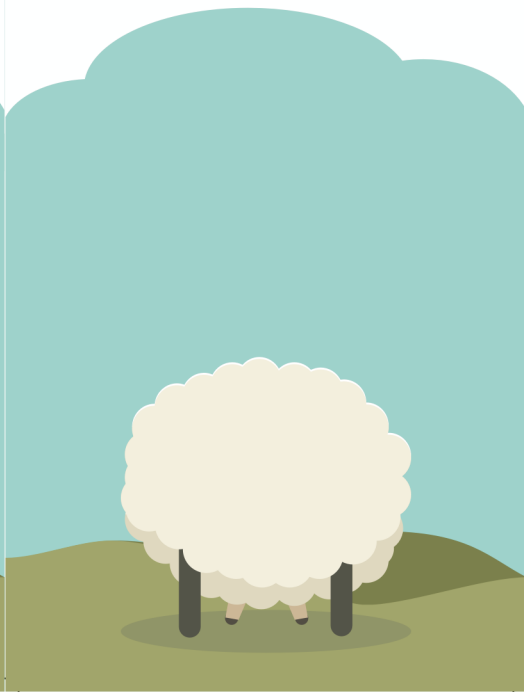
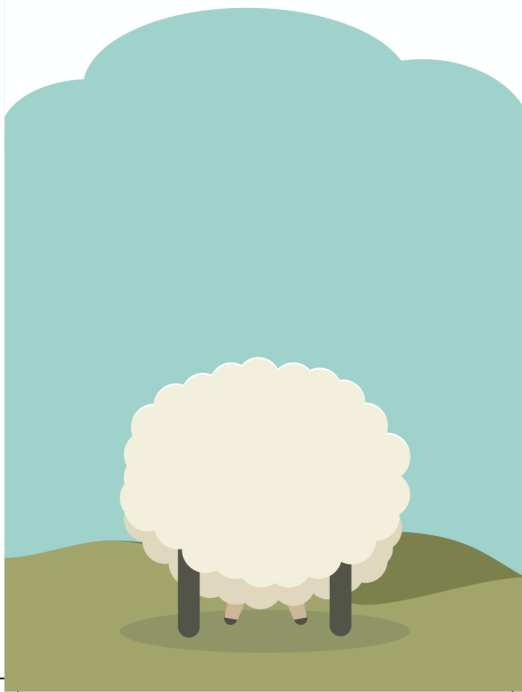
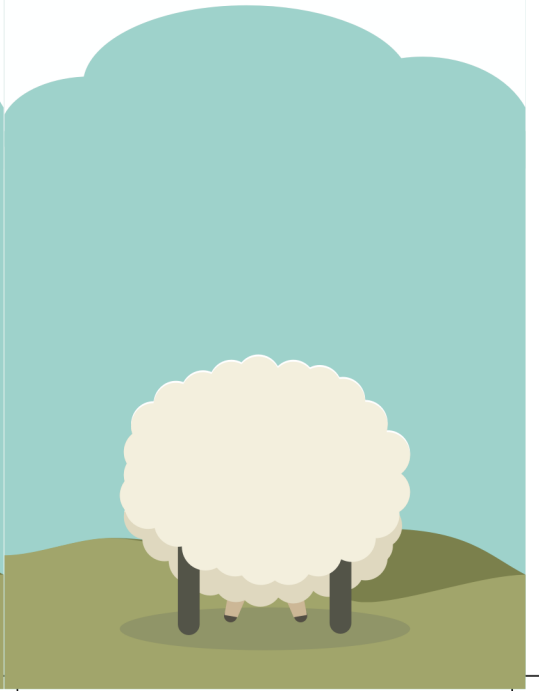
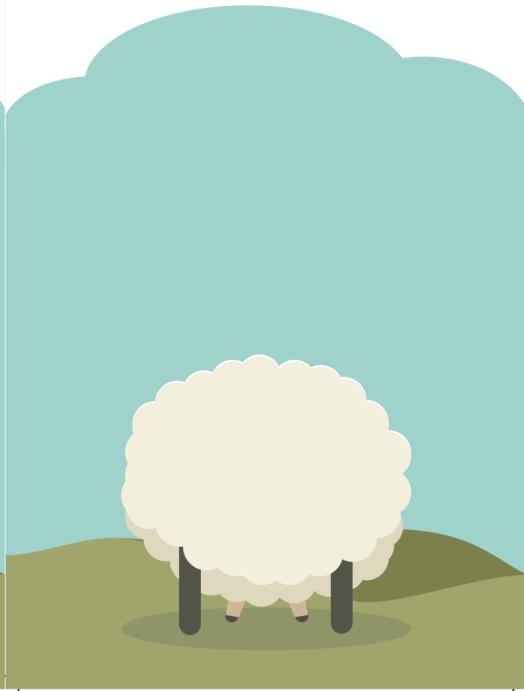
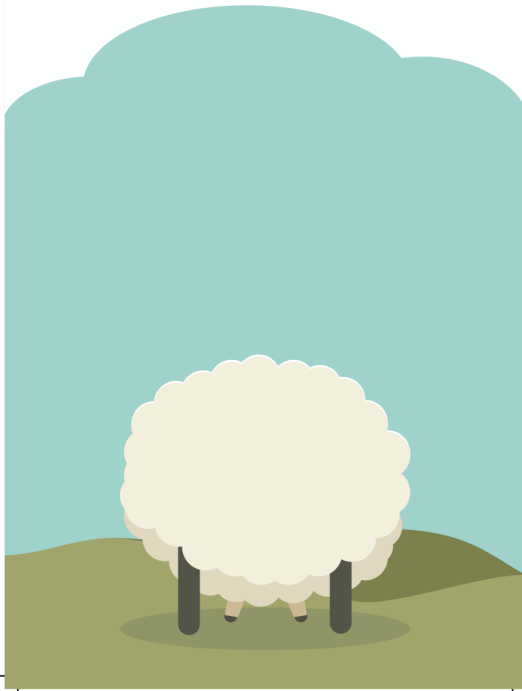


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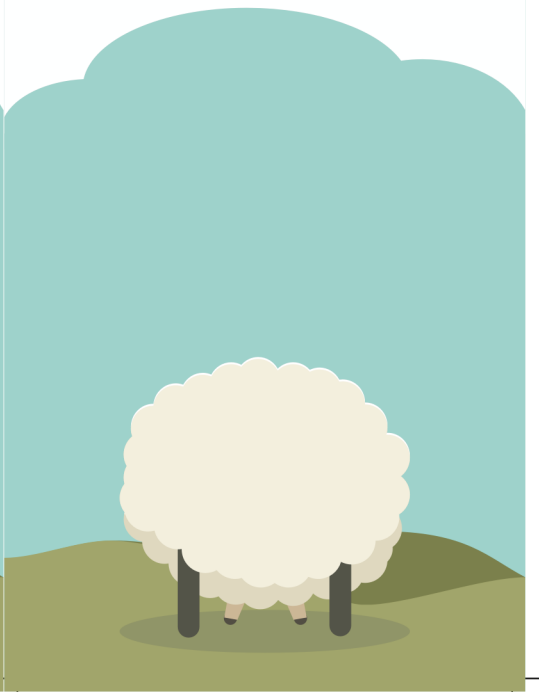
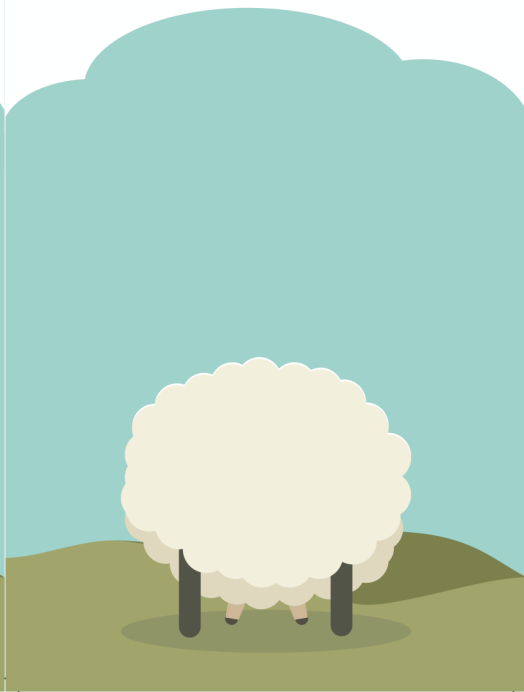
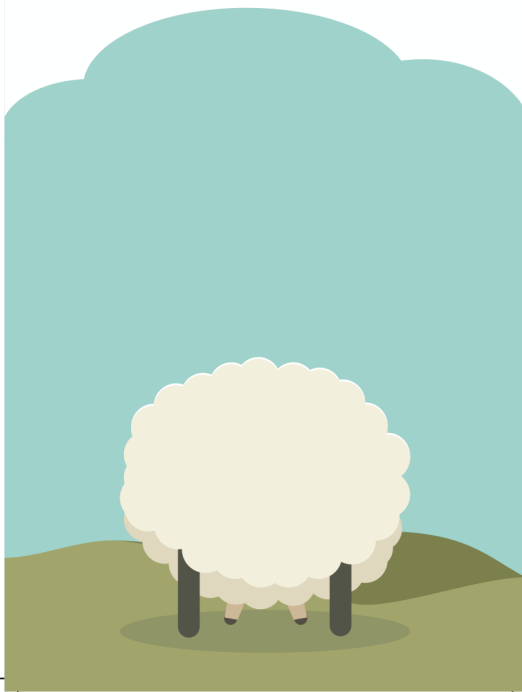
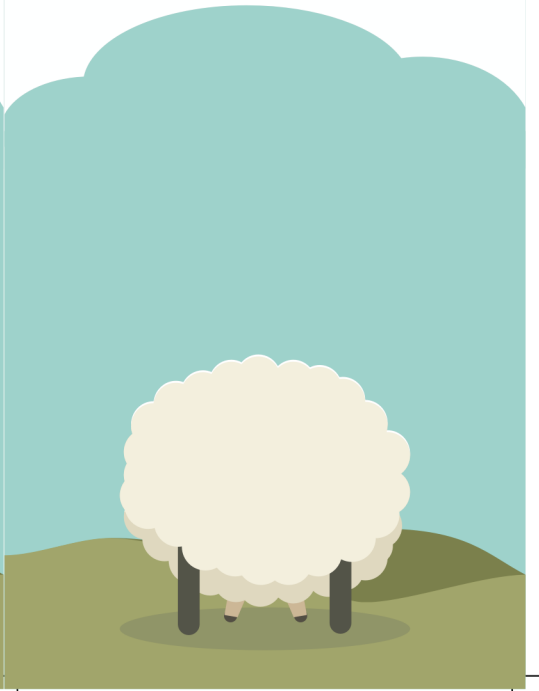
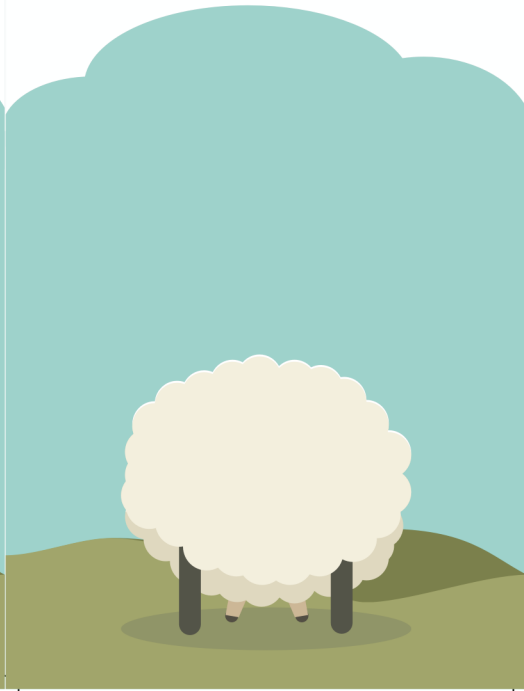
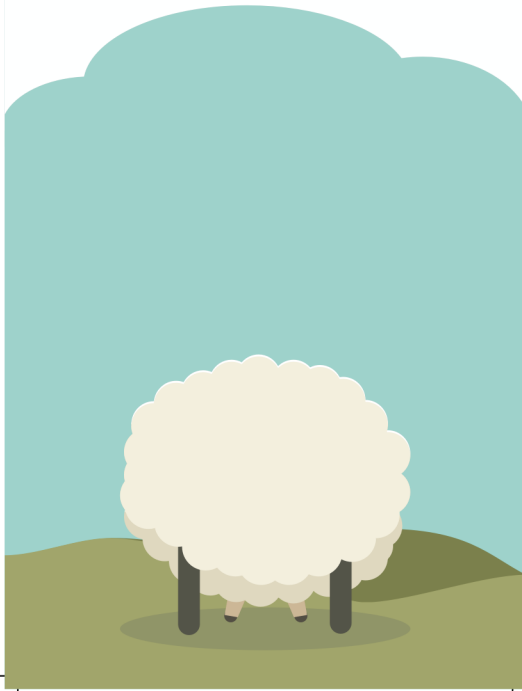


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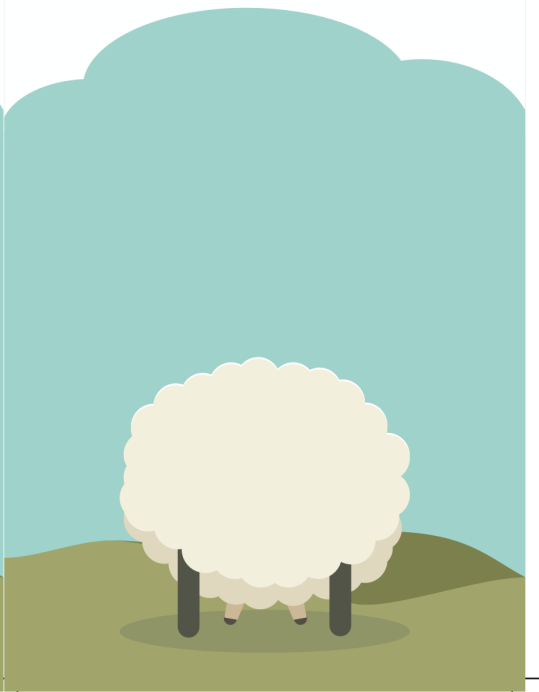
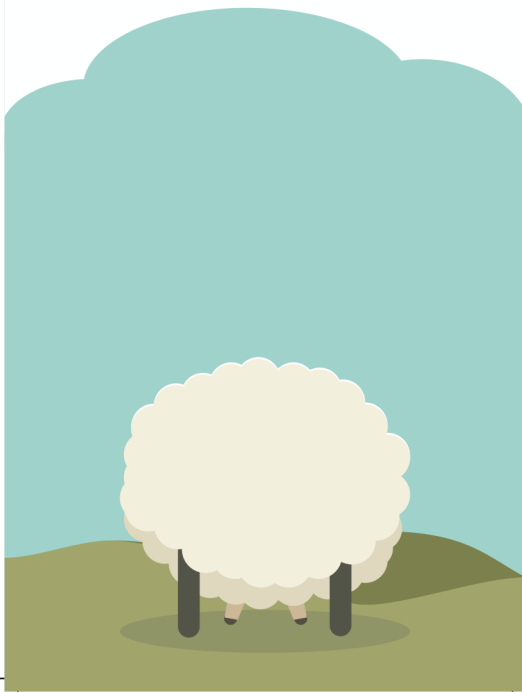
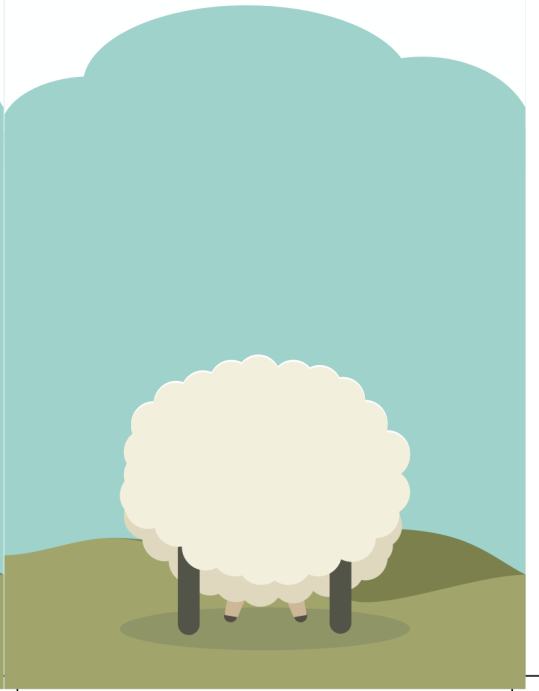
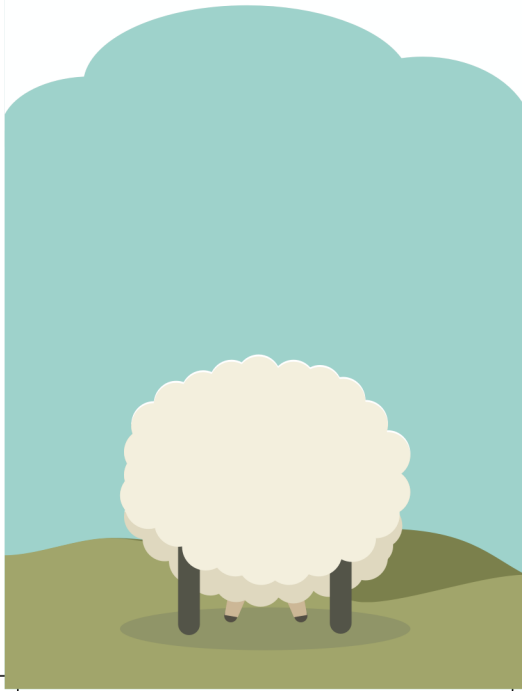


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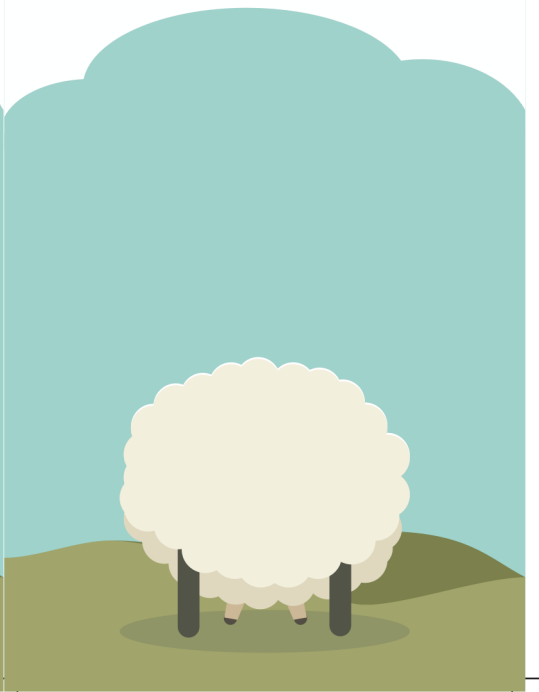
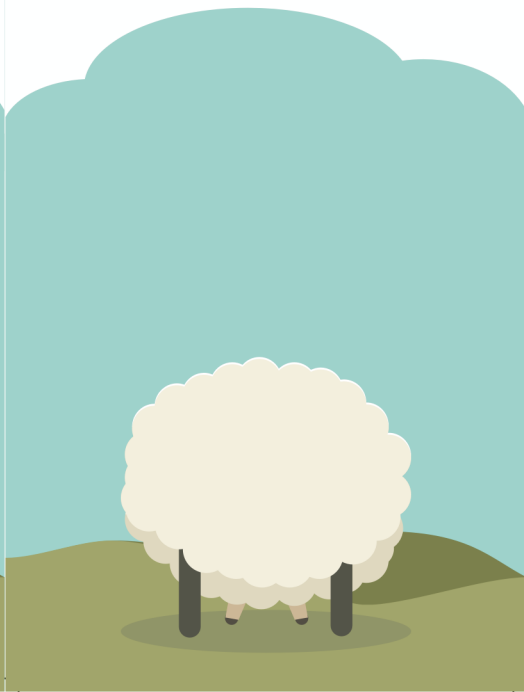
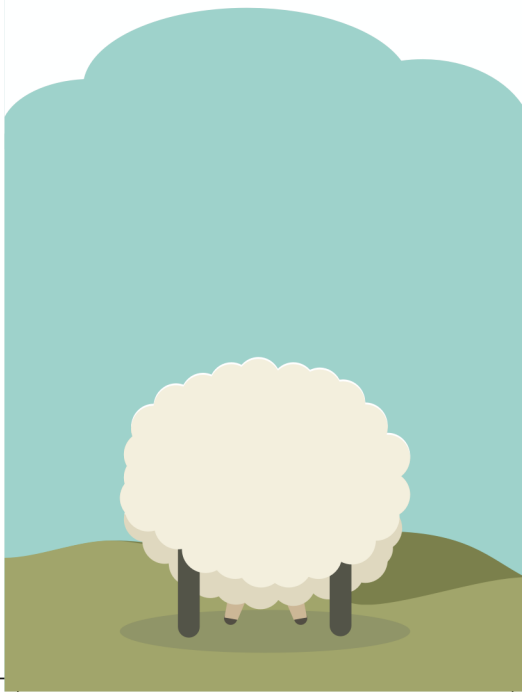
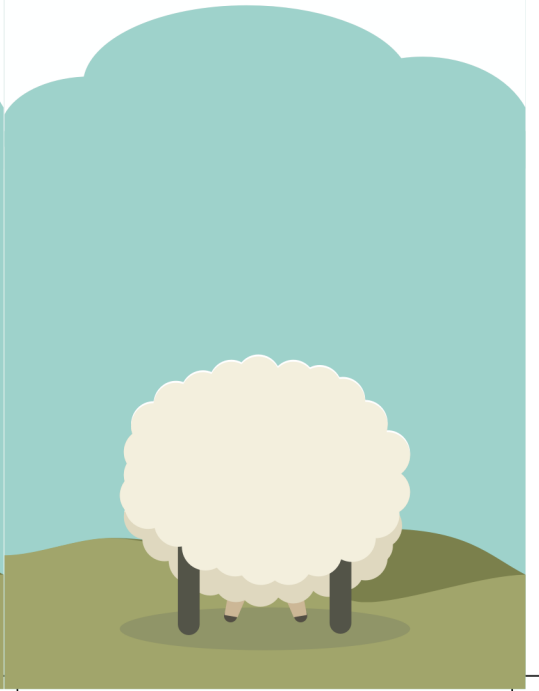
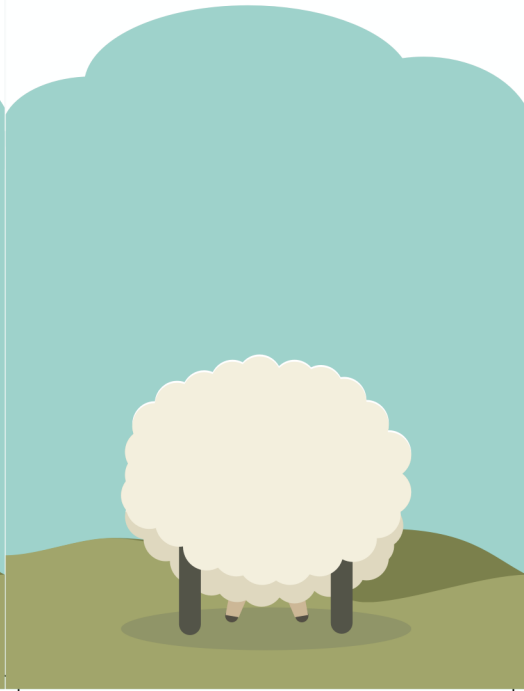
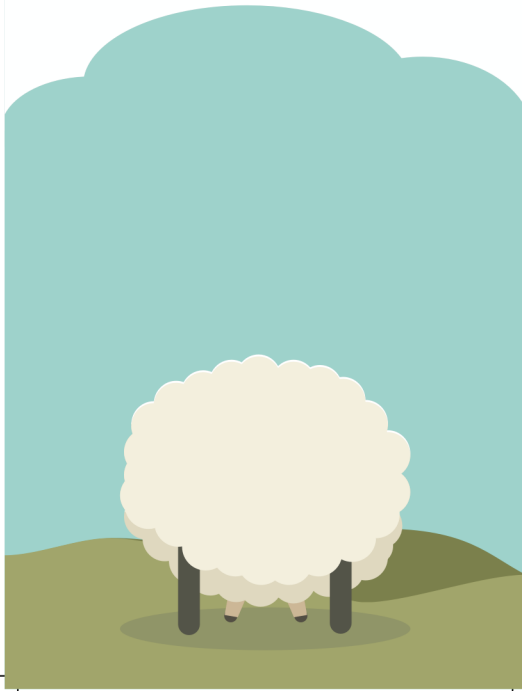


1000



1000







1000



0001



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## All-purpose Sheep

Play this card as a copy of any card in your hand.



## Be fruitful

Duplicate one of your Sheep.



## Be fruitful

Duplicate one of your Sheep.



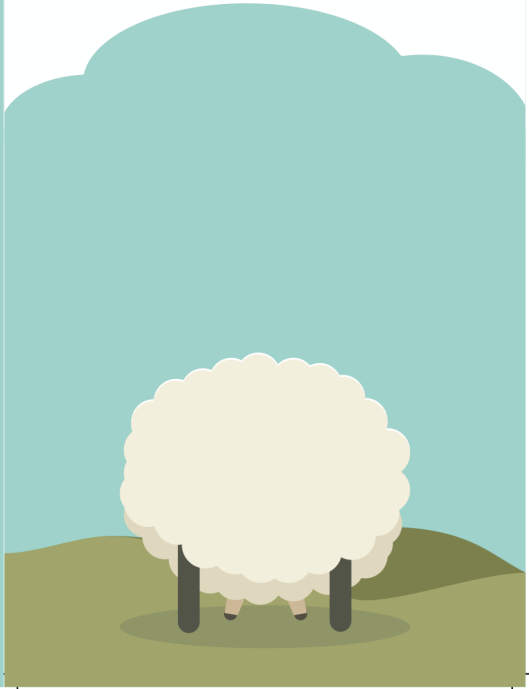
## Be fruitful

Duplicate one of your Sheep.



**action**

A teal rectangular panel containing illustrations of sheep and numbers. At the top left is a small sheep with the number '100'. At the top right is a small sheep with the number '10'. In the center is a circular arrow pointing clockwise. At the bottom left is a small sheep with the number '1'. At the bottom right is a small sheep with the number '0001'. The numbers are arranged to show a sequence: 100, 10, 1, 0001.



**action**

**action**

**action**

## Crowding

Release all but two Sheeps.



## Dominion

Choose any number of Sheep in the field. Add their values and then replace them with one Sheep of equal or lesser value.



## Dominion

Choose any number of Sheep in the field. Add their values and then replace them with one Sheep of equal or lesser value.



## Falling Rock

Release one Sheep.



## Fill the Earth

Place as many 1 Sheep as you like in the field.



## Flourish

Choose one of your Sheep and receive 3 Sheep of one rank lower.



**action**

**action**

**action**

**action**

**action**

**action**

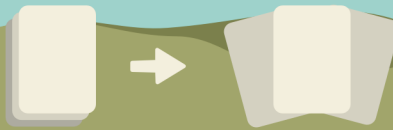
# Golden Hooves

Raise one rank of as many Sheep as you like, except for your highest-ranking Sheep.



# Inspiration

Look through the deck and add one card of your choice to your hand. Shuffle deck.



# Lightning

Release your highest ranking Sheep.



# Meteor

Release three Sheep and then remove this card from the game.



# Multiply

Place one 3 Sheep in the field.



# Plague

Release all Sheep of one rank.



**action**

**action**

**action**

**action**

**action**

**action**

# Planning Sheep

Remove one card in your hand from the game.



# Sheep Dog

Discard one card from your hand.



# Sheepion

Release seven Sheep.



# Slump

Release half of your Sheep (round down).



# Storm

Release two Sheep.



# Wolves

Reduce the rank of your highest ranking Sheep by one. If your highest ranking Sheep is 1, release it.



**action**

**action**

**action**

**action**

**action**

**action**



Objective: reach 1000  
Sheep after 3 rounds.

Each round: go through all  
action cards, then turn  
the counter.

Start with 1 Sheep.

Always keep 5 cards in  
your hand.

**Shephy**