There are very few of us that have not been touched by cancer. Most of us at least know somebody that suffers from the dreaded disease. My mother has had two bouts with it and my mother-in-law lost her battle with it.

I am tired of seeing this happen. Help me help others by making a donation today. The American Cancer Society helps fund research and assists those afflicted with the disease through a variety of available services.

ALL profits from "What the Flock?" Drivethrucards.com go to assist cancer survivors and patients via the American Cancer Society. Meanwhile, you get a new game and hours of fun with friends and family!

Thanks for your donation!

Feel free to download this free pdf set of the rules and no-glue Flock box.

The rules are specifically designed to be cut out and folded on the lines to fit into your new no-glue Flock box.

The new no-glue Flock box is a modified version of the deckboxes from Drivethrucards.com. As they do not do versions for the mini-cards, I have created a fully functional mini-version for you to use. I suggest you try to get it printed on 110 pound card stock to make it as durable as possible for a do-it-yourself project. -E. K. Lindgren, Spare Change Games

## What the Flock

Set up:

Find and remove the Whistle cards and set them aside. Shuffle the remaining deck. Split the deck into two roughly even stacks and then insert one Whistle card into each stack. Set one stack on top of the other and deal out 3 cards to each player.

Set the rest of the deck in the middle of the table. This will be the draw pile. Each player will keep all of their collected sheep face down on the table in front of them. This area is their pasture where they keep their flock.

## Play:

Each player's turn will consist of drawing a card from the draw pile and then playing a single card from their hand.

The player may gather some sheep by playing a

1,2, or 3 sheep card and then placing it in with their flock.

## OR

The player may play a device or action card on another player to try to steal or remove sheep from the targets flock or hand. Each card has its rules and game effects printed on them and are to be followed during their play.

When a player is targeted by another player, the

targeted player may play a single defense card from their hand if they have one available. The two players will follow the new rules on the defense card to finish the turn. Players will then draw cards from the deck to replenish their hand to 3 cards

The next turn is played in the same fashion. Turns proceed in a clockwise fashion around the table. Play continues until a player lays down the second of the two whistles to end the game.

The players then count the number of sheep that they have in their flocks. The player with the most sheep wins the game.

Check out my other game at www.tinyurl.com/
Leprechaungames

