

# Volle Wulle

A mutton-minding dice game to get the best cards for 2 to 6 sheep connoisseurs, 10 years and up

Since Jacques, the sheep-shearing commissioner of the herd, has been given a present of new scissors, the "Snips 2010", the sheep fear him more than ever. He constantly wants to get to their wool. For this reason, the head ram, Roger, announces that from today on, all sheep may defend their coats. Who performs well can keep covered. The one who gambles unsuccessfully does not escape unshorn. Wool rules! Let the wool times roll...

## Materials and Preparation

60 playing cards

Points

Plus

Minus

Number of sheep

Back

Front

Bid

8 sheep dogs

1 bone

51 sheep cards

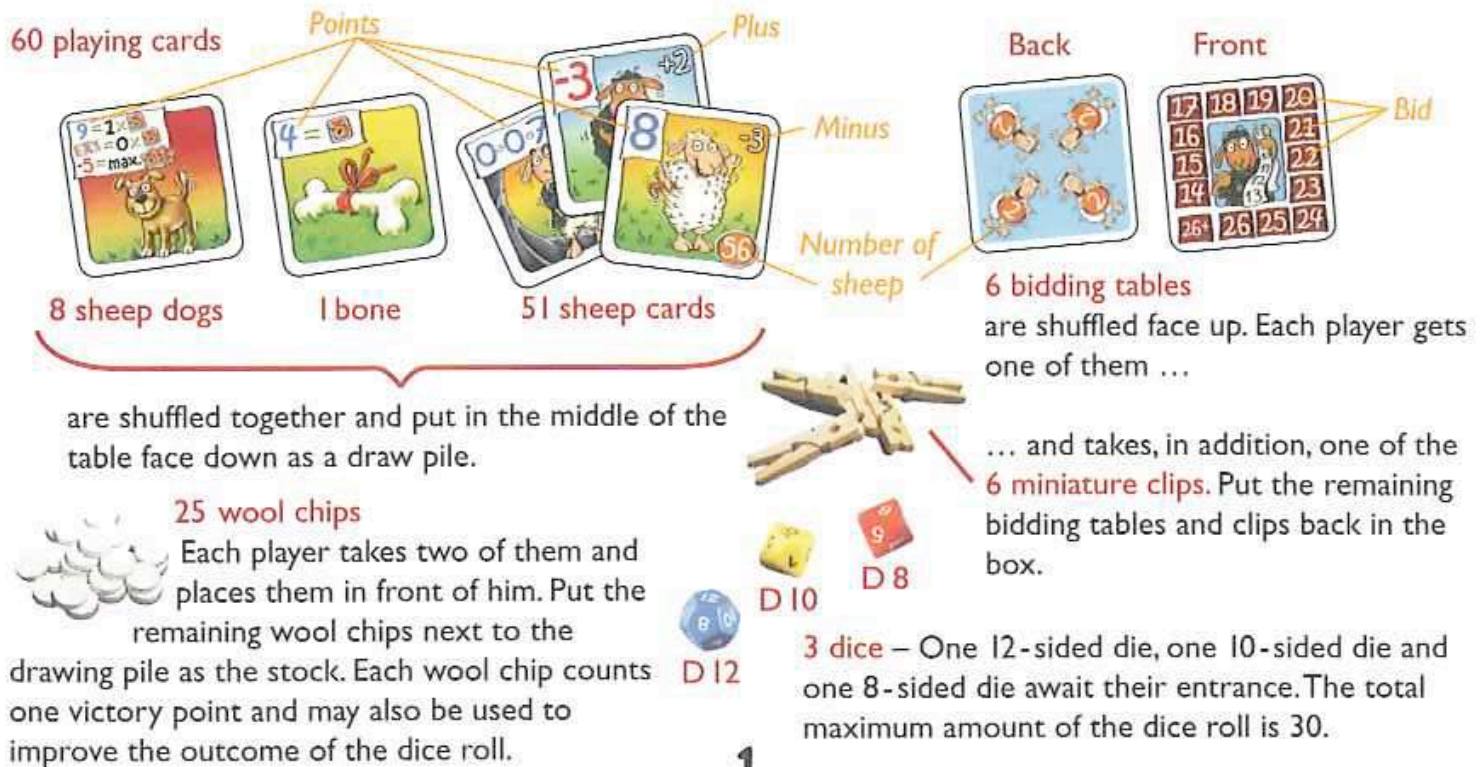
6 bidding tables are shuffled face up. Each player gets one of them ...

... and takes, in addition, one of the 6 miniature clips. Put the remaining bidding tables and clips back in the box.

25 wool chips

Each player takes two of them and places them in front of him. Put the remaining wool chips next to the drawing pile as the stock. Each wool chip counts one victory point and may also be used to improve the outcome of the dice roll.

3 dice – One 12-sided die, one 10-sided die and one 8-sided die await their entrance. The total maximum amount of the dice roll is 30.



## Object of the Game

You roll the dice for the most valuable sheep cards. The player who believes he is capable of getting the optimum outcome from his dice roll may start. If he succeeds, he may choose from the best cards. If he shoots below the goal he has set for himself, the other players with lower dice roll results may "graze" these cards. Whoever goes last hopes that all the others before him have overextended themselves; he does not roll the dice, but just takes all that's left.

In the end of the game, you may count sheep (points). In addition, you get points if a sheep dog guards your herd. If you have more than one dog, you should supply them with a bone. The player who has the most points wins.

*The rules for 3 to 6 players are explained here.*

*You'll find VOLLEWOLLE for 2 players at the end of these instructions on page 8.*

## The Course of the Game

In each round you do these 3 actions in the following order:

- 1) Lay out cards
- 2) Make bids
- 3) Roll the dice

### 1) Laying out cards

From the draw pile, pick one more card than the number of players and lay the cards face up on the table. (For the last round in the 6-player game, the remaining four cards are put in the middle of the table.)



*Illus. In a 5-player game, put 6 cards face up in the middle of the table.*

### 2) Making bids

Each player, by means of his miniature clip, secretly marks a bid on his bidding table. After that, players reveal their bidding tables at the same time and loudly declare their bid. Later, you have to match your bid by rolling the dice. The rank of the bids determines the order of play of the dice rolls that follow; players with higher bids go before players with lower bids.



*Illus. Katherine's bid is 20.*

### What happens if the bids are tied?

If more than one player has made the same bid, the **number of sheep** decides the order of the turn: players with a lower number of sheep roll the dice before players with a higher number of sheep.



Back of the bidding table

Number of sheep



Sheep herd (collecting pile)

*Illus.* As long as you have not yet gotten any sheep card(s) from the middle of the table, you'll find your number of sheep on the back of your bidding table. As soon as you have collected your first sheep card, the number of sheep shown on the top card of your **sheep herd** collecting pile applies. (See "What you do with the cards", page 5.)

### What does the bid 26+ mean?

The player who bid 26+ puts a **wool chip in the stock**, and goes first. A player who doesn't have any wool chip cannot bid 26+.

If more than one player bids 26+, each of them first puts a wool chip in the stock. Then, also in this case, the number of sheep determines the order of play.

### 3) Rolling the dice

The player who made the highest bid starts. After that, the player with the second highest bid follows, and so on. The object of rolling the dice is to match or exceed your bid. If you succeed, you get cards from the middle of the table. (This applies also for the bid 26+ – as for the bid 26: If you achieve a result of 26 or more, you get cards from the middle of the table.)

To do so, each player, except for the last one, has three chances to roll the dice:

#### 1<sup>st</sup> try

You roll all three dice. Then you find out your result (see page 4). If, in doing so, you at least reach your bid, you get any **three** cards from the middle of the table. This ends your turn.

#### 2<sup>nd</sup> try (takes place only if you didn't get any cards in the first try)

You leave one of the dice from the first roll and roll the other two dice again. If you at least reach your bid now, you get any **two** cards from the middle of the table. This ends your turn.



*Illus.* Steven needs a second attempt to roll the dice. He leaves the 8 and re-rolls the two remaining dice.

**3<sup>rd</sup> try** (takes place only if you didn't get any cards in the second try)

You leave also one of the two dice from the second roll and re-roll the third die for the last time. If you at least reach your bid now, you get any **one** card. This ends your turn.



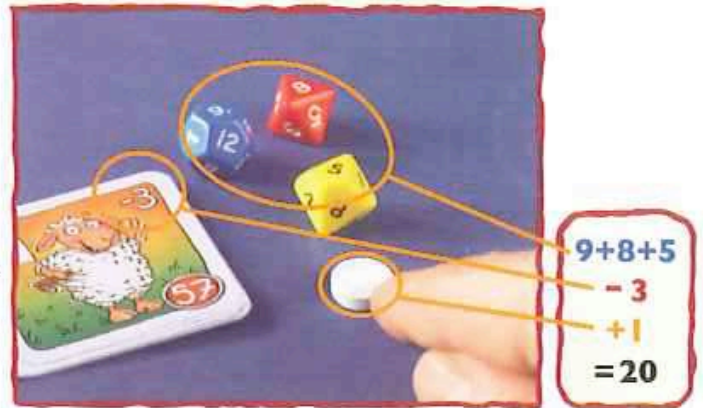
*Illus. Steven puts aside the 9 after his second attempt. Now he rolls the yellow die for the third time.*

If you don't reach your bid after three dice rolls, you don't get any cards but, instead, you get a **wool chip** from the **stock**. This ends your turn.

If you **go last**, you don't roll the dice and don't get a wool chip either. Instead, you immediately get **all the remaining cards** on display. If there are none left, you miss out.

### *How you find out your result*

- You always add up **all three** dice.
- **After each of your dice rolls**, your results can be altered by means of your top sheep card and the use of your wool chips.
  - In case you have a plus on the top sheep card of your sheep herd, you **may** add this to your dice result.
  - Besides this, **you may always** improve your results by means of your wool chips. Each wool chip that you put into the stock increases your result by one point.
- If you have a minus on the top sheep card of your sheep herd, you **have to** subtract this from your result.



**ATTENTION!** If your result after the **third** dice roll is **below 14**, you have to take **all black sheep** from the middle of the table, provided there are any. In this case also, you get a wool chip. Of course, you may use a bonus and wool chips to reach 14.

## What you do with the cards

You build a collecting pile in front of you of all sheep cards you get in the course of the game. This pile is your sheep herd. Whenever you get sheep cards from the middle of the table during a round, you sort them immediately in any way you like and put them on top of your **sheep herd**. If you want to know whether you already own certain sheep cards, only your memory can help you, because: **It is not allowed to check your sheep herd later.**

When you get sheep dogs, you place them next to the pile of your sheep herd, singly and visible to all players. When you get the bone, you place it face up **next to** your sheep herd as well.



Illus. Sheep herd, sheep dogs, bone

A sheep card of your sheep herd might show a plus, a minus, or a bone symbol in the upper right hand corner.

- **Only** the plus or minus on the **top** card of your sheep herd counts.
- If you get a sheep card with a bone symbol from the middle of the table, however, you may immediately – **and only once** – take away the “bone” from its current owner (only, of course, if another player already has the bone). If your **top sheep card** shows a bone symbol in the upper right hand corner, this has no meaning at all.

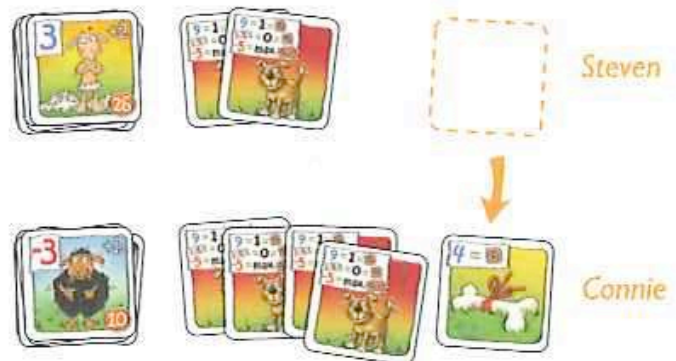


Illus. Steven's top sheep card shows a +2 bonus. He can take advantage of the bonus as long as this card is lying on top of his sheep herd.



Display in the middle of the table

Illus. Connie takes the sheep card with the bone symbol, along with other cards, from the middle of the table, and immediately grabs the bone from Steven.



### When do I get what?

- If there are fewer cards lying in the display than you are entitled to, you get only the cards that are left.
- If there are no cards left in the middle of the table, your turn is skipped. A new round begins. You don't get cards or a wool chip.
- If you reach your bid without using wool chips or a bonus, you have to take all the cards you are entitled to, even if you might not want some of them.

## Ending and Winning the Game

The game ends as soon as the players have gotten all cards from the middle of the table. Now everybody adds up the points on the cards he or she collected and also adds the number of his or her wool chips. The player with the most points wins, and can feel confident of his wool.

For the adding up, you have to make sure that you find out the actual value of the following cards:

3-7-0-card, 0-0-7-card, sheep dog, bone.

## The Special Cards of VOLLE WOLLE



### Sheep card 3-7-0

Owning **one** of these cards, you get **three points**. Owning **two** of these cards, you get  $2 \times 7 = 14$  points.

Owning **three** of these cards, you have a complete trio and you get **0 points**. (The 14 points of the first two cards are lost.) Owning **four** of these cards, you have started a new trio, and for this fourth card you get **three points**, and so on.



### Sheep card 0-0-7

Owning **one** of these cards, you get **0 points**. Owning **two** of these cards, you get **0 points**. Owning **three** of these cards, you have the complete trio and

you get  $3 \times 7 = 21$  points. Owning **four** of these cards, you have started a new trio, and for this fourth card you get **0 points**, and so on (though you keep the 21 points for the first three cards).



### Sheep dog

Having exactly **one** sheep dog gives you **nine points**. If you have **no** sheep dog, you put **two sheep** of your choice (no black, no 0-0-7, and no 3-7-0 sheep!) from your sheep herd back

into the box. If you have **more** sheep dogs next to your sheep herd than any other player, you have to subtract **five points** from your score. If several players have the most sheep dogs, each of these players loses five points.



### The Bone

Bones make dogs feel happy. If you have the bone in the end of the game, you get **four points** for each sheep dog you own.

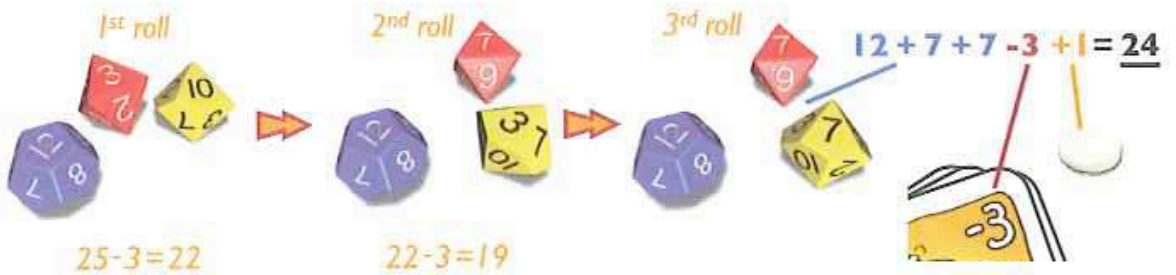
The bone itself has **no** value and doesn't keep you from subtracting five points if you own the most sheep dogs.

## Examples

### Connie gets a card



Connie's sheep herd



Already after her first roll (12, 10, 3) Connie has gained a total of 25 points; so she would even exceed her bid of 24 if she didn't have a minus (-3) on her top sheep card. For this reason, she has to subtract 3 points from her result, so it adds up to only 22 points. That is not enough even with the one wool chip she owns – she would only reach 23; consequently, she needs to take a second dice roll.

She leaves the 12 and re-rolls the other two dice (7, 3). Now her result is worse than before. After subtracting the minus, she reaches only a total of 19.

Now she also leaves the 7 and rolls the remaining die for a third time (7). By putting a wool chip in the stock, she increases her result of 23 to 24; in doing so she reaches her bid. Since this was her third roll, she takes one card of her choice from the middle of the table.

### Katherine uses her bonus decisively



Katherine's sheep herd and sheep dog



### Display during Katherine's turn



Katherine takes these two sheep cards.

Katherine has made a bid of 24 and wants exactly two cards. She doesn't want the black sheep and the sheep dog. After her first roll, she gains a total of 21. Now she could claim her bonus of "1" and pay two of her wool chips in order to reach her bid. In this case, however, she would get three cards, which she doesn't want to do. For this reason, she puts aside one die and re-rolls. She reaches 21 again. This time, she uses her bonus and doesn't mind paying the two wool chips. Since this was her **second** roll, she gets two cards as desired.

**Rob wants to use his dice purposefully, but remains below 14**



Rob's sheep herd



after Rob's 3<sup>rd</sup> roll

$$5 + 4 + 6 = 15$$



Penalty -2

$$\text{Result} = \underline{13}$$

Display during Rob's turn



Rob MUST take both black sheep

It is Rob's turn. He doesn't want to reach his bid before the third roll, otherwise he would get one or even two black sheep. For this reason, he leaves the 4 from his first roll. He must leave one of the two 5s from his second roll. After the third roll, he reaches only 13, since he has to subtract a minus (-2) from his dice roll result (15). Since he doesn't own any wool chips, the total after his third roll is below 14, so he has to take both black sheep. Bad luck! At least he gets a wool chip from the stock.

**Beispiel einer Abrechnung**



Sum: 27



Sum: 0



Sum: 14



Sum: -10



Sum: -5



4 dogs x 4 = 16

TOTAL SCORE = 42 Punkte

**VOLLE WOLLE for 2 players**

The 2-player game has the same rules as described above, with the following exception:

Even if you are second – and that means last – if there are cards still lying in the middle of the table, you try to reach your bid by rolling the dice. If there are still cards left even after your turn, the other player gets them – even if he already got cards when it was his turn (before yours).

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