

A Cooperative Stand Against Cosmic Horror



TANGLED YARNS

Story

Tangled Yarns is a cooperative story about a brave group of sheep (that's you) which must stop a cosmic horror, the Shepherd, from enslaving your world. To do this, you must work together, combining your movements and actions and using your unique talents to close cosmic gates, attack wolves and cultists, and alter the very layout of the city.

The play area, the ghost city of Parokiam (pah-ROW-key-em), consists of 36 city tiles, each with one side that forms a barrier, turning Parokiam into a maze. In the very center of the city sits the Shepherd's sacrificial altar. Surrounding the entire city is a connected ring of border tiles called the Shepherd's way.

The Shepherd moves clockwise around the Shepherd's way. When he passes over a spawning guide, cultists and wolves are spawned. The Shepherd's Way tile where the Shepherd stops affects the game rules while he's there. The gate tiles also sit on the Shepherd's way. If the Shepherd ever lands above a gate tile, you lose. You must close those gates and remove their tiles by using the arcane relics scattered throughout Parokiam.

Cultists spawn on the corners of Parokiam and move one tile per round on the shortest path to the sacrificial altar at the center. If a cultist reaches the sacrificial altar, you lose. You can lengthen the cultists' paths by rotating individual city tiles.

Sheep become corrupted the first time they sacrifice themselves or lose a battle with a wolf. They die if they sacrifice or lose a second time or lose to the Angel.

If and when the players close all of the gates, the Angel appears. It is only after the Angel has arrived and the remaining cultists have been eliminated that you will have saved your world and won.

TANGLED YARNS

Contents

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The amazing people in the *PlayTest UK Groups of Cambridge & Birmingham* and those who play tested it at *HandyCon* and the *UK Game Expo*.


How-to-play videos and translated rulebooks at <https://kadenaentertainment.com/tangledyarns>

 Spielregeln

 Reglas del juego

 Règles du jeu

 遊び方

 게임 규칙



Kadena
ENTERTAINMENT

Quillsilver

Game Components



6 Character Boards



6 Character Tokens



23 Marbles

2 Red (Lily)

2 Purple (Melbrook)

2 Orange (Moppet)

2 Green (Twyla)

2 Blue (Poppy)

4 Black (Blackberry)

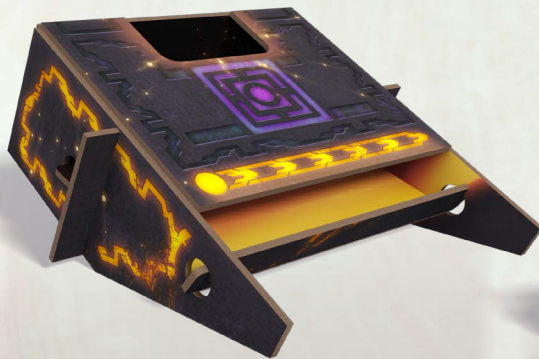
9 White Speckled (Servants of the Shepherd)



6 Shepherd's Way Track Pieces



1 Phase Marker



1 Fate Box



1 Shepherd Token



30 Power-up Tokens

6 Talaria 6 Tech 6 Book 6 Map 6 Bone

1 Power-up Board



6 Wolves



6 Cultists



1 Angel Token

13 Servants of the Shepherd



1 Servants of the Shepherd Board



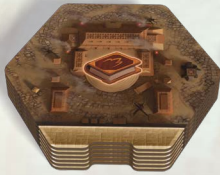
1 Sacrificial Altar Hex tile



24 Gate tiles (6 for each player count)



12 Shepherd's Way tiles



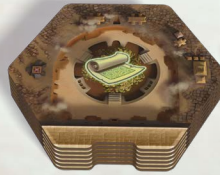
6 Book



6 Talaria



6 Tech



6 Map



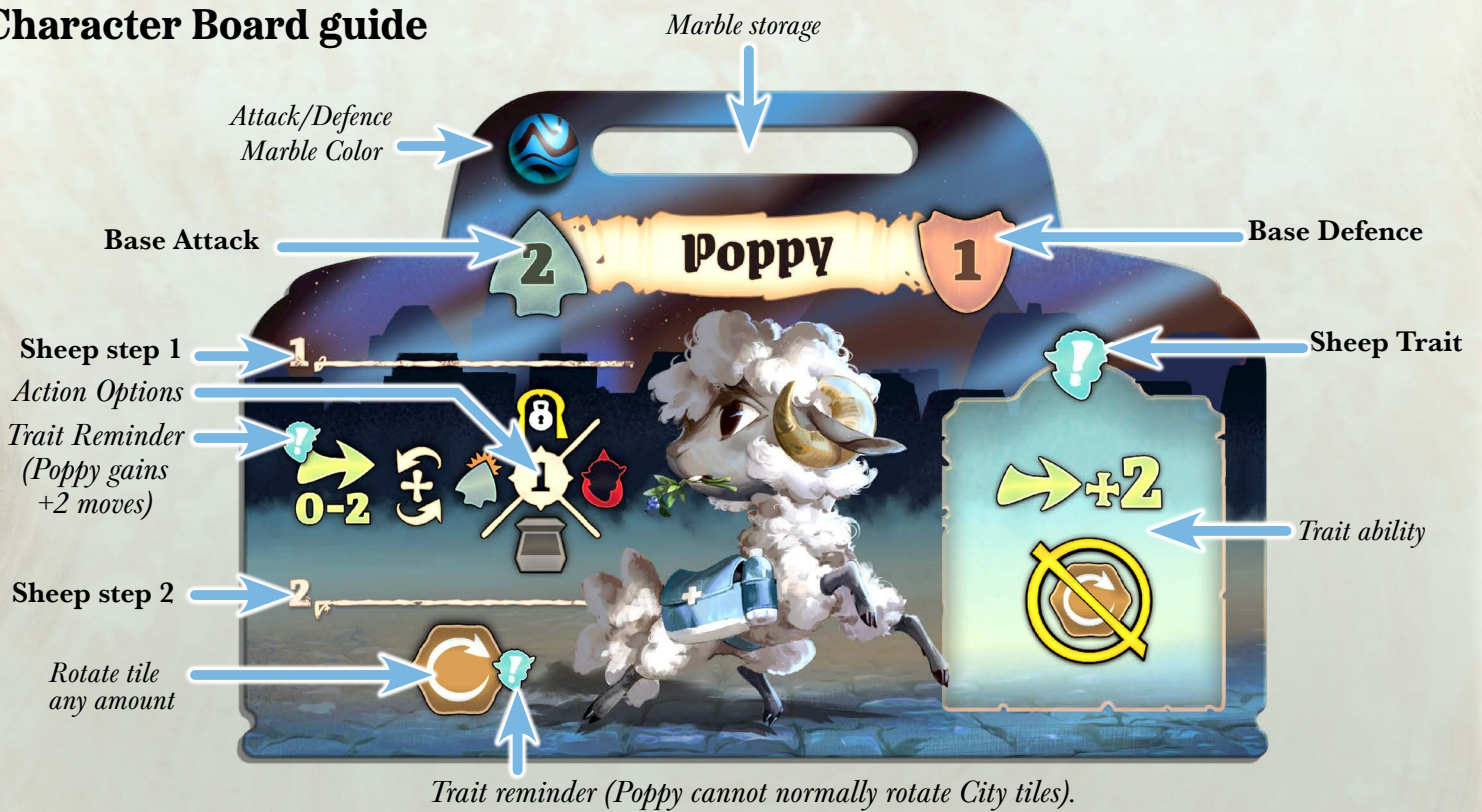
6 Bone



6 Wasteland

24 Parokiam City hex tiles

Character Board guide



Shepherd's Way guide



Setup Guide

1. **Determine the number of sheep in the game.** Use the chart to the right.

Total number of players	Sheep per player	Total number of sheep
1	3	3
2	2	4
3	2	6
4	1	4
5	1	5
6	1	6

2. **Place the Shepherd's Way Track** linking their puzzle piece ends, their backs are numbered and they will go in the order of: red, blue, green, orange, black, and purple.

3. **Place the Shepherd token** on its starting space and the phase token on the first phase space (beneath the star).

4. **Place the Shepherd's Way tiles.** Shuffle the twelve Shepherd's Way tiles and place four of them face up in the first four Shepherd's Way slots (the fifth and later slots start with Gate tiles in them). The remaining Shepherd's Way tiles form a face-down draw stack that will be used as the game continues. Set it off to the side.

5. **Place the Gate tiles.** Take the Gate tiles specific to the number of sheep in the game, shuffle them, and place them all face-up (showing the arcane elements), one on each of the Shepherd's Way/Gate slots (total of six). All other Gate tiles remain in the box.

6. **Build Parokiam.** Each Parokiam City hex tile ("city tile") has a front and back face: an "arcane relic" side and a "wasteland" side.

a. Create a randomly ordered stack of hex tiles so that there is one of each arcane relic face up for each sheep in the game. For example, four sheep = four book, bone, talaria, tech, and map hexes face up in the stack, all other hex tiles will be wasteland side up. Tiles should be randomly rotated in relation to each other.

b. From the stack of hex tiles, place a ring of 18 around the inside of the Shepherd's Way Track tiles. Then, a ring of 12 inside of that and a ring of six inside of that.

!!! Ensure there is a pathway (free from being blocked by walls) from every hex to the center of the city. Rotate any blocked hex tile clockwise one turn until an open path to the center is created. If that doesn't work, rotate an adjacent tile.

7. **Place the Sacrificial Altar tile** in the center of the city, aligning the marble colors with those on the Shepherd's Way Track. The Angel symbol is placed face down.

8. **Place the power-up board** beside the city and place the 5 stacks of **power-up tokens** on the appropriate locations.

9. **Each player chooses their Sheep** (depending on the number of players) and takes their matching character board, marbles, and Character token. See page 20 for descriptions of the sheep's personalities and special traits. Players place their character board(s) (uncorrupted side up) in front of them, place the matching marbles on their board, and place their Character token on the Sacrificial Altar.

10. **Set out the Servants of the Shepherd board**, wolf side up. Place the nine black and white speckled marbles on it. Place the Angel token between gates 5 and 6 and the Wolf and Cultist tokens near the board.

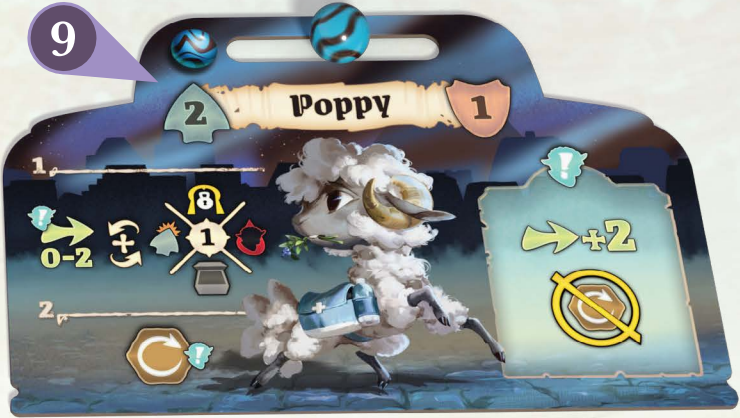
11. **Set out the Fate Box.** Place one marble from all six sheep characters, even if they are not in the game, into the Fate box.



"Let us give you some tips. First, don't underestimate me! With my talaria and power-ups, I can do a lot of good for the team."



6-player Setup



Play Overview

The game will be played over a series of rounds, each with six phases:

Phase 1: The Shepherd moves.

Phase 2: Sheep move and/or take one action.

Phase 3: Sheep rotate city tiles.

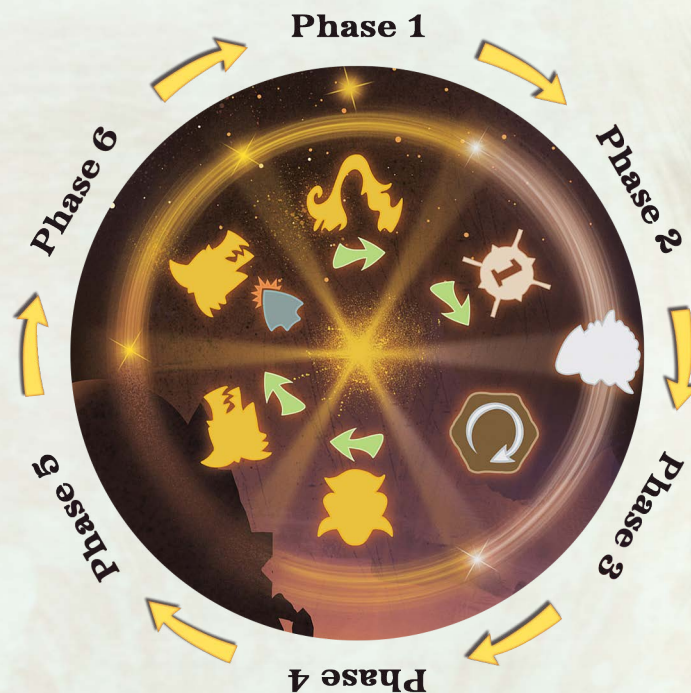
Phase 4: Cultists move.

Phase 5: Wolves move.

Phase 6: Wolves attack.

An example of two rounds of play follows the instructions on the phases.

When and if the sheep close the final gate, the Shepherd's most loyal servant, the invulnerable Angel, arrives, and the final act begins. After that, once the sheep defeat all remaining cultists, the Angel becomes a frozen statue in Parokiam, and the players win the game.



Phase 1



Move the Shepherd, spawn servants, and discard extra power-up tokens.

After the Shepherd has moved and his servants have spawned, the phase is complete. Go to phase 2.

a. Move the Shepherd to the next Shepherd space.

In round 1, the Shepherd moves to the first space. This space has no effect as no Shepherd's Way or Gate tile are present beneath the space. After round 1, the Shepherd moves clockwise along the Shepherd's way to the next space.



Any Shepherd's Way tile beneath the Shepherd will affect the game this round.



If the Shepherd is above a Gate tile, the players lose!

b. Spawn servants (cultists and wolves).

Spawn servants based on the number of sheep that started the game using the spawning guide below the Shepherd. Find the row showing the number of sheep that started the game (the white number) and read below to see how many cultists and wolves to spawn.



	3	4	5	6
Sheep	1	-	-	1
Cultists	-	1	2	-
Wolves	-	-	-	-

Example: This spawning guide shows 0 cultists and 1 wolf spawning for a 4-sheep game.

Use the Fate box to determine which corner of Parokiam the servants arrive in. Place the main 6 marbles in the Fate box, shake it, tilt it, and read the colors starting from the left.



In this example, the first servant would go to the blue corner city tile, the next to the orange corner city tile, then the red etc. Corner colors are indicated on the Shepherd's Way as an additional guide.

Place all cultists first, then wolves. Place them on the city tile in the outer corner of Parokiam that is pointed to by the sacrificial altar arrow corresponding to the color shown on the marble.



c. Discarding extra power-up tokens.

See details in the power-up section on page 10.



Phase 2



All sheep can move and/or take one action in any order, mixed between players as desired.



Each player can move and take one of four basic actions: lock, attack, power up, or sacrifice. These actions appear as icons on the sheep boards.

Sheep traits on the bottom of the boards show how that sheep changes basic rules.

After all sheep have moved and taken an action, the phase is complete. Go on to phase 3.



Move

Sheep normally move 0, 1, or 2 city tiles within Parokiam. *Poppy can move 0 to 4 city tiles.*

- A sheep's movement cannot be interrupted.
- Sheep normally cannot move through walls.
- **Sheep may not move through city tiles occupied by wolves.** Sheep can stop on the city tile or, if starting on it, can move off of it, but they cannot pass through a city tile occupied by a wolf.
- A talaria power-up extends movement but does not create a second movement.

"We gotta watch out for cultists with easy paths to the center! Everyone should move to where they can rotate city tiles to make their paths longer."



Lock

Sheep lock gates by placing themselves on different city tiles that show relics that match all of the symbols on the gate tile. Moppet can use adjacent city tiles to lock gates, but she cannot do this while on the Sacrificial Altar tile. Sheep then simultaneously execute the lock action by:

1. Removing the gate tile and replacing it with a face-up Shepherd tile taken from the Shepherd tile draw pile, and
2. Flipping the city tiles used to their wasteland side, being careful to keep the wall in the same relative position.

- Each relic can only be used once to lock one gate.
- Players can use city tiles occupied by cultists or wolves to perform a locking action.

Once the sheep have locked all the gates, the Angel arrives and the final act begins—see page 18.



Example: Sheep ready to lock a gate, positioned on city tiles with relics that match those on the gate.



Example: A completed lock. The gate is discarded and a random Shepherd tile is placed. The city tiles are flipped to their wasteland sides.

“We don’t have to do the gates in order. Sometimes some of us can lock while others fight. We should take advantage of that.”



Attack

Sheep can attack cultists and/or wolves. They cannot attack the Angel.

- Sheep can attack both wolves and cultists in any combination and in any order.
- Attacker(s) and defender(s) must occupy the same city tile.
- Not all sheep on the city tile must participate in the attack, nor must they attack at the same time.
- Sheep on the same city tile as but not involved in the battle do not have an effect on the battle.
- Not all servants on the same city tile must be attacked.

To engage in an attack, remove any marbles currently in the Fate box. Place the correct number and color of attack marbles and defense marbles into the Fate box. Shake it and tilt it. The winner is the character whose marble is farthest left.

Attack and Defense Marbles.



The **sheep** have a base attack of ●● and a base defense of ●.



With her Sheep Trait, **Blackberry** has a base attack of ●●● and a base defense of ●●.





The **wolf** has a base attack of ●●● and a base defense of ●.



The **cultist** has a base attack of 0 (it doesn’t attack) and a base defense of ●●.

To determine the correct number of attack and defend marbles, do the following:

Each sheep and the servants as a group have their own color marbles. Find the base number of attack and defense marbles by referring to the sheep and servant boards. The base number of attack marbles appears on the attack icon . The base number of defense marbles appears on the defense icon .

Combine all attack and defense marbles and modify their number as follows when applicable:

1. Modify the number of attack and defense marbles based on the active Shepherd's Way tile.
2. Reduce the number of servant marbles based on any bone power-ups used by the sheep.
3. Reduce the number of servant defense marbles by 1 for each additional sheep over 1 involved in the fight. For example, 3 sheep attacking a cultist would reduce the number of cultist defense marbles by 2.

If, after making these modifications, the servant(s) has no defense marbles, the sheep win automatically. Otherwise, place the correct number and color of attack and defense marbles in the Fate box. Shake it, tilt it, and read it. The marble farthest to the left shows the winner of the battle.

If the sheep win, all servants involved in the battle are removed from play.

If the servants win, neither the defender nor the attacker is affected.

"I love getting into scraps, but instant kills are normally better. Let's look for ways to ensure we win the fight before it starts."



Example: Poppy, Moppet, and Blackberry are on a city tile with 2 wolves and 1 cultist. Poppy will be doing a locking action this turn, but Moppet and Blackberry will try to attack all of the servants in one attack. If they win, all 3 servants will be removed.

Moppet has an attack of 2 and Blackberry has an attack of 3, for a total of 5 attack marbles. The wolves each have a defense of 1 and the cultist has a defense of 2, for a total of 4 defense marbles.



However, the Shepherd currently stands on the Rage of the Shepherd tile, which gives a +1 defense to each wolf. That brings the servants' defense marbles to 6.



And yet, Moppet and Blackberry will be using 3 bone power-ups, which reduce the number of servant defense marbles by 3. The power-ups are returned to the power-up board.

Further, since 2 sheep are attacking, the servants' defense marbles are reduced by 1 additional marble (the sheep have 1 sheep more than a single attacker). Poppy is not involved in the attack, so her presence has no effect.

The 2 white speckled servant marbles are placed in the Fate box along with Moppet's 2 orange marbles and Blackberry's 3 black-white marbles. The Fate box is shaken and tilted, and the marble to the far left shows the winner.



It is white speckled. This means servants win, but nothing happens to Moppet and Blackberry. Poppy, who has not yet taken her turn, can attack the servants as well. She decides to attack just the cultist. The cultist has a defense of 2, and Poppy has an attack of 2. There are no modifiers this time.



Power-ups

Sheep can gain a power-up that matches the relic of the city tile they are standing on.

If sheep gain a power-up in a wasteland, the Fate box determines which power-up the player will get. Place the main 6 marbles in the Fate box, shake it, tilt it, and read it. The marble farthest left represents the power-up the sheep receives. If the marble is red, the player gets no power-up. Lily can choose which power-up she wants regardless of what appears on the city tile; she cannot do this while on the sacrificial altar.

- Power-ups are communal, and sheep do not have to be on the same tile to share power-ups.
- Power-ups can be used any time, including in the same phase they were obtained.
- Power-ups can give sheep powers they don't usually have.
- The power-ups can be stacked and used in any combination with other power-ups.
- Power-ups are not meant to be limited by the number of tokens in the game.
- Power-up tokens are returned to their resource pile after use.
- Power-ups cannot be gained when on the Sacrificial Altar.

Power-ups provide the following abilities:



Talaria (blue) allows a sheep to move 1 additional city tile.



Map (green) allows a sheep to pass through 1 wall.



Tech (purple) allows a sheep to rotate any adjacent city tile in phase 3. Poppy can rotate a city tile (either the one she is on or an adjacent one) by using the tech power-up.



Book (orange) removes 2 marbles from wolves' or Angel's attack.



Bone (black) acts like an additional sheep, removing 1 defensive marble from the servant(s) when the sheep attack.



"Power-ups are, well, powerful. Especially bone and tech. It is always good to have some on hand. Don't forget we can use them immediately!"

Place stacks of power-up tokens in these slots.

Summary of action and related marble colors.

Keep your collected powerups here to be used.

Red marble is unrelated to any power-up.



Powerup discard reminder (see below).

Remember to discard extra power-up tokens at the end of phase 1.

As gates are closed, the number of each relic in the city will shrink. Sheep can carry over power-ups from one round to the next, but the number of power-ups cannot exceed the number of tiles with that relic remaining in Parokiam after gates are closed. (For example, if there are only three book city tiles, the flock can carry only three book power-ups into the next round.) The power-up icon on the spawning guide is a reminder to check the remaining power-ups against the remaining relics and discard extra tokens as needed.



Sacrifice

Sacrificing stops the effect of the current Shepherd's Way tile and stops the forward movement of the Shepherd for one turn. A healthy sheep that sacrifices itself will become corrupted; a corrupted sheep that sacrifices itself will die.

If a sheep chooses to sacrifice itself, do the following:

1. Lay the Shepherd down at its current place; the effects of that Shepherd's Way tile no longer apply. (The effects of the *Lightness of the Shepherd* tile and *Shifting of the Shepherd* tile are not rescinded.)

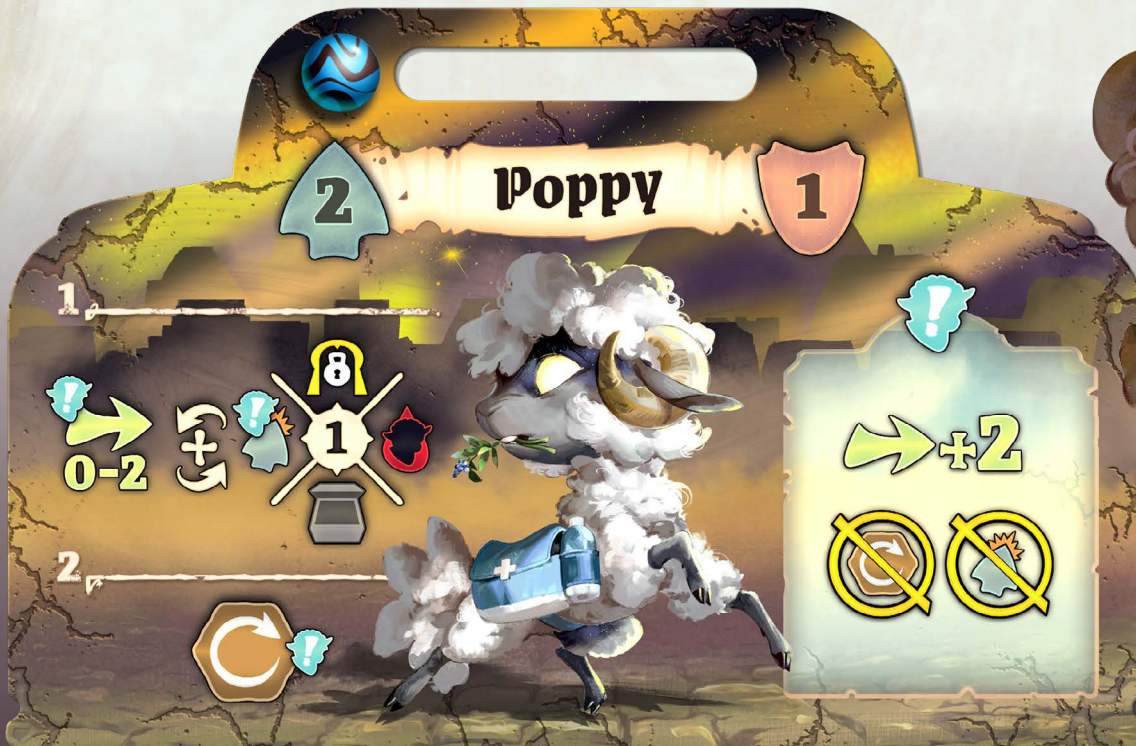
2. If the sheep was healthy, it is now corrupted. Flip its sheep board over to the corrupted side, and move its token to the Sacrificial Altar. If the sheep was already corrupted, it has now died. Remove its sheep board and token from the game.

A sheep that sacrifices itself but has not yet moved can move from the Sacrificial Altar after the sacrifice.

On the next phase 1 (Shepherd moves), stand the Shepherd back up, but do not advance it to the next Shepherd space. Its current Shepherd's Way tile becomes active again. (*Lightness of the Shepherd* and *Shifting of the Shepherd* effects are not repeated.)



"Sacrifices have to be made. If we're smart, we can use them to move across Parokiam faster and stop the Shepherd from changing our world and spawning servants. Timing of a sacrifice is everything."



Note: a Sheep's Trait changes when they are corrupted and their board flipped.



Phase 3



Sheep rotate city tiles.

Sheep can rotate the city tile they occupy as many turns as they wish. Melbrook can rotate adjacent city tiles.

- A city tile occupied by a cultist cannot be rotated.
- A city tile cannot be rotated so that there is no pathway from every city tile to the Sacrificial Altar.
- Rotating a city tile is optional.

After all sheep that can and want to rotate a city tile have done so, the phase is complete. Go on to phase 4.

Phase 4



Cultists move.

All cultists move 1 space toward the center on their shortest path. If there are multiple equally short paths, use the Fate box to determine which path they take.

- Cultists move separately, even if they start from the same city tile.
- Cultists never attack sheep.
- If a cultist reaches the center, the players lose.

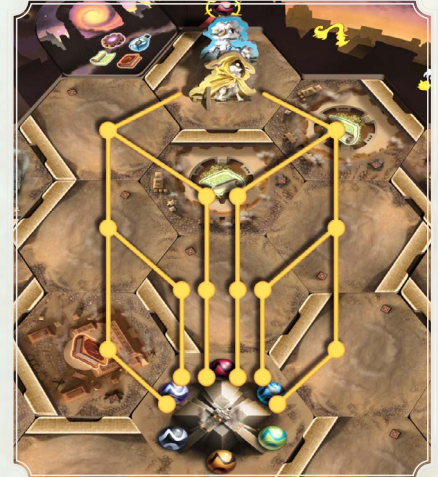
After all cultists have moved, the phase is complete. Go on to phase 5.



Rotate City Tiles Example: Poppy finishes Phase 2 on a tile and chooses to rotate it 120 degrees. She cannot rotate it 60 degrees as it would create a fully blocked off walled area.

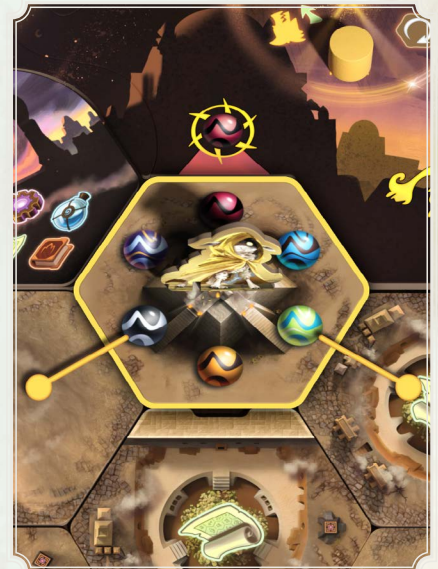
Cultist Move Example: The cultist has 6 equally short paths to the center.

As the cultists will only move 1 space, the Fate box must be used to decide which initial direction it will go.



To determine which direction the cultist will travel when it has a choice, first identify the colors of the choices using the Sacrificial Altar tile color arrows as a guide.

By imagining the Sacrificial Altar tile on the location where the cultist is, the player can see what course options correspond to colors. Here the right path is green, and the left is black.



After the Fate box is shaken and tilted, the black marble is farther left than green, so the cultist goes in the black direction, to the left. All cultists have moved, so the phase ends.



Phase 5



Wolves move.

Wolves move 0, 1, or 2 city tiles toward the sheep closest to them. If there are multiple sheep equally close, the wolves use the Fate box to choose direction in the same manner as the cultists. Wolves ignore cultists.

- Wolves ignore sheep on and cannot move through the Sacrificial Altar tile.
- If there are no detectable sheep, or there is no path for wolves to reach any sheep, the wolves do not move.
- If more than 1 wolf ends their movement on the same city tile, these wolves become a pack and will move together for the rest of the game. Wolves in a pack can still be attacked individually by the sheep.

After all wolves have moved, the phase is complete. Go on to phase 6.

Phase 6



Wolves attack.

All the wolves attack all the sheep (never cultists) that are on the same city tile. They attack as one group in one battle. If the wolves win, regardless of the number of wolves and sheep occupying the tile, they only corrupt or kill 1 sheep. (The identity of that sheep is determined by using the Fate box in the same manner as in choosing directions—the marble of the main 6 farthest left identifies the sheep that is corrupted or killed.)

Use the same attack process as described under the attack section for sheep (page 9), except this time the wolves are attacking the sheep. Sheep can use the book power-up to reduce the total number of wolf attack marbles by 2. If more than 1 wolf is attacking the sheep, the sheep's defense marbles are reduced in number appropriately.



If a sheep is killed and there are not enough sheep left to close the remaining open gates, the players have lost and the game ends.

After all wolves that can attack have, the phase is complete. Go back to phase 1.



Example of Play

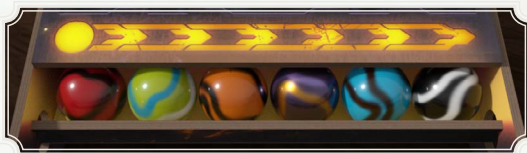
This is a 4-sheep example game played through the first two rounds.

Phase 1 (round 1)

The Shepherd moves over the first spawning guide to the first Shepherd space. There are no new effects. As this is a 4-sheep game, 1 new cultist must be spawned as shown on the spawning guide at this Shepherd space.

The Fate box determines where in Parokiam the cultist will spawn. Place the main 6 marbles in the Fate box.

Shake it.
Tilt it.
Read it.



The cultist spawns in the red corner. If this were a 6-sheep game, the second cultist would spawn in the green corner, and the third would spawn in the orange corner.

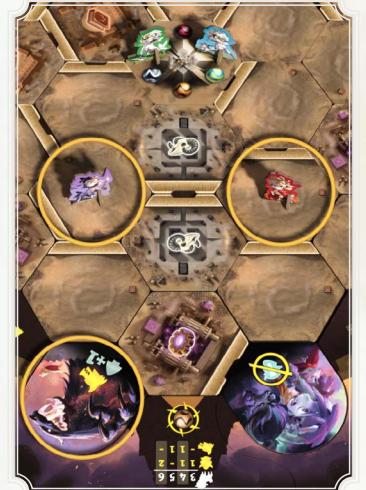


Phase 2 (round 1)

Move and Lock

Lily (red) and Melbrook (purple) want to lock the first gate. This requires one of them to be on a bone city tile and one to be on a talaria city tile. Lily moves to a talaria city tile, and Melbrook moves to a bone city tile.

Lily and Melbrook use their one action together to lock the gate. They flip the talaria and bone city tiles to the wasteland side and replace the gate tile with a random Shepherd tile. She draws and places the *Fang of the Shepherd* tile, see page 19 for a description.



Move

Poppy (blue) wants to attack the cultist. Her sheep traits allow her to move 4 spaces.



Move and Power Up

Before Poppy attacks, Twyla (green) moves to a bone relic city tile and takes a bone power-up. Poppy can now use the power-up in her attack.

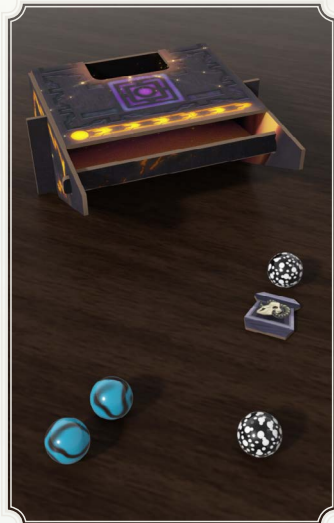


Attack (part 1)

Poppy has an attack of 2.

The cultist has a defense of 2. The bone power-up removes 1 of the defender's marbles, so now the cultist only has 1 defensive marble.

The player places both of Poppy's marbles and 1 servant marble in Fate box. She then shakes, tilts, and reads the result.



Attack (part 2)

The servant marble is farthest left, so Poppy's attack has failed! Poppy has now taken her movement and action, which means that all of the sheep have moved and acted. Poppy attacked, Twyla took a power-up, and Lily and Melbrook locked a gate. No sheep chose to sacrifice themselves (and they would have no reason to at this point in the game).



Phase 3 (round 1)

Rotate City tiles (part 1)

Lily has rotated her city tile to the left to help create a barrier. Twyla chooses not to rotate her city tile. Melbrook has a sheep trait that allows her to rotate an adjacent city tile, which she does. The flock has now made a long barrier to help slow future cultists.



Rotate City tiles (part 2)

Poppy cannot rotate the city tile she is on because: First, her character traits do not allow her to rotate city tiles (unless the Fairness of the Shepherd tile is active or she is using a tech power-up). Second, a cultist occupies the city tile.

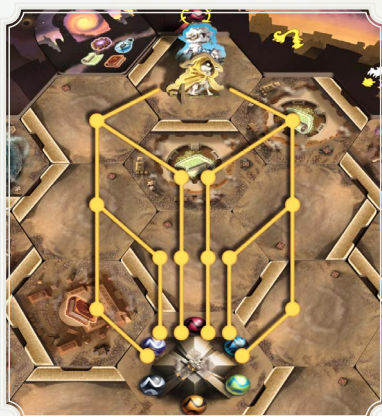


Phase 4 (round 1)

Cultists move (part 1)

The cultist has 6 equally short paths to the sacrificial altar.

The cultists will have a choice of two directions, and the Fate box must be used to decide in which initial direction they will go.



Cultists move (part 2)

The player imagines the sacrificial altar on the location where the cultist is. This allows the player to see which course options correspond to which colors. Here the right path will be designated by the green marble, and the left path will be designated by the black marble.



Cultists move (part 3)

The Fate box is shaken and tilted. The black marble is farther left than the green marble, so the cultist goes in the black direction, to the left.

All cultists have moved, so the phase ends.



Phase 5 (round 1)

Wolves Move

Since there are no wolves in round 1, phase 5 is skipped.



Phase 6 (round 1)

Wolves Attack

Since there are no wolves in position to attack (because there are no wolves), phase 6 is skipped.



Phase 1 (round 2)

The Shepherd moves to the next Shepherd space. The Gift of the Shepherd is at this space. The effect of this tile remains active while the Shepherd floats above it.

The wolves will be able to jump walls this round.



Per the spawning guide, one cultist and one wolf are spawned. The Fate box determines that the cultist spawns in the blue corner, the wolf in the red corner.



Phase 2 (round 2)



Poppy could move away from the wolf, but she wants to stay and fight it. However, it will be her 2 attack marbles against the wolf's 1 defense marble. The odds are in her favor, but she still might lose, as she did in her fight with the cultist.



Lily wants to get a bone power-up to pass to Poppy. Lily's sheep trait allows her to take whichever power-up she wishes. Instead of using the Fate box in the wasteland, Lily takes a bone power-up and passes it to Poppy. Twyla thinks it will be important to get to the areas farthest south. Her sheep trait allows her to move through walls, so she can go straight to the orange corner of Parokiam. She chooses to take a tech power-up just to have one available.

The bone power-up acts like another sheep, a ghost sheep, removing 1 of the wolf's defense marbles, leaving it with none. When Poppy fights using the bone power-up, she wins without ever having to use the Fate box. The wolf is removed from the game.



As the sheep have chosen not to lock gates on this turn, Melbrook decides to get a power-up as well. Since she is on a wasteland tile, she must use the Fate box to determine which power-up she gets. The left-most marble is red, meaning she gets no power-up!



Poppy has acted but not moved. To better prepare for the future round, she moves closer to the relics near the purple corner. She is also trying to get ahead of the cultist. Again, she can move up to 4 spaces due to her character trait.



Melbrook chooses to move in the red direction to get closer to the approaching cultist. Lily moves off to the edge between the green and blue corners of Parokiam. Now that all sheep have moved and acted, they execute phase 3 (rotate city tiles).



Phase 3 (round 2)

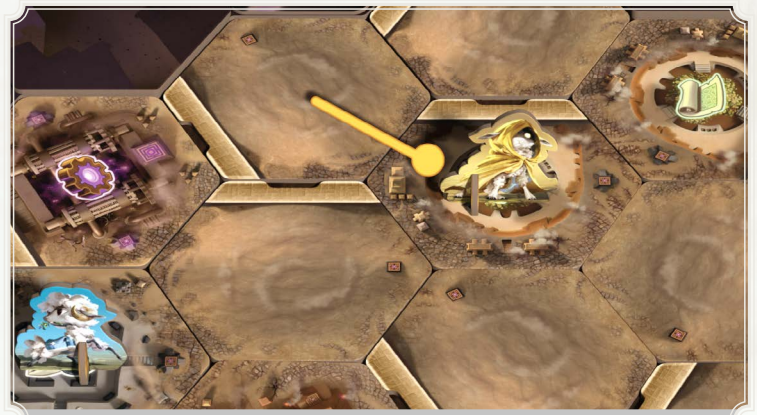


Phase 4-6 (round 2)



Poppy cannot rotate city tiles, but she can use the tech power-up to rotate her city tile or another adjacent tile. She rotates an adjacent one, limiting the directions the cultist will be able to move. Melbrook stopped on the sacrificial altar. Since character traits can't be used by sheep occupying the altar space, Melbrook cannot rotate any city tiles with her sheep trait.

After Lily and Twyla rotate the city tiles they occupy, phase 4 (cultists move) begins. The cultist moves 1 space on its shortest path. The cultist is now only 2 city tiles from causing the players to lose. As there are no wolves, phase 5 and phase 6 are skipped. It is now time for the Shepherd to move again.



Angel and the Final Act

Take the following steps immediately upon closing the final gate.

1. Move the Shepherd token to the Shepherd's starting space. The Shepherd will no longer move, spawn more servants, or affect the game through the Shepherd tiles.
2. Flip the Sacrificial Altar tile Angel side up. Though the altar remains the goal for the cultists, it now acts like a normal city tile for the sheep. Sheep traits can be used on it. Sheep can be attacked and hunted on it.
3. Place the Angel token on the Sacrificial Altar tile. The Angel can move through, see, and attack sheep on the sacrificial altar. Sheep are no longer safe here.
4. Flip the servant board to the Angel side.
5. The number of wolves in Parokiam at the time of the Angel's summoning represents the attack strength of the Angel. This attack strength will not change. Place 1 servant marble for each wolf onto the Angel's board. Place the other marbles in the game box.
6. Now, remove all wolves from the board. In the unlikely event there were no wolves, the Angel cannot attack. However, it will still move to the closest sheep impacting the sheep's movement and their ability to rotate city tiles.

Players complete any additional moves or actions, and play continues with phase 3.

Making the Game Easier

(recommended for first game)

Use either or both of these modifiers to make the game easier:

- 1) Allow each sheep to claim 1 power-up at the start of the game, and/or
- 2) After placing all gates randomly, remove the first gate the Shepherd would reach, and flip over the corresponding relic city tiles shown on the removed gate tile. (Players can choose which city tiles to flip.)

New Phase 1

The Angel moves and strikes.

After the Angel arrives, the Angel moves instead of the Shepherd in phase 1.

Movement

- The Angel's movement is equal to the number of cultists currently in Parokiam. As cultists are eliminated, the Angel's movement decreases.
- The Angel ignores all walls.
- The Angel will move up to its maximum movement toward the nearest sheep. If there is a choice, use the Fate box.

Attack

- If the Angel can move onto a city tile occupied by sheep, it will attack the sheep. The attack strength of the Angel equals the number of servant marbles on its board.
- If the Angel wins, 1 sheep is killed, even if it was not previously corrupted. Use the Fate box to decide if needed.
- If the Angel arrives when there were no wolves, it will still move toward the closest sheep, but it cannot attack. Its presence still acts as a barrier to sheep movement and tile rotation.

Effect on sheep

- Sheep can neither move through nor rotate the city tile on which the Angel stands.
- Sheep cannot attack the Angel.
- The Angel is defeated when all the cultists are eliminated. At this point, the players win the game.



- **As normal, if either a cultist reaches the sacrificial altar or all the sheep are killed, the players lose.**

After the Angel has moved and attacked (if it can), continue with phase 2.

Shepherd's Way Tiles

The rules for each tile apply when the Shepherd is in the sky above that tile.



Quiet of the Shepherd
City tiles may not be rotated.



Claw of the Shepherd
Wolves can move up to 3 city tiles on this turn.



Bite of the Shepherd
If the wolves fail in their first attack, the complete attack is executed again.



Rage of the Shepherd
Wolves have a defense of 2.



Spirit of the Shepherd
Cultists defeated in combat on this turn respawn at a random corner of Parokiam. Use the Fate box to determine which corner.



Fang of the Shepherd
Wolves have an attack of 4.



Shifting of the Shepherd
Rotate any city tile that has a wall along one of the sacrificial altar's edges 1 turn (60°) clockwise.



Gift of the Shepherd
Wolves can jump any walls.



Kindness of the Shepherd
Cultists have a defense of 3.



Beguiling of the Shepherd
Sheep attack is reduced by 1.



Lightness of the Shepherd
This effect occurs after placing new cultists and wolves. The cultist farthest from the sacrificial altar, along its shortest path, moves 1 city tile closer to the sacrificial altar. If more than one path is tied for the farthest distance, all the tied cultists move 1 city tile closer.



Fairness of the Shepherd makes all characters the same as "normal sheep." That is: 2 attack, 1 defense, 0–2 movement; sheep can rotate only the city tile they occupy, can only lock using the city tile they occupy, and cannot move through walls. (Poppy can also rotate city tiles.) Ignore all corruptions for this turn. Power-ups can still be used.

Sheep Traits



While proud and naive, Lily's intense curiosity makes her adept at learning new skills on the fly.

Lily

Lily can choose any power-up she wants, regardless of the type of city tile she occupies. She cannot do this from the sacrificial altar.

The player controlling Lily should always consider where and when power-ups may be helpful. Is a large battle coming? Will her friends need more movement options? The ability to rotate additional city tiles is always powerful.



Quick witted and cool under pressure, Melbrook is constantly tinkering with machinery in her workshop, including ancient technology unfamiliar to her peers.

Melbrook

Melbrook can rotate either her current city tile or an adjacent one. She cannot do this from the sacrificial altar.

The player controlling Melbrook should remain aware of paths the cultists can take to reach the sacrificial altar. Can those paths be made longer to buy the flock more time?



Tender and selfless to a fault, Poppy is a nurse who always shows up to help no matter what.

Poppy

Poppy can travel up to 4 city tiles instead of 2, but the knowledge of Parokiam is beyond her, so she cannot rotate city tiles.

The player controlling Poppy should pay attention to the edges of Parokiam and consider how challenging it will be to access those remote relics. She can move far, but will it be far enough?



Eager to assist but unwittingly prone to danger, Twyla always seems to be stumbling upon hidden doors and secret passageways.

Twyla

Twyla can move through any number of walls during her move.

The player controlling Twyla should constantly think about how the Shepherd tiles will change the upcoming play of the game. What will it mean when the wolves can jump the walls?



Blackberry

Feisty and always ready for trouble, Blackberry isn't afraid to get her hooves dirty to protect those in need.

Blackberry receives an extra marble in attack and an extra marble in defense.

The player controlling Blackberry should pay particular attention to the number of wolves and cultists in Parokiam. Too many servants of the Shepherd can easily overwhelm the sheep. Is it time for a culling?



Moppet

Though meek and quick to despair, Mop's knowledge of the cursed city is unmatched thanks to her photographic memory and love of ancient texts.

Mop can use an adjacent relic to lock a portal gate. She cannot do this from the sacrificial altar.

The player controlling Mop should stay focused on the locking of the gates. How many turns remain until the Shepherd reaches the next gate? Should they lock a gate that requires all of their number to lock, or should they lock the next gate the Shepherd will reach?



"Unlike us, sheep think for themselves. Yes, they plan together, but they don't like being told what to do. Such behavior displeases the Shepherd."

Notes on Corrupted Sheep

- When a healthy sheep either sacrifices itself or loses to a wolf, she becomes corrupted. When that happens, flip the character board over to the side with the corrupted character image. The character traits change as shown below.
- A corrupted character cannot become uncorrupted.
- All sheep can still use power-ups as usual.
- The Fairness of Shepherd tile nullifies all corruption as well as character traits.

Traits for Corrupted Sheep

- Lily cannot choose the power-up she wants, but she can use the Fate box to receive a power-up at random instead of taking the relic she is on. If the Fate box comes up red, she can choose her power-up.

- Moppet cannot use relics on adjacent city tiles that are blocked from her city tiles by walls.
- Poppy has 0 attack marbles. She can still assist in an attack and reduce the defense strength of the servants, but she adds no attack marbles.
- Twyla can move through only 1 wall each turn.
- Blackberry gains 2 additional marbles on attack, but none on defense. Except for the sacrificial altar, Blackberry can never occupy the same city tile as another sheep, including during movement.
- Melbrook cannot rotate adjacent city tiles that are blocked from her by walls.



Symbols



Talaria Relic



Map Relic



Tech Relic



Book Relic



Bone Relic



Shepherd



Angel



Wolf



Cultist



Sheep



Player/s



Base Attack



Base Defense



Move



Take 1 Action



Action Options



Attack (Action)



Power-Up



Sacrifice



Lock Gate



Ignore 1 wall



Ignore all walls



Rorate City tile any amount



Gate tile



Shepherd's Way tile



Spawn Point



Sheep Traits

See page 20 for more details.



Choose any Power-up, regardless of the relic you are on.
Not from Altar.



Can rotate adjacent hexes during Phase 3.
Not from Altar.



Move two extra hexes. Cannot rotate hexes in Phase 3.



Plus 1 Attack.
Plus 2 Defense.



Can ignore ALL walls when moving.



Can use and flip adjacent hexes when locking gates. Not from Altar.



May use the Fate Box to decide which Power-up you gain. Red marble lets you choose a power-up.
Not from Altar.



Can rotate adjacent hexes during Phase 3. Not through walls.
Not from Altar.



Move two extra hexes. Cannot Attack. Cannot rotate hexes in Phase 3.



Plus 2 Attack.



Can ignore 1 wall each round, when moving.



Can use and flip adjacent hexes when locking gates. Not through walls.
Not from Altar.

See page 19 for Shepherd's Way Tiles