

Woolly Jumpers

Contents:

4 sheep boards, 30 jumper cards

Setting up the game

Each player chooses a sheep board on which they will place the jumpers that they collect during play.



Each player is dealt two cards which they hold in their hand.



Place four jumper cards face up in a line in the centre of the table. The remaining cards are placed face down in a pile next to them.



To play

- The youngest player starts and play continues in a clockwise direction.
- On each turn, try to match a jumper card in **your hand** with any of the other jumper cards in play.
- **You can make a match in any of the ways shown on the right (a, b, c or d):**

a Match to a card in the centre

If one or both cards in your hand match a card in the centre of the table, pick up the card from the table and place it on your sheep along with your matching card/s.



b Match the cards in your hand

If the cards in your hand match each other, or with the top card on your sheep, put all the matching cards in a pile on your sheep board.



c Match to a card on someone else's sheep

If one or both cards in your hand match a card on someone else's sheep, pick up **all the cards** from their board and put the **whole pile** on your sheep, with your matching card/s on top. You can shout "I'm going to swipe your sweaters!" as you do so!



d No matches anywhere

If you can't make a match anywhere, shout "No sweaters!" and place one of the cards from your hand with the line of face up cards in the centre of the table.



N.B. After your turn, always make your hand back up to two cards from the face down pile! Play then passes to the next player.

As the game continues

As the game continues, the pile of jumpers on each sheep will get taller and taller! You might find that someone has taken your whole pile, but don't worry, you may get the chance to steal it back later!

The winner

The game ends when nobody can match any more jumper cards.
The winner is the player with the most jumpers on their sheep!