

When the sheepdog lands on a tile that has already been flipped over, nothing happens and it is the little wolf's turn.



When the sheepdog lands on a Sheep tile that has not been flipped over, the player can turn it face up.



If the little wolf is hidden under this tile: BRAVO! You have just found him!

All the players who helped the sheepdog win one Reward token which they take from the pile. This is the end of the round.

If the little wolf is not hidden under the Sheep tile: unlucky, you will have to look elsewhere!

The player leaves the tile flipped over and places the sheepdog on top of it so that she

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can keep looking. It is then the little wolf's turn. Players alternate turns between who is helping the sheepdog and who is the wolf until the round ends.

END OF THE ROUND

A round ends as soon as one of the two following events occurs:

Players helping the sheepdog find the little wolf under a Sheep tile, including when they flip over their 8th Sheep tile.

If this happens, the players helping the sheepdog win the round and each win a Reward token thanks to their team's hard work. Congratulations, no hiding place is safe from you!

Players helping the sheepdog turn over an 8th Sheep tile without finding the little wolf. This means he has successfully escaped!

If this happens, the little wolf wins the round and wins a Reward token. Well done to him, he is a master of hide and seek!

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NEW ROUND

The player who will be the little wolf in the next round is the person sitting to the left of the current wolf. This player takes the Wolf tile and places this face up in front of them.

All the other players help the sheepdog. They take the discarded Sheep tile from the box and make a new field with the 16 Sheep tiles placed face down.

The player who is the wolf starts the new round.

Play as many successive rounds as it takes to reach the end of the game.

END OF THE GAME

With 2 to 3 players, the game ends when each player has been the wolf twice.

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With 4 to 5 players, the game ends once all the players have played the wolf once.

Each player counts how many Reward tokens they have in front of them.

The winner of the game is the person with the most Reward tokens.

In the event of a tie, the players who are tied share the victory.



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ROBERTO FRAGA STIVO RULES

GAME CONTENTS

1 wooden piece
17 tiles
20 tokens

INTRODUCTION

Polly the sheepdog is scratching her ear and thinking "**Where on earth did he go? Uly was right here a second ago!**"

ULY & POLLY is a semi-cooperative game where each round one player goes against the others. This player is Uly, the mischievous little wolf who likes to hide in the flock of sheep.



All the other players work together as Polly the sheepdog to find the little wolf's hiding place.



Win Reward tokens for every success you achieve according to your role in the game in order to have as many as possible at the end of the game!

OBJECT OF THE GAME

Win as many Reward tokens as possible. In order to do this and depending on your role, you must:

- **help the sheepdog** to find the little wolf hidden under the sheep,
- **play as the little wolf** by staying hidden so that the sheepdog cannot find you.



SETUP

1. Take the little Wolf tile and place this face up on the table next to the players.



2. Take the 16 Sheep tiles and place these face down in a 4x4 grid. This grid is the field of sheep (play area).

3. Place the 20 Reward tokens and the Sheepdog piece near the field.

4. The last player to have seen a sheep will be the little wolf for the first round. They take the Wolf tile.

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HOW TO PLAY

The game is played in several rounds.

In each new round a new player is the wolf who hides among the sheep.

All the other players must work together to help the sheepdog to find the wolf.

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5. The player who is the wolf should ask their opponents to close their eyes. This allows them to secretly swap one of the 16 Sheep tiles with their Wolf tile by placing the Wolf tile face down.



Make sure no one can tell which tile has been swapped!

When hiding the wolf, this player can carefully rotate a few other Sheep tiles to confuse the other players. The Sheep tile that has been removed should be put back in the game box as it will not be needed for the rest of the round.

6. Once this is done, the player who is the wolf should say "**You won't find me!**".

7. The rest of the players can then open their eyes.

The players who are helping the sheepdog decide together which Sheep tile they want to start on and place the Sheepdog piece on top of this tile without turning it over.



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The Wolf's Turn:

The player who is the little wolf should take 2 tiles which are either next to each other or diagonal. These two tiles are then switched around.

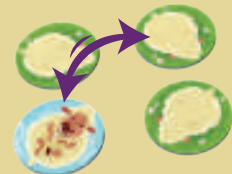
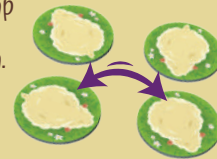
Rules for swapping

- The player must swap 2 tiles around and cannot skip their turn.

- They cannot choose the tile that the sheepdog is on.

- The player does not have to swap the tile they are hidden under but they can choose to swap 2 other tiles in order to confuse the other players.

- The player can swap a tile that has been flipped over with a tile that has not been flipped over. (see The Sheepdog's Turn).



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The Sheepdog's Turn:

During the sheepdog's first turn, the player to the left of the little wolf moves the Sheepdog piece onto a Sheep tile one space away, even diagonally.

However, they cannot jump over a tile. This is no time for a sheep jump!

During the following turns players who are helping the sheepdog take clockwise turns.



Example: in this situation, Polly can move onto one of the 8 tiles indicated.

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