

# FIND THE LOST SHEEP

The board game is set on a winding path with various landmarks: a shepherd on the left, a flock of sheep, a pond, a hut, and a tree. The path is divided into 44 numbered spaces. The instructions for each space are as follows:

- 1: Make A Bleat and Go To 4
- 2: Make A Bleat and Go To 4
- 3: (Empty)
- 4: (Empty)
- 5: (Empty)
- 6: (Empty)
- 7: Make A Bleat and Go To 16
- 8: (Empty)
- 9: (Empty)
- 10: (Empty)
- 11: Make A Bleat and Have an Extra Turn.
- 12: (Empty)
- 13: (Empty)
- 14: (Empty)
- 15: Miss A Turn To Check The Pond
- 16: (Empty)
- 17: (Empty)
- 18: Hear Some Rustling Go To 21
- 19: (Empty)
- 20: Go Back To 16 to Check the Pond Again
- 21: (Empty)
- 22: (Empty)
- 23: (Empty)
- 24: (Empty)
- 25: Stop To Count Sheep and Miss A Turn
- 26: (Empty)
- 27: (Empty)
- 28: (Empty)
- 29: (Empty)
- 30: Make A Bleat Go To 35
- 31: (Empty)
- 32: (Empty)
- 33: (Empty)
- 34: (Empty)
- 35: Already Checked the Pond Go To 37
- 36: (Empty)
- 37: (Empty)
- 38: (Empty)
- 39: (Empty)
- 40: Rest At The Hut and Miss A Turn
- 41: Make A Bleat Go To 42
- 42: (Empty)
- 43: (Empty)
- 44: (Empty)

Additional elements on the board include a shepherd in a blue robe with a white head covering and a wooden staff, a flock of sheep, a single sheep with the text "You Found The Sheep!", a pond, a hut, a tree, and a fence at the bottom.