

Fleece: *A story game for 5-10 players standing in a circle*

Two players are *prophets*. Everyone else is a *shepherd* with two sheep. • **When** the game begins, each prophet chooses an edge of this card and writes two words on it, these are their *miracles*. • **Each** round the prophets describe how they orate, trick, or awe the shepherds into giving them a sheep. Then this card is dropped from eye level. Whomever the arrow on the card is pointing to gets to describe how one of the prophets won the sheep. The prophet must sacrifice the sheep to their God. *The first prophet to sacrifice 1/2 the available sheep wins.* • **Miracles** may be used to adjust the arrow one person to the left or right of the original pointee after a drop. A miracle cannot point the arrow at a prophet.

Prophets are *Holy* or *Vile*; their descriptions and miracles should reflect this. Miracle descriptions must include one word the prophet wrote on their edge. Each miracle word may be used once. • **Shepherds** are responsible for keeping track of their sheep. A shepherd caught fibbing about his sheep will lose one to the prophet who last got a sheep. If a shepherd loses their last sheep, they must follow the orders of the prophet who took it. • **Everyone** must be touching this card before it is dropped. It is legal to blow on the card as it falls. If it seems the arrow is pointing to two people, pick the one who is the shepherd with the least sheep. Otherwise drop again. • **Describe** everything you do. **Care** about everything that happens. *by Remi (treuer@gmail.com)*