LOOKOUT GAMES

Contents

164 attribute cards, 60 sheep cards, 1 rules´ booklet and more than 3832 sheep

Idea of the game

Attribute is a game about associations. What comes to your mind if you hear "socks"? What about "smelly", "black", "machine-washable"? Here you go. One of the players chooses a topic, then everybody picks one of the 4 attribute cards he has in his hand. If a player has a green sheep card, he tries to find the attribute card that matches the topic best. With a red sheep card, he tries to play the one that matches least. All players reveal their played attribute cards simultaneously, then try to grab one of their opponents' attribute which they hope comes with a green sheep card. Every match scores 1 point.

Set-up

Shuffle the attribute and sheep cards separately and put them on the table as face-down stacks. Deal four Attribute cards and one Sheep card to each player. The player with the highest rank on Brettspielwelt chooses the first topic.*

How to play

After looking at their cards, all players play their sheep card face-down in front of themselves. The player whose turn it is chooses a topic. All players play one of their attribute cards - also face-down – next to their sheep card. Players with a green sheep try to play an attribute card that matches the topic, players with a red sheep card try to play one that doesn't match.
Then somebody counts to three. All players simultaneously flip over the attribute card they played so that it is face-up on top of their sheep card. Now each player may grab one set of cards played by another player: He puts his or her hand on both attribute and sheep card to claim it. Speed is very important here. Whoever puts his or her hand first on a set of cards gets it. But grabbing a set of cards is optional, as only card sets with a green sheep score points. As soon as all players have grabbed an attribute/sheep card set or chosen not to do so, scoring occurs:

If you grabbed an attribute	If your attribute didn't get grabbed
... with a green sheep: +1 point	... with a red sheep: +1 point
... with a red sheep: -1 point	... with a green sheep: -1 point

Use the attribute cards to keep track of points scored. If a player scores a point, the card is turned to it's brownish side and placed in a scoring pile in front of that player. Players who lose a point must discard one of the cards in their scoring pile. Players can never have less than zero points. So if a player has no cards in his scoring pile when he loses a point, he can't and therefore doesn't have to discard.

Used sheep cards are collected face-up in a discard pile. As soon as the sheep stack is exhausted, they are reshuffled and turned into the new sheep stack. Attribute cards that were played but not taken as points (and cards that were discarded after losing a point) are placed in a separate discard pile.
Each player now draws one attribute and one sheep card.

Now the next player (in clockwise order) announces a new topic.

End of the game

The game with 3 (4,5,6,7,8) players ends once each player has announced 6 (4,3,3,2,2) topics. Whoever scores the most points wins.

Hints for newbies

Attribut is all about puns, play on words and wit. So it is important to have interesting, funny and/or controversial topics. If you don't know how to start just use one of the other players as the first topic.

It's never a good idea to bluff. You won't score points if other players don't agree with you about attributes being matches or mismatches.

* If you never heard about Brettspielwelt, have a look at www.brettspielwelt.de or simply decide randomly who goes first.

Example of play of one game turn

Jeff's topic is "dunghill".

He's playing with Stephen, Rick and Paul.

Paul has a green sheep card and finds - to his good fortune - in his selection of attribute cards "smelly", which he plays without further thinking.

Stephen has considerably less luck as he also has a green sheep card, but his attribute cards are "bold", "bitchy", "remarkable", and "Eastern". He hopes that someone else will think that there is something interesting about a dunghill, and therefore he plays "remarkable".

Rick has a red sheep card so he needs to find an unsuitable attribute. However, his attribute cards are not that bad. He has the tough choice between "silly", "dirty", "buoyant", and "curvy", before finally choosing "curvy".

Jeff also plays a red sheep card with the attribute "intelligent" and hopes that his fellow players can correctly assess the intellectual abilities of a dunghill.

Now that all players have played an attribute card, they are revealed.

First, everyone pounces like vultures on Paul's "smelly" since there is hardly any doubt here: there's a green sheep card waiting in this set. However Stephen is the fastest at grabbing the cardset and claims it.

Next, Paul grabs Rick's cardset as "curvy" appears to him to be more likely than "intelligent". This cardset is also thus claimed.

Rick goes through some mental gymnastics and remembers a talking dunghill from a famous puppet show, so he is comfortable with "intelligent" and goes for Jeff's cardset. That's an action they will both soon regret.

Jeff has been a little slow in this round and he can also not warm up to the idea of a dunghill being "remarkable". He decides to pass on grabbing this turn.

Now that everyone had either claimed a card set or passed, points are awarded.

Paul has gotten rid of his "smelly" thanks to Stephen and thus avoids losing a point. However, since he also overrated the "curvy"ness of dunghills, he loses a point because Rick's sheep card was red. -1 point for Paul!

Rick loses the opportunity to score a point for the "curvy"/red sheep set he played as Paul took them. However, that's not all. Rick was so clever that he also claimed Jeff's "intelligent". Since there was a red sheep card under this attribute, Rick loses a point, scoring a total of -1.

Stephen scores a point because he quickly snuffed Paul's "smelly" dunghill and was the first to grab and claim it . On the other hand he loses a point since nobody considered a dunghill to be sufficiently "remarkable" - and he had played that card with a green sheep. Stephen scores zero points.

But we haven't scored Jeff yet! He is quite likely surprised at Rick's idea of intelligent life forms. He doesn't get a point because his card set - "intelligent"/red sheep - was grabbed and claimed! Since he chose not to claim anything, he has no other opportunity to score points this turn. Altogether, Jeff scores zero points and is probably still shaking his head.

Variant for different scorekeeping

The online version at www.brettspielwelt.de features a slightly different scoring that needs pen and paper.

A player whose green sheep card set got claimed, scores an additional point, while players whose red sheep card set doesn't get grabbed lose a point. Here, your total of points can get to negative numbers.
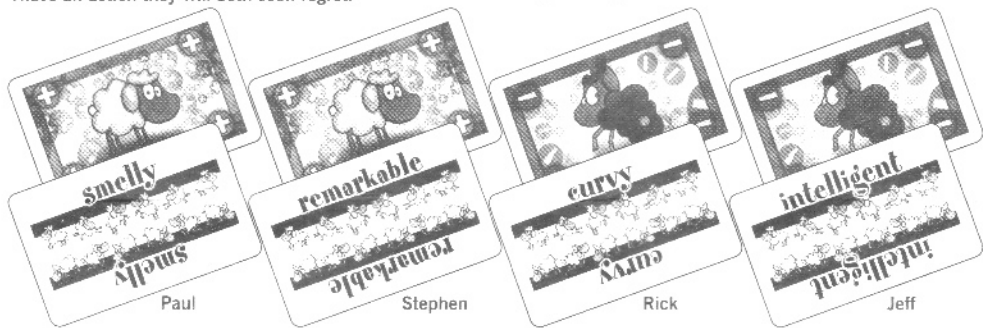
| smelly | remarkable | curvy | intelligent |
| Paul | Stephen | Rick | Jeff |

Attribute was developed in 1997 in Göttingen but needed to ripe in it´s box for five years (like any good cheese!). But have you ever tried to keep sheep in a box for that long? They really got smelly, so Lookout games was forced to publish the game in 2002. We don´t know if it was sheep power that got Attribute nominated for the 2003 Spiel des Jahres list. But who dares to doubt it?