SHEEP

with Mates

User Manual

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basklein

INTRODUCTION

Thank you for downloading Sheep with Mates, I hope you enjoy your experience with it!

Sheep with Mates is a game where 2 to 8 players go head to head in a battle of sheepherding. The players split into two teams and work to get as many sheep as possible into their respective stables before time is up.
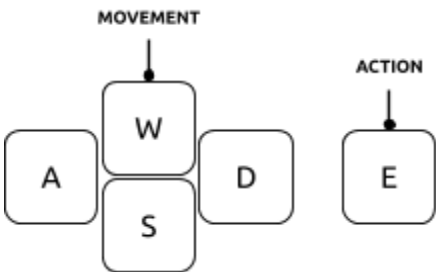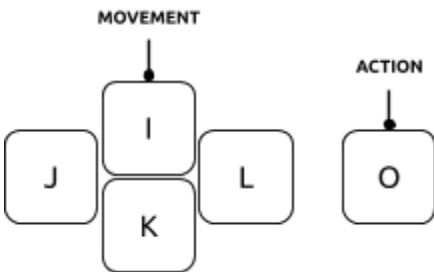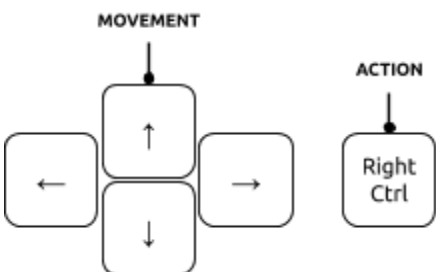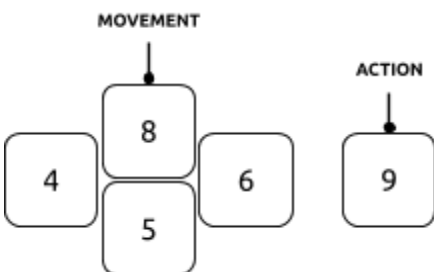
HOW TO CONTROL

Sheep with Mates supports 2 to 8 players at the same time, using up to 8 separate controllers. The game can be played with up to 4 players on a keyboard[1] and up to 2 players per controller.

To navigate menus, please use a mouse.

Using a Keyboard

Based on a QWERTY-style keyboard

Player 1	Player 2
MOVEMENT W A S D — **ACTION** E	**MOVEMENT** I J K L — **ACTION** O

Player 3	Player 4 (numpad)
MOVEMENT ↑ ← ↓ → — **ACTION** Right Ctrl	**MOVEMENT** 8 4 5 6 — **ACTION** 9

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[1] Be careful when using a keyboard as a lot of modern keyboards do not support users pressing more than a few keys at the same time.
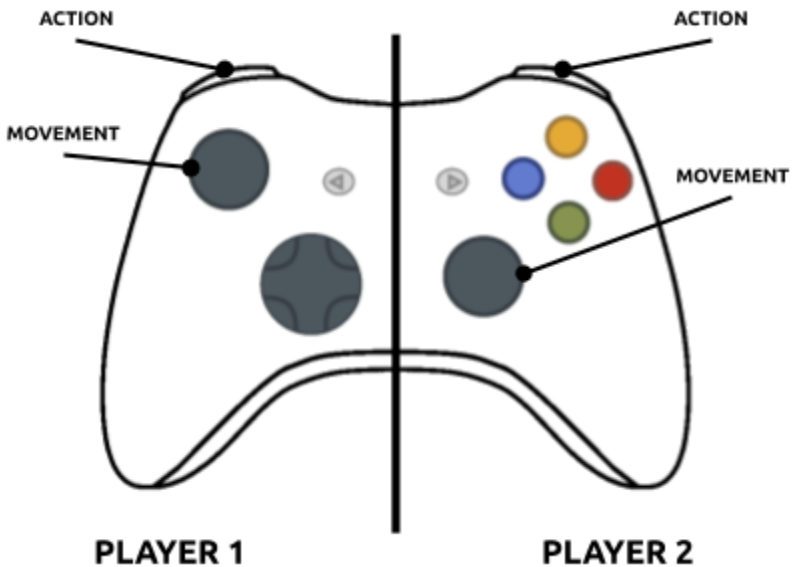
Using a Controller

Based on a Xbox 360 Controller

MOVEMENT

ACTION

Shared Controller

It is possible for 2 players to share a single controller by both only using one half. Experiment by sharing the controller with an opponent or by trying to play as two players at the same time!

ACTION

ACTION

MOVEMENT

MOVEMENT

PLAYER 1

PLAYER 2

HOW TO PLAY

To get started, boot up the game.

When the game has finished booting up you can use a mouse to navigate the menus, or select an arena to play in by clicking on the arrows on either side of the screen.

For a player to join, they must press the **ACTION** button on their controller. A random dog is selected as an avatar.

To move around, use the movement keys or stick that matches the **ACTION** button you pressed. (See HOW TO CONTROL for more information)

The player can now select a team to join. This can be done by standing on either the blue or red zone and pressing the **ACTION** button. Now the player has declared they are ready to start the round. Pressing the **ACTION** button again or moving out of the zone will remove you from the team.

Once all active players have joined a team, the countdown will begin. If during this countdown any players leaves their team or a new player joins, the countdown will stop. When the countdown ends, the round begins and sheep will start falling from the sky.

Now players have to herd the sheep into their stables by barking at them. Press the **ACTION** button to bark. This will scare all sheep that are within the indicated circle around the dog and will make them run away from the dog. Barking has a cooldown indicated by the small colored circle underneath your dog.

The round lasts for 60 seconds. Once time is up, the round ends and the team that herded the most sheep wins.

CREDITS

Game by   Bas Klein

Music by   Nozem Audio
                                 – Jeroen Jaspers
                                 – Devin de Vries
                                 – Bas van Win

Additional voices   Jessy Bosmans