

# Sheep FAQ/Walkthrough

by Joni

Updated to v1.0 on Aug 3, 2004

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Sheep (Game Boy Advance) (English)

Creation Date: 13 July 2002

Version: 1.0  
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Table of Contents  
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1- Introduction	[A100]
2- FAQ	[A200]
3- Basics	[A300]
3.1- Controls	[A301]
3.2- Game Modes	[A302]
3.3- Options	[A303]
3.4- Sheep Types	[A304]
3.5- Dog Types	[A305]
4- Game Modes Overview	[A400]
4.1- Normal Mode	[A401]
4.2- Arrange Mode	[A402]
4.3- Training Mode	[A403]
5- Walkthrough with maps	[A500]
5.1- Jan Ranch	[A501]
5.2- Neighbor Farm	* [A502]
5.3- Countryside Festival	** [A503]
5.4- Dinosaur Village	** [A504]
5.5- Sheepdog Contest	** [A505]
5.6- Jan Ranch	[A506]
5.7- Bonus Levels	[A507]

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1- Introduction [A100]  
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Welcome to another one of my FAQ's. As usual, I don't say a word about the game in the Introduction. I won't update the FAQ section not anymore after I release the complete version. But everybody can send me tips and questions. If they are

big enough, I might consider updating it despite that.

=====  
2- FAQ [A200]  
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[1] [Q]. What are those numbers like [A300] next to the title of every section?  
[A] It is the search engine of this FAQ. Press Ctrl and F. Type in the search code for the section you want to go to. You should be there in two steps.

[2] [Q]. What are the Golden Sheep?  
[A] A Golden Sheep is the cup you can find in every level. How more cups you collect, how longer the Bonus levels are.

=====  
3- Basics [A300]  
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=====  
3.1- Controls [A301]  
=====

Button	Information
A Button	Bite the sheep to carry it. Confirm your choice in the menus.
B Button	Cancel in the menus. Leave candy behind for your sheep. Bark.
L Button	Zoom in or out. Go to the left in the menus.
R Button	Go to the right in the menus. Crawl.
Select	Open Map.
Start	Open the game menu.

=====  
3.2- Game Modes [A302]  
=====

Mode	Explanation
Normal Mode	This is the mode in which you have to collect as many sheep as possible and try to get a high score.

Arrange Mode	In this mode you have to make sure your dogs level and your sheep's level are raised. In this mode, the level is the most important.
Training Mode	You get this mode after finishing one of the two previous modes. In this mode, you can choose to play every level you want without having to play through the others.
Option Mode	This is the mode where you can change the different options. Go to the following section of this FAQ for more information.

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### 3.3- Options

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[A303]

Option Menu	Explanation
Ranking	This option is available from the start but it isn't from much use then. You can see all the top scores here.
Catch The Sheep	This is the mini game that you had to play every time the truck moved to another location. After playing out the game, you unlock this in the option menu.
Language	In this section you can choose a different language. These languages are English, French, Spanish and Italian.
Settings	Here you can change the button settings. These are the controls. With Display settings, you can choose between Icon and Value. With the first option, a small symbol is shown, with the second option you show a number instead of that.

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### 3.4- Sheep Types

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[A304]

Type Sheep	Description
White, normal Sheep	These sheep are very nice, not wild and aren't very interested. They are good for difficult missions but they don't give you a high score.
Pink, Nice Sheep	These sheep have about the same amount emotions as the previous sheep but they give you a higher score.

Yellow, wild Sheep	They are very wild and often go of the path. But because of that, they give a much higher score.
Black, cool Sheep	These sheep will give you the highest score but they're also the hardest type of sheep to control.

=====  
3.5- Dog Types [A305]  
=====

Type Dog	Description
Collie	Both his speed and strength are average. He can run fairly fast and can carry two sheep at once.
Border	This is a female dog. She doesn't have much strength so she can only carry one sheep at once. She is faster than the Collie.
Piglet	This is a piglet just like from the movie. He is very fast and he is very powerful so he can carry four sheep at once. You have to finish Normal Mode to get him.
Collie (2nd)	This second collie has an higher speed than the other dogs but he is still slower than the pig. He is as strong as the pig. You have to finish Arrange Mode to get him.

-----  
4- Game Modes Overview [A400]  
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=====  
4.1- Normal Mode [A401]  
=====

This is the primary game mode of Sheep. You need to clear all fields to reach the ending. You need to collect new Sheep while playing through this mode. There are also cups in every level to raise your score. You need to get enough sheep in the van at the end of the stage. If you beat this mode, you'll unlock the piglet.

=====  
4.2- Arrange Mode [A402]  
=====

This mode revolves around collecting Sheep and getting the levels of your dog higher. Make sure that the level of the Sheep Leader never gets higher than yours because that makes it more difficult to make them obey you. Switch leaders often. By bringing all Sheep in within the time limit, you'll get a high score, which makes your dog level up. Your power and speed will change by levelling up.

The levels you have to cross are the same as in Normal Mode and there is only one difficult degree. The time limit is in most case longer than that of the Easy Degree in Normal Mode. You get a new collie by beating this game mode.

=====  
4.3- Training Mode  
=====

[A403]

The training mode isn't a real mode for which you get rewarded but you can replay all stages you cleared. You have to unlock it by finishing one of the other modes. You only have to reach the truck with the right number of sheep. A great move to test your skills on higher difficulty degrees.

-----  
5- Walkthrough with maps  
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[A500]

Abbreviation | Meaning

---

E | Easy  
N | Normal  
D | Difficult  
G | Golden Sheep  
S | Start  
T | Truck  
M | New Sheep  
R | Radio  
P | Platform  
B | Button  
L | Lethal Weapon  
# | Impenetrable

---

I tried to make these maps as I good as I can but it is impossible to keep them perfect at all places so there could be certain, unimportant pieces missing or the map isn't entirely right on scale but with the help of the text, you should be able to beat the level quite easily.

=====  
5.1- Jan Ranch  
=====

[A501]

-----  
FOLLOW THE SHEEP  
-----

Difficulty | Time | Number of Sheep to save

---

E | 04.00 | 2  
N | 03.00 | 2  
D | 02.00 | 2

---

As in every game, you start off with an easy assignment. You don't have much time so just advance the Sheep. There are no real objects in your way so run behind them and bark so that they end up in the truck. If one is stuck, bite it and bring it to the truck yourself. Before getting in the truck, you should go grab the Cup that is behind the fence. Use a wild kind of Sheep so that your



```

##          ##
##          ##
##          ##
##          ##
##          M      ##
##          ##
##          ##
##          ##
##          ##
##          ##
##          S      ##
##          ##
#####
#####

```

-----  
RETRIEVE THEM ALL  
-----

Difficulty | Time | Number of Sheep to save

---

```

E      | 05.00 | 2
N      | 04.00 | 2
D      | 03.00 | 2

```

---

Hunt the Sheep you start with to the end of the level. You just have to go straight ahead. Bite them if they are stuck. If those Sheep are in, you have to back track a little to the road to the left. There are two Sheep there and the cup. Grab the cup and bite the Sheep. They can't walk over the roster themselves so you have no other option than biting. Grab them both at the same time to save time.

```

#####
#####
##          ##
##          T      ##
##          ##
##          ##
##          ##
##          ##
##          #####
##          #####
##          ##
#####          ##
##          ##          ##
##          ###         ##
## G          M      @   ##
##          @           ##
##          ##          ##
#####          ##
##          #####
##          #####
##          ##
##          ##
##          ##
##          ##
##          S      ##
##          ##

```

#####  
#####

-----  
YOU BARK, THEY RUN  
-----

Difficulty | Time | Number of Sheep to save

E | 05.00 | 2  
N | 04.00 | 2  
D | 03.00 | 2

Bringing your own Sheep to the end of this level is quite easy. You can compare it to the second level in this game. You just need to guide them around the obstacles. Go back to the start of the level where you find a pair of sheep. They are stuck in a cage so you have to hunt them on the platform. Use the radio to lure them. There is also a platform at the left top of the level. Use it and reach another pair of Sheep. Bring those sheep to the truck and go to the platform that is near the truck. Jump on it to reach the cup.

#####  
#####  
## ## ##  
## M ## P P ##  
## P ## ## ##  
## P ## ## ##  
## P ## T ##  
## ## ##  
#####  
### #####  
## #####  
## R ## P ## #####  
## ## ## #####  
## ##### ## #####  
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#####  
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##### S #####  
#####  
#####





#####

-----  
WILD SHEEP CHASE  
-----

Difficulty | Time | Number of Sheep to save

E | 06.00 | 4  
N | 05.00 | 4  
D | 04.00 | 4

-----  
You'll have to work very structured on this field; otherwise, you'll waste too much time. Start by chasing your sheep on the platforms and make them go over the river. Grab one of your Sheep and make it hit the red stone so that you can reach two new sheep. Hunt all Sheep over the second part of the river. The part you land on isn't very big and your sheep are stuck because of the rosters. Go back to the last two parts and check the first parts of the level for sheep you forgot.

Go back and transport the sheep over the roster. Grab a sheep to knock down the red stone again to clear another two sheep. Hunt all the sheep on the platforms again. You're on the last part of the level. Throw/Hunt a sheep on the red button to open the truck. Get the Sheep in the truck. Use the platform located most to the top to reach the cup. Just go back to the truck now.

#####  
#####  
## ##### P ## ##### ##  
## S ##### P ##### @@ ##### ##  
## P ##### ##### ## ## P ##  
## P ##### ##### P ## PG ## P B ##  
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## P ##### ##### P ##### ##  
## P ##### ## ##### ##### ##  
## ##### ## M ## ##### ##  
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##### PPP ##### ##  
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#####

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5.2- Neighbor Farm

[A502]

-----  
MUSHROOM PARTY  
-----

Difficulty | Time | Number of Sheep to save

E | 05.00 | 6  
N | 04.00 | 6  
D | 03.00 | 6

This level is still quite easy. The level consists out of bounce balls that bounce you and the sheep back. You'll have to check that you got your sheep to the end. You can get new sheep at three places. After getting them in, you just have to get the cup behind the fence.

```
#####
#####
##                                     ##      ##
##                                     T ##    G ##
##                                     ##      ##
##                                     ##      ##
##                                     ##      ##
##                                     ##      ##
## S                                     ##      ##
##                                     ##      ##
##                                     ###     ##
##                                     ###     ##
##           M                         M     ##
##                                     ##      ##
##                                     ##      ##
#####
#####
```

-----  
FIND SWITCHES  
-----

Difficulty	Time	Number of Sheep to save
------------	------	-------------------------

E	05.00	6
N	04.00	6
D	03.00	6

There are some dangerous traps in this level that can kill a Sheep within a couple off seconds. Use the platforms that you see in front of you to reach an otherwise unreachable area. Press the A Button when you reach the button (B on the map). You'll disable the lethal weapons. You can use that giant machine and go back to your Sheep. You'll haveto hurry a bit now; You'll find the new Sheep on the way.

```
#####
#####
##           ###           ###           ##      ##
## S         P ###           ###           PPP ##      ##
##           P ###           ###           P P P P P ##      T ##
##           P ###           ### B         P P P P P ##      ##
##           ###           ###           ##      ##
##           ##           #####                               L ##
##           ##           #####                               ##
##           ##           ##                               ##
##           ##           L                               ##
##           M         G           M                               ##
##           ##           ##                               ##
#####
```

#####

-----  
PUFFY AND FLUFFY  
-----

Difficulty | Time | Number of Sheep to save

---

E	05.00	6
N	04.00	6
D	03.00	6

---

There aren't any dangers in this level. Hunt all Sheep on the platforms that surround you. Follow the Sheep and guide them to the truck. Go grab the four new sheep. After that, you only have to get the Cup and you can finish the level.

```
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#####
##                               ##
##                               ##
##                               ##
##                               ##
##                               ##
##                               ##
#####                               #####
#####                               #####
##                               ##
##                               ##
##                               ##
## G                               S                               T ##
##                               ##
##                               ##
##                               ##
##                               ##
#####                               #####
#####                               #####
##                               ##
##                               ##
##                               ##
##                               ##
##                               ##
##                               ##
#####                               #####
#####                               #####
```

-----  
SHEEP RUN  
-----

Difficulty | Time | Number of Sheep to save

---

E	06.00	6
N	05.00	6
D	04.00	6

---

-----  
BARN DANCE  
-----

-----  
Difficulty | Time | Number of Sheep to save  
-----

E | 06.00 | 6  
N | 05.00 | 6  
D | 04.00 | 6  
-----

-----  
ROAD TRACK  
-----

Difficulty | Time | Number of Sheep to save  
-----

E | 05.00 | 6  
N | 04.00 | 6  
D | 03.00 | 6  
-----

=====

5.3- Countryside Festival

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[A503]

-----  
CASTLE TOUR  
-----

Difficulty | Time | Number of Sheep to save  
-----

E | 08.00 | 6  
N | 07.00 | 6  
D | 06.00 | 6  
-----

-----  
DINING ROOM PANIC  
-----

Difficulty | Time | Number of Sheep to save  
-----

E | 06.00 | 6  
N | 05.00 | 6  
D | 04.00 | 6  
-----

-----  
NO FUN FAIR  
-----

Difficulty | Time | Number of Sheep to save  
-----

E | 07.00 | 6  
N | 06.00 | 6  
D | 05.00 | 6

---

---

RAM PARTS

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---

Difficulty | Time | Number of Sheep to save

---

E	08.00	6
N	07.00	6
D	06.00	6

---

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STORM THE CASTLE

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---

Difficulty | Time | Number of Sheep to save

---

E	10.00	6
N	09.00	6
D	08.00	6

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DUNGEON SWEEPER

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---

Difficulty | Time | Number of Sheep to save

---

E	08.00	6
N	07.00	6
D	06.00	6

---

=====

5.4- Dinosaur Village

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[A504]

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WONDER SHEEP

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Difficulty | Time | Number of Sheep to save

---

E	06.00	6
N	05.00	6
D	04.00	6

---

---

---

SHEEP THE FUTURE

---

---

Difficulty | Time | Number of Sheep to save

---

E		06.00		6
N		05.00		6
D		04.00		6

---

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FIELDS OF YORE

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Difficulty		Time		Number of Sheep to save
------------	--	------	--	-------------------------

---

E		12.00		6
N		11.00		6
D		10.00		6

---

-----

1,000,000 EWES BC

-----

Difficulty		Time		Number of Sheep to save
------------	--	------	--	-------------------------

---

E		14.00		6
N		13.00		6
D		12.00		6

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MINCING DINOSAURS

-----

Difficulty		Time		Number of Sheep to save
------------	--	------	--	-------------------------

---

E		14.00		6
N		13.00		6
D		12.00		6

---

-----

DINO VICES

-----

Difficulty		Time		Number of Sheep to save
------------	--	------	--	-------------------------

---

E		12.00		6
N		11.00		6
D		10.00		6

---

=====

5.5- Sheepdog Contest

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[A505]

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PUPPY CLASS





```

##                                     ##
##                                     ##
#####                               #####
#####                               #####
##                                     ##
##                                     ##
##                                     ##
##                                     ##
##                                     ##
##                                     ##
##                                     ##
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##                                     ##
##                                     ##
##                                     ##
#####                               #####
#####                               #####

```

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=====

5.7- Bonus Levels [A507]

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CATCH THE SHEEP

-----

This bonus level can be found between every stage in Normal Mode. You can also play it in the Option Menu after playing it once. You have to catch Sheep, put them in the truck and make sure they don't hit the electrical fences that surround the place. That is fairly hard because they usually run straight at the fences.

```

#####
#####
##                                     ##
##                                     ##
##                                     ##
##                                     ##
##                                     ##
##                                     ##
##                                     ##
##                                     ##
##                                     ##
##                                     ##
##                                     ##
##                                     ##
##                                     ##
##                                     ##
#####
#####

```

-----

LEVEL UP SHEEP

-----

This bonus level can be found between every stage in Normal Mode. You can also play it in the Option Menu after playing it once. There is a death pit in the middle of the level so make sure they don't walk in there. There are four places where you can deposit your Sheep. Two of them are positive and two of them are negative. You have things that influence your luck and ones that influence your level.

#####

```

#####
##      ##                               ##      ##
##  1  ##                               ##  3  ##
##      ##                               ##      ##
#####                                     #####
#####                                     #####
##      ##                               ##      ##
##      ##      PIT      ##              ##      ##
##      ##      DEATH   ##              ##      ##
##      ##                               ##      ##
#####                                     #####
#####                                     #####
##      ##                               ##      ##
##  2  ##                               ##  4  ##
##      ##                               ##      ##
#####                                     #####
#####                                     #####

```

If you deposit your Sheep at number 1, their level will rise with one. On the other hand, if you deposit him at number 2, their level goes down. Depositing your sheep at 3 makes their luck go down, depositing at 4 makes their luck go up.

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