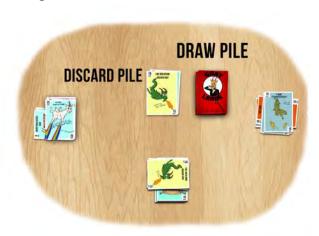# GOAT LORDS.

The goal of this hilariously strategic card game is to become *Lord of the Goats*! To do this, be the first player to get to 1,000 goat points by gathering the biggest herd of goats. You do so by stacking identical pairs of goats in front of you to build your goatherd.

Everything gets goat crazy when you attack opponents by dueling for their top GOAT PILE or play action cards that give you magical goat powers and abilities to beat your lowly goat friends. Every time you win a duel or play a successful action card, your goatherd value goes up, making you more likely to win, but also a target for your fellow Goaters.

SET UP

There are two ways to play Goat Lords: The **Simple Version** and the **Strategic Version**. Strategic is the reverse side of these rules.

Take the Draw Pile and deal each player 4 cards (5 if playing with 2-3 players). Place the rest of the Draw Pile cards face down in the middle. This will be the Draw Pile after each turn. Take top card and place it face up; this will act as the start if the discard pile (A wild cannot start it). The player to the left of the dealer begins the game and play continues clockwise.

GAMEPLAY

On each turn players choose to do one of five possible actions:

1) **Birth!** Welcome goats to the herd by taking two identical cards (or one wild) from your hand and placing them in front of you. The first pair played can never be stolen from you. <u>Stacking Tip:</u> Stack the first pair vertical, then the next horizontal, then alternating, keeping the corners aligned in an 'L' shape. This helps organize for Dueling.

2) **Assisted Birth!** If the top card of the discard pile matches a card in a player's hand, the player can choose to use it to create a pair on their goatherd. If the discard pile runs out, do not automatically replenish it. Wait till more player discards occur.

3) **Duel!** You may attack an opponent's top GOAT PILE (or stack) by producing a goat from your hand (or a wild) that MATCHES opponent's top Goat. If able or chooses to, the opponent can defend with an identical goat or a wild. Dueling continues alternating

until someone can no longer play or chooses not to. End of Duel:
1) If the attacker wins he or she collects all of dueled cards including the opponent's top pile and adds them as a stack to their goatherd!
2) If the defender wins, he or she collects the cards used in the duel and add them to the top (defended) pile.
   Rules to Duel:
   a. You must have at least one birth pair in front of you before dueling.
   b. The duel cannot happen until there are at least two pairs of goats on the opposing player's pile. The first birth is protected.
   c. The player must have a goat card in their hand that matches the goats in the opponent's top pile, or a wild.
   d. You may ONLY attack an opponent's top stack, the stacks below are protected by the top Goat Pile.

4) **Action!** (STRATEGIC VERSION ONLY) Player's action is based on the type of card that was played. Playing an action counts as your turn. Read the Action Cards rules and descriptions.

5) **Discard!** If none of the above can be done, player discards one card and draws a new card from the Draw Pile.

RESTOCK YOUR HAND

At the end of each turn, players draw from the Draw Pile until they have the same amount of cards that they initially had at the beginning of the game (4 or 5). The player who completed the turn picks first. You do not restock your hand until your turn is over.

GAME END AND SCORING

Game End: When the Draw Pile is gone, the players continue playing until their hands are all used up. If the discard pile contains 5 or more goat cards at the time the Draw Pile becomes empty, then shuffle the remaining discard pile and continue drawing from it as the Draw Pile.

Scoring: Each player adds up the total value of their herd by counting the points of each goat in their hand. You may play multiple rounds keeping a running total of points until one player reaches 1,000 Goat Points. If on the same round multiple people pass 1,000, then the highest score wins.

Alternate Scoring: Play only one round at a time and the player with the most goat points wins!

STRATEGIC GAMEPLAY:

This version has the exact same previous rules EXCEPT you add in Action Cards, Goat Gold, Luck Pile, and more strategy!

GAINING AND USING ACTION CARDS

Goat Gold (Flip): To gain an action card, you need to gain two goat gold or FLIP your goat gold card twice. To flip your goat gold, you must add a goat pair or pile to your herd. When you are at ONE Goat Gold, and you win again, you automatically pick up an action card and then flip your goat gold back to zero. Whether it is, birthing, dueling, or action card playing, if you get a win for your goatherd, then you flip the goat gold.

Using Action Cards: Once you draw an action card, you can examine it and then place it face down in front of you. 1) You may not play the action until your next turn. 2) Once you use the action you place it in the action discard pile. 3) You may not have more than 3 actions in your hand at once. If you gain a 4th, you may decide which action card you would like to discard so that you remain at 3. 4) If the action card pile is exhausted before the Draw Pile is exhausted,

then shuffle the discarded action cards and re-use them starting a new action discard pile.

Luck Pile: Many times, the action card may instruct you to use the "LUCK PILE", which is a deck of 6 cards numbered 1 through 6. These provide a twist to the game for action cards played.

Included Cards:

Goat Cards:

4 Goat Lord (Wild) - 50pts

8 Magical Goatini (Wild) - 25pts

8 Flying Goat-a-Corn - 20pts

10 Fire Breathing Dragon Goat - 15pts

10 T-Goat - 15pts

10 Goat Ninja - 10pts

10 Krakengoat - 10pts

10 Fairy Goat Mother - 10pts

10 Fainting Baby Goat - 5pts

10 Overly Happy Ghoast - 5pts

10 Ladypug - 5pts

10 Goat Food Guardian - 5pts

Action Cards:

5 Escape Goat

2 Each: Russian Goatlette, Atomic Goat, and Goatinhood.

3 Each: Santy Goat, Leap of Goat, Loaf of Goat, Empowering Flower Goatee, and Visionary Goat.

6 Goat Gold

6 Luck Pile Cards 1-6.

ACTION CARDS

Leap of Goat: You choose an opponent to Attack. You then draw from the Luck Pile. If a "1" or "2" is drawn, then the attack has failed. If you pick a 3, 4, 5, 6 then you collect the top Goat Pile from the opponent.

Atomic Goat: Starting to your left, opponents draw in a clockwise sequence until the "6" card is drawn from the Luck Pile. You draw as well. 1) If the "6" is picked by an opponent, you gains their top pile. If the "6" is picked by you, then your top pile explodes, and is put in a trash pile, where no one can use it for the rest of round.

Russian Goatlette: In roulette fashion, you and the chosen opponent alternate drawing cards from the Luck Pile until the "2" is picked. The opponent starts by drawing TWICE, then alternate. If the opponent draws the 2, then you gain the opponent's top Goat Pile. If you draw the 2, you gain nothing.

Bluff Goat: You choose to play on an opponent. You say out loud 2 numbers from 1 to 6, and then the opponent draws from the Luck Pile. If the guesses and drawn card don't match, you gain the opponents top Goat Pile, but if they do match, you gain nothing.

Loaf of Goat: You choose an opponent and make them miss their next turn. If a player is skipped, someone else may play another Loaf of Goat on the same individual to miss another turn accumulating skipped turns.

Visionary Goat: You may choose an opponent to play card on. When played, you may see all of this opponent's Action Cards and pick one to steal. Playing this card acts as a plus one action. You may NOT play the action card that is stolen until next turn, but you may play other action cards, birth, duel, or discard.

Goatinhood: When played on an opponent, you get to choose which Goat Pile you would like to steal, regardless of where it is placed in their goatherd. You may steal any one stack except their bottom stack, which is protected. You may not go through your opponents herd to find the best Goat Pile; you must call it out without counting the cards. Upon receiving the Goat Pile, you must divide the spoils evenly between you and the other competitors in this manner below. **You may NOT play Goatinhood after the Draw Pile is empty.**

The pile may contain a mix of wilds and goat cards. When splitting there must be at least one pair of cards for each split, including wilds or goat cards; also at least one goat card must be included on top of each split.

2-3 Cards in stack: You choose one player to gain all cards in stack, including yourself. Place on top of respective goatherd.

4-5 Cards in stack: Split it two ways as equal as possible, and choose the opponent to give it to (including the person who was attacked). Each player places the split stack on top of the respective goatherd. If unequal points exist, you decide which split stack to add them to, including yourself.

6+ Cards in stack: Split it three ways equally. If there are only 2 goat cards in the mix and the rest are wilds, then split it two ways. If playing with only 3 players, you only split it two ways.

Escape Goat: You may play this to escape an attack from an opponent whether it is a duel or an action card. If it is a duel, you gain the attacking card and add it to the top Goat Pile. If it is an action card attack, it blocks the action card so it has no effect. The action card played is discarded and counts as an action for the attacker. It cannot block the effects of the Atomic Goat. You may only play the card at the beginning of the duel or before the action card takes effect, in other words you may not "escape" in the middle of a turn.

Santy Goat: When you play this, you draw two more cards and you get plus one action. Which could be birth, duel, or play another action card. Use extra cards wisely because at the end of that turn you return to the original card count in your hand.

Empowering Flower Goatee: When you play this you get plus TWO actions. This means that you can do a combination of birth, duel, play action cards, discard or two of each.