RULE BOOK
LEARN HOW TO GOAT
INSIDE

GATWICK
GAMES

GOAT LORDS®

OK WAIT...

GOAT LORDS IS VERY EASY TO LEARN, BUT IT ALSO HAS SOME TRICKY PARTS AND STRATEGIES THAT TAKE TIME TO UNDERSTAND.

TO LEARN QUICKLY
THESE GOATS **SUGGEST** YOU PULL OUT
YOUR PHONE CAMERA
POINT IT AT THIS:

TO WATCH THIS 2 MIN VIDEO OF HOW TO PLAY.
REGARDLESS, THANKS FOR PLAYING...
YOU BEAUTIFUL GOAT-PERSON!

BASIC OVERVIEW

The goal of this hilariously strategic card game is to become Lord of the Goats! To gather the biggest herd of goats before the Draw Pile runs out. You do so by stacking identical pairs of goats in front of you to build your Herd and by stealing goats from opponents. Everything gets goat crazy when you duel opponents for their top Goat Stack or when you play action cards that give you magical goat powers against your lowly goat friends. Every time you win a duel or play a successful action card, your Herd value goes up, making you more likely to win, but also a target for your fellow goaters.

SETUP

SHUFFLE AND DEAL: Shuffle cards and deal 5 cards each (you may play with less or more depending on number of players). Start play left of the dealer.

DRAW PILE: Place the remaining cards face down in the middle (the Draw Pile). Take the Draw Pile's top card and place it face up beside the pile (the Discard Pile). If you flip over a wild, place it back in the deck and redraw.

ACTION CARDS: Players never have Action Cards in their hand. When a player draws an action card they

place the card face down in front of them for later use, then continue drawing from the Draw Pile until they have 5 goat cards in their hand. You may only have 3 action cards in front of you at a time, place extras of your choice in the Trash Pile. Once any card goes in the Trash Pile, it may not be used again.

GAMEPLAY
(30-45 MIN – 2-6 PLAYERS)

OBJECTIVE: Each player makes a Herd (Stack) of many matching goats. To win, get as many points as possible in your Herd.

YOUR TURN: Your **first** play must be either **a Birth**, an **Assisted Birth (below)** or you **Discard and Draw** to end your turn. After you are able to start your herd, you may do **ONE** of the following things on your turn:

1) BIRTH

Welcome twin goats to your Herd by using two cards that are the same (or one wild) and placing them in front of you. You may not birth triplets; only two cards per birth! The first pair played can never be stolen from you (your Base Stack). You may not birth two wilds. Stacking tip: Stack the first pair vertical, then the next horizontal, alternating with the corners aligned in an 'L' shape. This helps organize for Dueling.

DISCARD   DRAW

PLACE MATCHING PAIR HERE!

2) ASSISTED BIRTH

When the Discard Pile has the same card as a card in a player's hand, the player can use it to create twins in their Herd. If the Discard Pile runs out, do not restock it.

DISCARD   DRAW

PLACE MATCH HERE!

CREATE MATCH USING DISCARD PILE
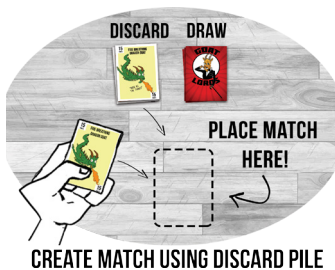
3) DUEL

You may attack the top stack of an opponent's Herd by producing a goat from your hand (or a wild) that MATCHES the goat on the top of the opponent's Herd. If able, the opponent may choose to defend with an identical goat or a **wild** (all wilds are equally powerful, regardless of point value). Continue alternating until someone can no longer play or chooses not to.

DUELING BASICS:

a) If the attacker wins, he or she collects all dueled cards including the opponent's top stack and adds them as a new stack to their Herd! (Note: the goat needs to be showing, not a wild.)

Dueling Cont'd

b) If the defender wins, he or she collects the cards used in the duel and adds them to the top (defended) stack.

c) You may ONLY attack an opponent's TOP stack; the stacks below are protected by the top stack.

d) You may NOT use the discard pile to attack an opponent.

e) You must have at least one birth in front of you before dueling.

f) You cannot duel for or steal a player's Base Stack.

4) ACTION CARDS

You may play an action card for your turn. You may not play an action card on an individual until you both have birthed. Place the action card in the Trash Pile after you use it.

5) DISCARD

To keep the game moving along, and if you haven't done anything, put one of your cards in the Discard Pile and draw a new card from the Draw Pile. If there are no cards in the Draw Pile (end of game) you still discard. Note: The Discard Pile can only be used for Assisted Births; you cannot put a card from the Discard Pile in your hand.

RESTOCKING YOUR HAND

At the end of each player's turn, all players restock their hand to 5 cards (unless you decide to play with a different hand size). The player who completed the turn restocks first, drawing from the Draw Pile. Restocking continues clockwise. No player restocks their hand until the turn is over, including duels and +1 and +2 plays. If you have

more than 5 cards at the end of your turn, discard until you have 5 in your hand again.

GAME END AND SCORING

GAME END: When the Draw Pile is gone, the players continue playing until they've used all the cards in their hands. Once the first player runs out of cards in his or her hand and cannot draw more, no player may use action cards from that point on. However, they may still use the goat cards in their hand.

SCORING: Each player adds up the total value of their Herd by counting the points of each goat card in their Herd (the point value is shown in the corner of each card). The player with the most points wins!

ACTION CARD RULES

Note: When +1 Play or +2 Play is shown on an action card, the player gets an additional one (+1) or two (+2) plays. The player must play from their hand after using the action card. You may not use another action card with +1 Play. With +2 Play, you may use another action card as one of your additional plays if so desired.

Atomic Goat: You select one opponent to attack; their top stack is blown up and put into the trash pile. You may not destroy a base stack.

Russian Goatlette: When played, you select a direction

– left or right. All players pass their top goat stack that direction. If you only have your Base Stack, you pass it anyway and the new stack becomes your base. Escape Goat may not be played.

Sneak-A-Goat: When played, you select one goat stack from any opponent and bring it to the top of their stack, leaving it vulnerable to attack. Before gameplay, decide if players can look through an opponent's stack.

Loaf of Goat: Select an opponent and they miss their next turn.

Hypnotized Goat: When played, you may draw one card from an opponent's hand. The opponent may only restock his or her hand at the end of the turn.

Goatinhood: When played, starting from the left, you ask the player for their highest wild. If they do not have one, you ask the next player, and so on until you have received one wild. If no one has a wild, you do not gain anything and continue play. *Escape Goat may not be played.

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 stack. If it is an action card attack, it blocks the action card so it has no effect. 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. When blocked, the attacker's turn is over, unless they have a +1 or +2 Play to use from an action card. NO EFFECT: Goatinhood, Russian Goatlette, Raining Fire-Goats. Expansion Pack: 50 Shades of Goat.

Raining Fire-Goats: When played, your opponent may not defend their stack for one attack on that turn. This ensures that you will win your next attack unless they use the escape goat.

Santy Goat: When played, you draw two more cards for this turn. At the end of that turn you return to the original card count in your hand by discarding excess cards.

Flower Goatee: When you play this card, you draw 1 more card and get plus TWO plays. You do not restock your hand between the 1st and the 2nd play. You can do a combination of birth, duel, play an action card, or discard. You may only play 1 action card with the +2 plays.

CONTENTS:
INCLUDED CARDS (127):
Goat Cards:
Goat Lord (Wild) and Magical Goatini (Wild)
Flying Goat-a-Corn
Fire Breathing Dragon Goat
Friendly T-Goat
Goat Ninja
Krakengoat
Fairy Goat Mother
Fainting Baby Goat
Gleeful Ghoast
Ladypug
Foodie Goat

Action Cards:
3 Each: Escape Goat, Sneak-A-Goat
2 Each: Russian Goatlette, Raining Fire-Goats, Hypnotized Goat
1 Each: Santy Goat, Loaf of Goat, Flower Goatee, Atomic Goat, Goatinhood

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Live Bold. Be a Goat Lord.
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Hi I'm Wes!
When I was a kid I played thousands of hours of competitive games with my 10 siblings, now I make those games, but my siblings are still just as competitive!

I'd love to talk to you if you have ANY questions or concerns!
Email me, and I'll jump on the phone with you!

wes@gatwickgames.com

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