GOAT

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Intro:

The Goats have escaped the fold and are now lost in the woods!

You play as The Dutiful Goatherder, The Hungry Wolfpack, The Cowardly Cultists or one of several other asymmetric factions that all have one single goal in common; to locate the goats!

Explore the mazelike wilderness and turn the forest to your advantage! Be careful not to get stuck in the filthy bog, and make your way through the dense thickets in search of these precious creatures, for whoever can claim them will decide their fate!

Gameplay:

To play GOAT you gather 2-6 people who each choose a **faction** to play.

You roll out the mat, place each **faction**'s **starting tiles** + **characters**, and select then distribute the appropriate **tiles**.

You now take turns moving your **characters** onto the face down **forest tiles**, flipping them over as you **explore** the woods looking for **goats**.

When you find them, you place a **goat** and must try to **claim** it by using your **faction**'s unique **abilities** and **traits**.

When all **tiles** are **explored** and all **goats** have been **claimed**, the game is over and the player who has the most **goats** wins!

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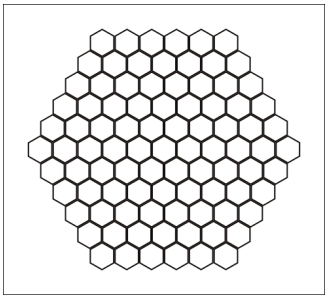
Some words in this rulebook are in **bold**. These words can be found in the Index, with a reference to which page they are explained on.

Components:

GOAT is a free-to-print game and comes with this manual and the following components:

Core Game Components

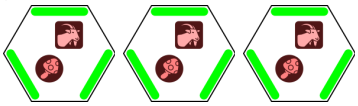
1 Playing mat



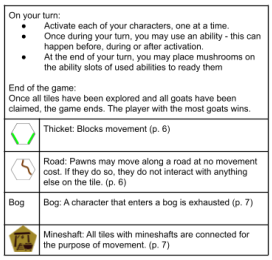
81 Common Forest tiles

12 Mineshaft special tiles

3 Heart of the Forest tiles



4 Player aids



30 Mushroom tokens

30 Goat pawns

In GOAT you play as different **factions,** with different mechanics and components. Each **faction** has their own **player board**. This includes images of their specific components. The **factions** currently in GOAT, and their components beyond their board, are:

Faction Components

The Dutiful Goatherder
1 Farm tile
1 Doghouse tile
1 Abandoned Mine tile
1 Dutiful Goatherder pawn
1 Faithful Dog pawn
8 Passage tokens

The Meddlesome Neighbours
1 Rundown Cottage tile
2 Shortcut special tiles
6 Meddlesome Neighbour pawns
8 Shortcut tokens

The Green Man
1 Deep Forest tile
2 Dense Thicket special tiles
1 Green Man pawn
8 Thicket tokens

The Hungry Wolfpack
3 Mountain Cave tiles
1 Big Bad Wolf pawn
2 Ravenous Cub pawns

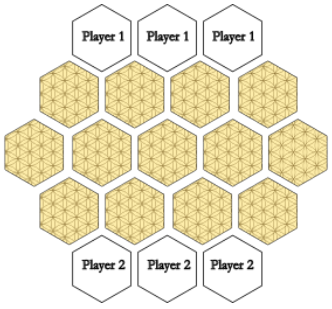
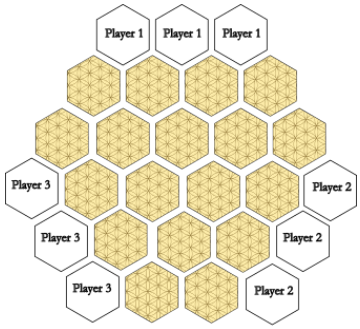
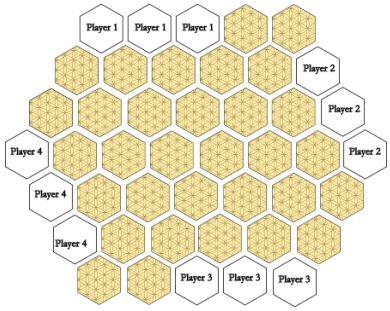
The Cowardly Cultists
3 Ritual Site tiles
3 Cowardly Cultist pawns

The Ghastly Ghosts
3 Graveyard tiles
3 Ghost pawns

Setup:

Setting up a game is fairly quick and is done in the following steps:

1. Roll out the **mat**.
2. Set aside the **tiles** mentioned for your player count in the table below.
3. Each player selects a **faction**, and follows their unique setup instructions on the back of their **player boards**. (*If this is your first game, we suggest playing with low complexity **factions**.*)
4. Add all **special tiles** from **faction** setup to the pile of **forest tiles**, shuffle them and place them on the **mat** in the pattern matching your player count.
5. Each player places 1 **mushroom token** on each **ability slot** on their **player board**.
6. Randomly decide who goes first.
7. You are now ready for a game of GOAT! Good luck!

Two players:	Three players:	Four players:
1 Heart of the Forest 12 additional Forest tiles	1 Heart of the Forest 17 additional Forest tiles	1 Heart of the Forest 28 additional Forest tiles 3 Mineshafts
		

Game pieces:

The Mat

The mat is a piece of fabric with a grid of hexes. During the setup of the game, **tiles** are placed on the mat as shown in the diagram under the **Setup** section.

Each hex can hold one **tile**. A hex without a **tile** is not considered to be part of the game. The hexes are slightly larger than the **tiles** - this is to allow for easy manipulation of **tiles** and to leave space for certain **tokens**.

Pawns

Goats

The **goats** are the main objective for all **factions** in the game. Their **pawns** appear whenever a **tile** with a **goat icon** is revealed in the forest. They do not move on their own, but can be moved by **abilities** or **traits**.

Goats can move onto unexplored tiles but can not **explore** themselves.

When **goats** are **claimed** they go on the artwork of the **claiming** player's **player board**.

Characters

Each **character pawn** represents a member of a **faction**. At the start of the game, the **characters** are placed on their corresponding **starting tiles**, as described on the back of each **player board**.

Tokens

Mushrooms

Beside **goats**, players will also be looking for **mushrooms**. They supply the energy and will to use each **faction**'s **abilities**. They appear when a **mushroom icon** is revealed.

At the beginning of the game, each faction places a single **mushroom token** on each **ability slot** on their **player board**.

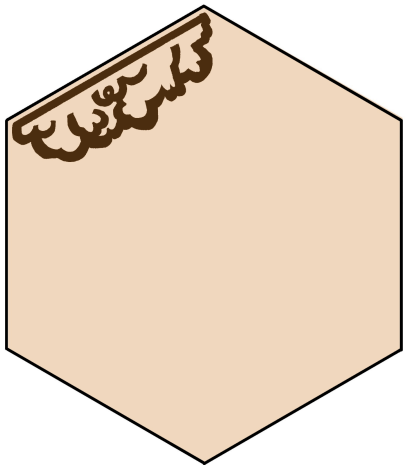
They can be collected when found - by placing them on the artwork of the **player boards**.

At the end of each turn, a player can move any number of **mushrooms** from the artwork on their **player board** to the **ability slots** of **used** abilities. (But only one per slot.)

Faction specific tokens

Some **factions** have their own unique **tokens**. These will be explained on their **player boards**.

Certain **abilities** place **tokens** on or between **tiles**. A **token** placed between two **tiles** remains where it was originally placed, even if one or both **tiles** change position or orientation. A **token** placed on a **tile** remains on that **tile** and keeps the same orientation relative to its edges.



Tiles

The **tiles** in GOAT are hexagonal in shape and represent the forest wilderness, wherein the **goats** have scattered. **Tiles** are revealed during the game and will create a maze of trees for the **factions** to get lost in. Each tile has its own unique mix of **icons** and **terrain** information.

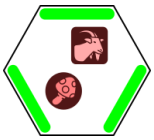
There are 3 different types of **tiles** in GOAT: **Forest tiles**, **starting tiles** and **special tiles**.

The **starting tiles** and most **special tiles** are specific to each **faction**. These **tiles** are only used when you are instructed to during setup. **Tiles** belonging to a **faction** have a small icon showing this. **Special tiles** not belonging to a **faction** also have an **icon**.

Starting tiles are placed face up at the start of the game. **Forest tiles** and **special tiles** are shuffled and placed facedown on **the mat** at the start of the game.

Adjacent
Two tiles are **adjacent** if they are next to each other on the mat.

Connected
Two **adjacent** tiles are **connected** if there are no **thickets** on the edge they share.



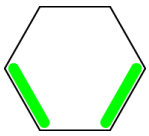
Heart of the Forest
The Heart of the Forest is a **forest tile** that is used in every game. It has 3 **thickets** and both a **goat**- and a **mushroom icon**, to ensure there will always be at least 1 **goat** in each game.

Icons

Goat icon
When a **goat icon** is revealed on an **explored tile**, place a **goat pawn** there.

Mushroom icon
When a **mushroom icon** is revealed on an **explored tile**, place a **mushroom token** there. If your **character** is there to pick it up during your **activation**, put it directly onto the artwork of your **player board** instead.

Terrain



Thickets

Most **tiles** have **thickets** on some of their edges. If an edge of a **tile** has a **thicket** on it, it is considered blocked and the **tiles** sharing that edge are not **connected**. **Pawns** can therefore neither enter nor leave through that edge unless a **faction** rule says otherwise.

Roads

A **pawn** entering a **tile** from an edge with a road may choose to ***follow the road*** to a **connected tile** at the other end of it, without spending any **movement**, skipping the **tile** entirely.

Pawns *following the road* do not interact with any other **pawns**, **tokens** or **terrain** on the **tile**.

Traits and **abilities** can not be used while ***following the road***. (Exception: **Pawns** may continue to **lead** other **pawns** they entered the tile with.)

A **character *following the road*** may **explore** further, if the **tile** at the other end of the **road** is unexplored.

A **character *following the road*** may continue to ***follow another road***, if the two are **connected** end to end. This is allowed for any number of connected **roads**.

Mineshafts

Tiles with **mineshafts** on them are considered to be **connected** for the purpose of **movement**, regardless of them not being **adjacent**.

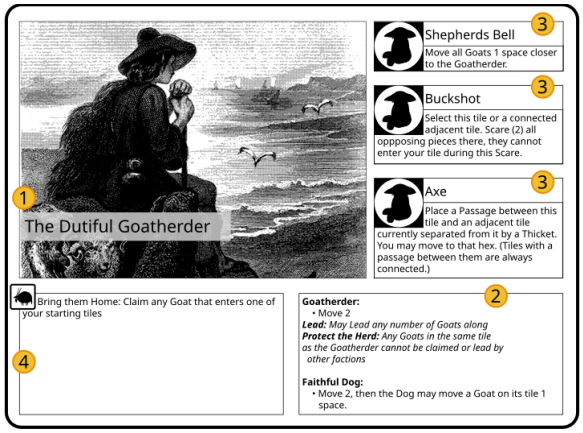
Bog

When a **character** moves to a **tile** with a **bog**, it is **exhausted**. (**Characters** that are ***following the road*** on a **bog tile** move past it without getting **exhausted**.)

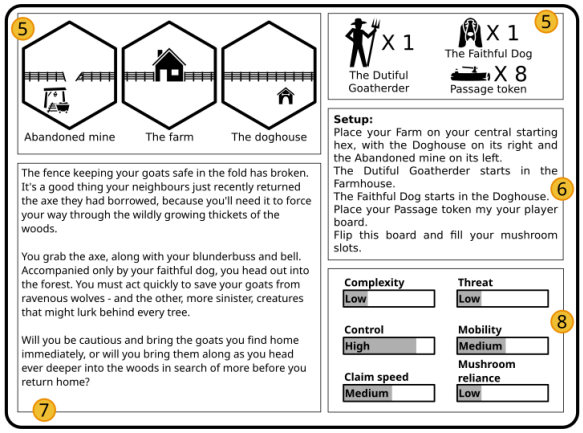
Goats are not **exhausted** by **bogs**.

Player Boards

Each **player board** is unique to their **faction**, but they all have a similar layout containing :



FRONT



BACK

<u>1 Name & Artwork:</u>
Besides illustrating the **faction**, the artwork also stores your **faction tokens** and the **mushrooms** and **goats** you collect throughout the game.

<u>2 Characters:</u>
An overview of the **faction**'s **characters**, what they can do on their **activation**, and any **traits** they have (***traits*** *are in italics)*

<u>3 Abilities and ability slots</u>:
Explanations of the **faction's abilities**. Each **ability** has one **slot** that can hold one **mushroom**, and they are considered **used** if they don't have one.

<u>4 Claiming goats:</u>
The **faction**'s unique requirements you must meet to **claim** a **goat**.
Some factions also have a section with special rules.

<u>5 Components:</u>
Images of all **pawns**, **tiles** and **tokens** of the **faction**

<u>6 Setup:</u>
The rules for setup of **starting tiles** and initial **pawn** placement.

<u>7 Background:</u>
The **faction**'s story and reason for wanting the **goats**.

<u>8 Summary:</u>
An overview of the **faction**'s strengths and weaknesses.
Complexity is how much rules overhead it adds to the game:

- Low adds only a little
- Medium adds some complexity for the player playing the **faction**
- High adds complexity for all players

Play:

Players take turns in a clockwise order.
On their turn, a player may do the following:

- **Activate** each **character** once.
- Use 1 **ability**, either before, after or during **activations**.
- End turn.

Activation

One by one, **activate** your **characters**. Your **player board** will tell you what your **characters** can do when **activated**. Most of these descriptions will include **movement**, but some might have additional or alternative effects.

If a **character** has several options for its activation, separated by an *or*, you can only choose one when activating.

Movement
Each **character** has **move (X)** on their **player board**, allowing the **character** to move up to that many **tiles**.

A **character** can only move between **tiles** that are **connected** (i.e. have no **thickets** between them) unless they have an **ability** or **trait** that says they bypass **thickets**.

You may NOT move any of your other **characters**, until the current one has finished its activation for the round. (Unless you somehow manage to **scare** your own **characters** I guess*)

If you move a **character** onto a **tile** that is face down, the **character's movement** ends and the **tile** is immediately **explored**. Then proceed with any remaining effects of the **character's activation.** Note: You can only **explore** during your own turn.

Exploration

You **explore** an unexplored **tile** by flipping it face up, rotating it as you wish and placing it back onto its hex. Then you put your **exploring character** on top of it.

When placing a new tile, you must turn it in a way, so that it is **connected** to the tile your **character** entered from, unless you move in a way that allows you to bypass **thickets**.

If the **tile** has an **icon** on it, place a corresponding **goat** and/or **token** as well.
Read more about **icons** on page 6.

A **character exploring** a **tile** with a **road** on it, may ***follow the road*** and immediately **explore** another tile as part of the same activation. This may be repeated for every **road** tile you draw. In that case, it does not interact with the tile besides ***following the road***.

If a **goat** is moved onto an unexplored **tile**, it does NOT **explore**.

Exhaustion

Some effects will cause a **character** to become **exhausted**. When this happens, lay the **pawn** down.

An **exhausted character** cannot move again on its own until it refreshes - it does this by spending **(1) move**, which will cause the **pawn** to stand upright but remain in its **tile**. This **movement** must be part of its normal **activation**.

Exhausted characters can still be moved by **traits**, **abilities** and other players - this does not refresh them.

Goats can not become **exhausted**.

Abilities and Traits

Each faction has a number of unique **abilities** and **traits**. **Abilities** are effects that are used at specific times while **traits** are in effect at all times.

When a **faction**'s **abilities** or **traits** contradict the rulebook, follow the rules on the **player board**.

Abilities
At setup, you place 1 **mushroom token** on every **ability slot** on your **player board**. To use an **ability** you remove a **mushroom token** from it. If an **ability** does not have a mushroom in its slot it is considered **used**.

On your turn, you may use one (and only one) **ability** at any time before the end of your turn, no matter how many **characters** you have.

Traits
A **trait** is a rule that either applies to their own **faction** or the game as a whole. They do not require **mushrooms** to use.

Traits are written in *italics* on your **player board**. Most of the ways to claim **goats** are **traits**.

If several effects are to be triggered at the same time, the Active Player decides in which order they trigger.

Moving other pawns

Certain **abilities** and **traits** let you move **pawns** other than the active one. In general, your **player board** will tell you how they work.

When moving other **pawns**, **roads** and **mineshafts** can be used and any other **terrain** also has their normal effects.

If you are told to move a **pawn** closer to or further away from something, do so based on the number of hexes between them.

Some ways of **moving** other **pawns** occur frequently, and are presented here:

Lead
A **character** who **leads** other **pawns** may bring them along when they move. The **ability** or **trait** will describe which type of **pawns** can be **led**, and how many of them.

Scare (X)
When a **pawn** becomes **scared**, their current movement stops and if they are active, their activation ends. Then the player in control of the **scary** effect must move the **pawn** X **tiles**, one **tile** at a time.

When **scared,** a **pawn** may not move back onto a **tile** it has previously been on during this instance of being **scared**.

If a **scared pawn** becomes **scared** again, it moves the additional **scare (X)** see "Repeated Scares" in the Appendix.

If a **scared pawn** has no legal **tiles** to move to, it becomes **exhausted** and stops being **scared**.

A **scared character** can not use any of its **activated abilities** or trigger any of its **traits**. (Meaning, amongst other things, it can not itself **scare** others.)
A **scared character** can not explore.

If two **scary characters** are on the same tile, the active player decides which **scary** effect applies. Then the owner of that **scary** effect moves the scared **characters**.

Claiming Goats

There is no universal way to **claim** a **goat**. Each **faction** has their own set of conditions, and when those occur, they **claim** one or more **goats**. This doesn't necessarily have to be on their own turn.

When you **claim** a **goat**, you place it on the artwork of your **player board**.

Ending the turn

When all your **characters** have been activated and you can't or don't want to use any more **abilities**, pass the turn to the next player in clockwise order.

When you end your turn, you may ready **used abilities** by placing any collected **mushrooms** from the artwork of your **player board** onto their **ability** slots.

End of the game:

A game of GOAT is over when both the following requirements have been met:

1. All **tiles** have been **explored.**
2. All **goats** have been **claimed**.

The player with the most **goats** on their **player board** wins!

In the case of a tie; the tied player who is last in the turn order wins.

Situations can occur where it is obvious how the next couple of turns will play out and it is impossible to change the outcome. In that case, if all players agree you can end the game prematurely. .
(Or well- for any reason at all of course...).

Then you might save some extra time for another game!

Appendix:

Longer games, more players:

Other board configurations are possible, beyond the ones suggested under Setup.
For longer games, you can try the following:
[to be added]
2p, 3p, 4p
For more players: 5p, 6p
You can also create your own configuration. In that case, it is recommended that you follow these guidelines:

Special cases

Repeated Scares
A **scared pawn** can move onto other **tiles** with a **scary** effect, becoming even more **scared**: If a **scared pawn** would become **scared** again, instead simply add that amount of **scare (X)** to the original effect, meaning that the player already in control continues to move that **pawn**, just with additional **scare (X)**, as if it was the same original **scare** effect.

Straight Lines
Certain **faction** rules refer to straight lines. A straight line from a **tile** goes from one edge, through any number of connected **tiles**, always going through the edge with the same orientation on these tiles.

Tokens placed between tiles
Some **factions** can place **tokens** between **tiles**. In these cases, the **token** overrides any **terrain** on the tile edges. If a player wants to place a token where another player already has one, the result is as follows:

- Passages replace Thickets and Shortcuts
- Shortcuts replace Thickets and cannot be placed on Passages
- Thickets replace Passages and cannot be placed on Shortcuts

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