How to play Goat 'n Goat やぎ山

simple version!

Example Setup (for 2 Players)

Mountain Cards

Discard Pile

Display

Deck

Start Player — 3 cards

Second Player — 4 cards

The game will begin shortly...

On a player's turn, they play a card from their hand. If they play the same number, they may play any colour and any number of cards of the same number.

The cards that you play will become a flock of that colour. If adding to a previous flock, and you play a lower number than a card in that flock, you will need to take the previous flock as a penalty.

Removed as penalty

Remains

The number written on the card(s) you just played equals to the number of cards that you draw from the display. Smaller numbers allow you to play more, but you draw less cards, so watch out!

I played 3's, so I draw 3 cards

Choose from the Display

If there is a Mountain card of the same size or lower than your flock of that colour, you may take it for points! The points are equal to the size of the Mountain!

If I take a Mountain, I discard the whole flock.

Get!!

To the next player's turn...

やぎ山

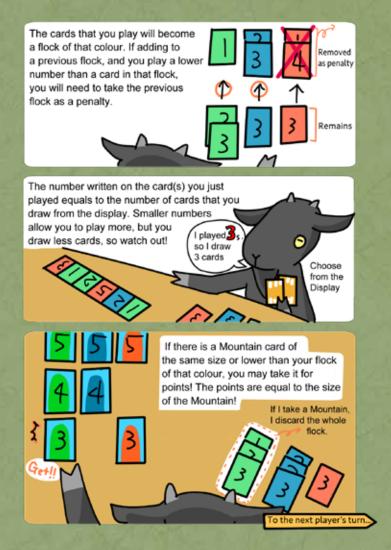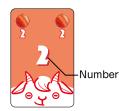**Goat 'n' Goat**
2-5 people / 30 minutes / over 8 years old

Game Overview

Three mountains stand tall in front of the goats. The goats try to combine their efforts to climb these daunting mountains together. Can you lead the goats to the highest parts of the mountains?

Game Contents

● 84 Goat cards   28 cards each in Red, Blue and Green

Number

· Distribution Breakdown in each colour:
10 '1' s
8 '2' s
5 '3' s
3 '4' s
2 '5' s

● 21 Mountain cards   7 cards each in Red, Blue and Green

x4 — Required Amount
The number of required Goat cards to win this card for points

· Distribution Breakdown in each colour
1 '3', 1 '4', 1 '5',
1 '6', 1 '7'
1 '8/4' (1 side 4, 1 side 8)
1 '9/3' (1 side 9, 1 side 3)

Game Objective

Each player arranges their Goat cards in each colour in ascending order in order to win Mountain cards. The number of Goat cards required to earn the Mountain card is stated on the Mountain card, and if you can line up more than that number of cards, you can earn the score Mountain card.

Goat cards with smaller numbers are more common and thus easier to play together, but this will cause the player to draw less cards on the next turn, so be careful!

Game Setup

1. The player who loves goats the most is the start player (1st in turn order). From this player clockwise, the next will be 2nd and 3rd and so forth.
2. Each player should have enough space in front of them to place red, blue and green Goat cards. Each group of goats of the same colour is called a "flock".
   In addition, please make sure that all players have room for an area to store Scoring cards and Penalty cards.
3. Shuffle all Goat cards face-down and place them in a deck in the centre of the table. Make room for a discard pile next to the deck.
4. Distribute the Goat cards from the deck to each player according to the order of play:
   Start player ... 3 cards
   2nd, 3rd ... 4 cards
   4th, 5th ... 5 cards
   Each player's cards are known as their hand.

5. Draw 6 Goat cards from the deck, and place them in a row in the centre of the table. This is the Display.
6. Display all Mountain cards in the middle of the table. The side of the two-sided Mountain cards (8/4, 9/3) to be used will depend on the number of players.
   2/3 players: 3, 4, 5, 6, 7, 8, 9 (8/4 = 8, 9/3 = 9)

4 players: 3, 3, 4, 5, 6, 7, 8 (8/4 = 8, 9/3 = 3)
5 players: 3, 3, 4, 4, 5, 6, 7 (8/4 = 4, 9/3 = 3)
The setup is complete!

Flow of the Game

This game progresses clockwise in turns until the Game End conditions are met. On a player's turn, they should follow the Flow of a Turn below:

Flow of a Turn

On a player's turn, they do the following four steps in order.

1. Play card from your hand (compulsory)

You have to play one or more cards from your hand to your own flocks ("Playing" means to place cards from your hand to the table face-up).
However, all Goat cards you play must be the same number. You may choose to play any number of colours of goats.

Then, collect previous Goat cards if necessary. The following check a) or b) is performed for each colour of goats.

a) If, from a previous turn, there exists one or more goat cards in the flock of that colour, and you are adding to this flock, compare the numbers.
  a-1) The number of any Goat cards played this turn is lower than any card in the flock. If this is true, put all the cards of the existing flock in front of you as a penalty.

> **Example)**
> There is a flock of "1" and "4" red sheep in front of Peter. Peter played two red "2"s this turn. Since the "2" played this turn is lower than the "4" in the flock, Peter will take the whole existing flock as a penalty ("1" and "4" Goat cards), and two "2"s will be newly added to become the new red flock.

  a-2) If the number of the Goat cards played this turn is the same or higher than the number of the top Goat card in the flock, simply add the Goat cards that you played this turn to the flock.

> **Example)**
> There is a flock of "1" and "2" green sheep in front of Peter. Peter played 3 green "2"s this turn. Since the "2" played this turn is the same value as the "2" existing in the flock, they are added to the flock. Now, the green flock consists of "1" "2" "2" "2" and "2" for a total of 5 cards.

b) If there are no cards in that flock, the Goat cards played this turn become the flock.

It is a good idea to splay the flock of Goat cards so that you can clearly see the number of goats and the numbers on the cards. Arrange the Goat cards in ascending order so that you can see the numbers more clearly.

2. Draw cards (compulsory)

Look at the digit on the Goat card(s) played in step 1 (e.g. 3). This is the number of cards you will draw from the display. Ignore the number of cards that you played, only taking into account the digit of the card.
* Even if you play 5 "1" Goat cards, you only draw 1 card from the display.

> **Hand limit**
> You can only hold up to 8 cards in your hand.

If your hand contains 9 cards or more, immediately reduce your hand until you have 8 cards.
The extra Goat cards from drawing too many cards are placed in front of you as a penalty.

3. Earn a Mountain card (optional)

Perform the following check to see if you can gain Mountain cards for points.
First, check the number of cards you have in each colour of flock. If there is an unclaimed Mountain card that is the same or lower than the number of your flock, you may take it for points. Keep the earned Mountain cards in front of you in your score pile.

> ※ Please Note!
> Do not turn over any Mountain cards.

After that, discard your ENTIRE flock in that colour.

> **Example)**
> Peter has a blue flock with the four goat cards "2" "3" "3" "4". The blue Mountain cards available are "× 3", "× 5", and "× 6". The only blue Mountain card that Peter can take is "× 3". Peter takes the blue "× 3" Mountain card, and then discards all four of his blue Goat cards.

4. Refresh the Display (required)

Draw Goat card from the deck such that there are 6 Goat cards in the Display.
If the deck runs out of cards, the process changes depending on the number of players and the number of times the deck has run out.

· For a 2 player game
  Go to [Game End].
· For a 3 to 5 player game
  A) When the deck runs out for the first time, shuffle all the Goat cards in the discard pile face-down to create a new deck. Then, continue refreshing the Display as per usual.
  B) When the deck runs out for the second time, go to [Game End].

Game End

For a two player game, the game will end when the deck is exhausted for the first time.
For a three or more player game, the game will end when the deck is exhausted for the second time.
All players (including the player who triggered the game end on their turn) will perform one last turn. For this last turn, step 2 [Draw cards] and step 4 [Refresh the Display] are not executed.
When everyone has carried out their last turn, the score is calculated.

Scoring

Each player does the following:
1. Discard all their flocks.
   * A flock of Goat cards does not score points nor is it a penalty.
2. Put all remaining Goat cards in your hand in front of you as a penalty (add them to your penalty pile).
3. Your score is calculated by your Mountain cards and the penalty Goat cards in front of you.
   Mountain cards: Gain points equal to the number written on the card.
   Goat cards: Minus 1 point for each card
   * Ignore the number written on the goat card, each card is worth exactly minus 1 each.

The player with the highest total score wins. In the case of a tie, the player who has the highest Mountain card. If it is still tied, compare the second highest Mountain card. If it is still tied, compare the third card with the third highest Mountain card. If there is still a tie, it is a draw. All tied players have won!