

GRAB YOUR GOAT!



RULEBOOK

HELLO SHEPHERDS!

After years of butting heads over who is the best goatherd around, bad luck — or perhaps some underhanded meddling — has given you the chance to prove it!

GOAL OF THE GAME

Your goal is to be the first to recapture your goat and win *bra-a-a-agg*ing rights among your fellow shepherds. You win once your shepherd occupies the same face up card as your goat.

LIST OF PIECES:

Shepherd Tokens (4)

Goat Tokens (4)

Directional Die (1)

GAME CARDS:

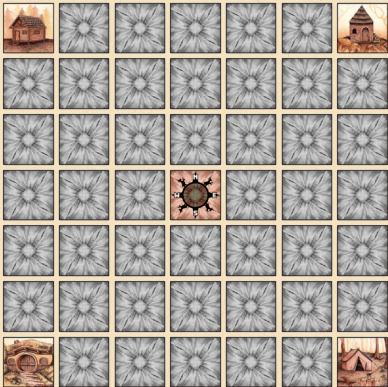
House Cards (4)

Top of the Mountain Card (1)

Directional Cards (50)

Effect Cards (20)

SETTING UP THE GAME:



To begin, each player should choose their house. Place the **Top of the Mountain** card face up in the center of the play area. Create the game deck by shuffling together the directional and effect cards. Building outwards from the **Top of the Mountain**, deal a 7 by 7 grid from the game deck with the cards dealt face down. Place the houses as the corners of the square.

Finally, deal each player 3 cards as their hand.

Place all goats on the **Top of the Mountain**. Place each player on their respective house.

The last player to have touched a goat goes first. In the case no one has touched a goat, then the person who can best imitate a goat's bleat goes first!

ON EACH TURN:

1) MOVE YOUR GOAT

Roll the directional die. Move your goat in the direction rolled. The **Top of the Mountain** acts as the game's compass.

Goats go where goats go. They are *not* affected by any cards except for the **Wheat Field** and **Coffee Bush** effect cards.

Goats do not discover cards as they move. If a goat wanders off of the game

board, they reappear on the symmetrically opposite side.

2) YOUR MOVE

(CHOOSE ONE OF THE FOLLOWING)

OPTION 1 -

MOVE YOUR SHEPHERD

Shepherds can only move in the four cardinal directions, following the path formed by face-up cards. If you move onto a face-down card, reveal it and align two arrows to discover the path. If it is an effect card, resolve its effects immediately.

OPTION 2 -

PLAY AN ADVANTAGE CARD

You may exchange a card in your hand for any face-down card on the board. Play it face-up and keep the face-down card in your hand. If the card played is an effect card, resolve its effects immediately.

OPTION 3 -

ROTATE YOUR CURRENT CARD

You may rotate your current card by 90°. This can break existing paths and need not form new paths.

MONARCH OF THE MOUNTAIN (RESOLVING COLLISIONS)

If a goat enters an occupied space...

...with another goat, nothing happens.

Goats love to hang out together!

...with a shepherd, the goat does not move from its original space. The shepherd is instead moved in the direction rolled.

If a shepherd moves into a space with...

...a goat that is their goat, you win if the occupied card is not a “**Steep Cliff**”, “**Mineshaft**”, “**Landslide**” or “**Waterfall**.”

...a goat that is not their goat, throw that goat onto an adjacent card of the shepherd's choice.

...another shepherd, throw that shepherd onto an adjacent card.

The entering shepherd always throws the occupying player or goat.

HOUSES (4)



You can exit a house card onto any adjacent card.

TOP OF THE MOUNTAIN (1)



When a player enters this on their turn, they may reveal one face-down card anywhere on the map. If it is an effect card, resolve its effects immediately.

DIRECTIONAL CARDS

When discovering a directional card, it must be placed so that an arrow lines up with one on your current card. It is fixed in that position unless rotated by a shepherd on their movement turn.



Remember, arrows indicate available entrances and exits from each card. You can always choose to rotate a card instead of moving on a turn!

EFFECT CARDS

REVEALING AN EFFECT CARD

Resolve all effects of a revealed effect card immediately. So long as an effect card is facing up, its effect is active.

ENTERING & EXITING AN EFFECT CARD

Arrows indicate whether you can exit from an effect card. For instance, if you land on the **Mineshaft** card, you are unable to exit because you are

transported back home. Conversely, the effect of the **Ski Lift** card is optional. You could choose to treat it as a 4-way directional card or as an effect card.



COFFEE BUSH (2)

This card affects both goats and shepherds! When a goat or shepherd starts their turn on the **Coffee Bush** card, they get to move twice this turn.



SKI LIFT (2)

Only shepherds may choose to use the Ski Lift! Once a Ski Lift card has been revealed, any shepherd may choose to move between the **Top of the Mountain** and the **Ski Lift** card as their move. The player revealing the **Ski Lift** can use the lift for free on the turn it is discovered.



THICKET (2)

The Thicket does not affect goats. If a shepherd finds themselves in the **Thicket**, they lose their next turn. The shepherd's goat still moves as normal.



WHEAT FIELD (2)

This card only affects goats! When a goat enters this card, they start to eat, and eat, *and eat...* and cannot leave this card so long as it is revealed on the board!



DENSE FOG (2)

When this card is revealed, gather all face-up cards from the board that aren't occupied by shepherds, shuffle them into the deck and replace them with face-down cards. Then, the shepherd who drew the **Dense Fog** discards it and replaces it with a new card.



LANDSLIDE (2)

Goats are not affected by this card and stay where they are!

When a **Landslide** is revealed, the shepherd chooses its direction (as indicated by the arrow). Gather the **Landslide** card and all cards (face-up and face-down) in a line as indicated by the **Landslide**. Shuffle these into the deck and replace with face-down cards. Any shepherd affected by this card is returned to their home.



MINESHAFT (2)

The player who reveals this card is transported back to their home. So long as the card is in play, any player may leap into the **Mineshaft** to return home.



STEEP CLIFF (2)

No shepherds may enter the Steep Cliff card! If you discover the **Steep Cliff** card, return to your original square. This counts as your move.



WATERFALL (4)

Any shepherd stepping on the **Waterfall** is swept in the direction of the arrow onto the adjacent card. The shepherd who discovers the **Waterfall** chooses its direction. If that adjacent card is face down, flip it face up. If a shepherd is swept into the **Steep Cliff** or swept off the game board, they pass out and discover themselves back at home!

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Game: Russell Wustenberg

This game and components thereof are only intended for use as described in the contents of these instructions. Maple Forged will not be held liable for consequences from unintended use. Unless you are a goat, please do not eat the components of this game. If you are a goat, eat at your own discretion.

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