



MOUNTAIN GOATS A 20 minute game, for 2 to 4 players

- **COMPONENTS 18 Mountain Cards:** 4x(5,6), 3x(7,8), 2x(9,10).
 - 4 Bonus Point Tokens: 15p, 12p, 9p, 6p.
 - **57 Point Tokens:** *12x5p,11x6p,10x7p,9x8p,8x9p,7x10p.*
 - 24 Mountain Goats: 6 for each player
 - 4 Dice



In a 3 player game, remove one Point Token from each mountain. In a 2 player game,

remove two Point Tokens from each mountain.

SETUP

- 3 Lay out the Bonus Point Tokens.

EACH TURN...

- 1 One player rolls the 4 dice. If the
- 3) For each dice group, the player moves
- 4) The dice are passed left to the next

TOP OF THE MOUNTAIN

Multiple goats can share the same space, except at the top of the mountain.

When a player moves a goat to the top of a mountain, they take a Point Token from that mountain (if available), and return any goat already there to the foot of the mountain.

If a player creates a grouping of dice that would move a goat up a mountain, but their goat is already at the top, they instead claim one Point Token from this mountain's supply (if available).

BONUS POINTS

When a player has collected at least one Point Token from each of the 6 mountains, they claim the highest-value Bonus Token still available.

If a player collects additional complete sets of Point Tokens, they claim additional Bonus Tokens.







GAME END

When all Bonus Point Tokens have been claimed, OR when 3 mountains have no more Point Tokens remaining, continue playing until all players have had an equal number of turns. Then the game is over.

The player with the most points wins. In case of a tie, the tied player with the most goats on mountain tops, wins. If there is still a tie, the tied player with a goat on the higher numbered mountain wins.

FAQ & TRANSLATIONS

bgt.life/mountain-goats-rules

CREDITS

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