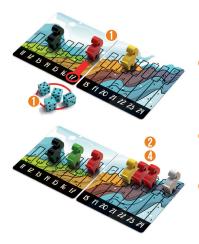




COMPONENTS 1 Tuckbox for all the 2 Double sided Big 2 Big Mountain can 4 6 Mountain Goat n ADDITIONAL 4 Use the green goats to the base game rules of

Tuckbox for all the Point Tokens 5 Double sided Big Mountain Point Tokens 2 Big Mountain cards 6 Mountain Goat meeples: for the 5th player.

8 Use the green goats to play with five players with the base game rules or the Big Mountain expansion.



3 SCORING TABLE	2	31	4-5	
HIGHEST GOAT	12	16	15	
2ND HIGHEST GOAT	8	12	12	6
3RD HIGHEST GOAT	4	8	9	
4TH HIGHEST GOAT		4	6	
5TH HIGHEST GOAT			3	

BIG MOUNTAIN EXPANSION

- When moving goats, players may use dice sets with values 11-24 to place a goat on the matching number on the Big Mountain, **if that space is empty.**
- Players may still only have one goat on each mountain (except the Big Mountain).
- At the end of the game, score the mountains like normal. Score the Big Mountain as illustrated in the Scoring Table.

In a 5 player game,

White = 15pt Red = 24pt (12 + 9 + 3) Yellow = 6pt

Players can score multiple times on the Big Mountain if they have multiple goats in qualifying spots.