

# Mountain Goats

## Expansion



### COMPONENTS

- 1 Tuckbox for all the Point Tokens
- 2 5 Double sided Big Mountain Point Tokens
- 3 2 Big Mountain cards
- 4 6 Mountain Goat meeples: *for the 5th player.*

### ADDITIONAL PLAYER

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



## BIG MOUNTAIN EXPANSION

- 1 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**.
- 2 Players may still only have one goat on each mountain (except the Big Mountain).
- 3 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*

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

### 3 SCORING TABLE

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