



Non Final
Draft!

*Race to the top, shove the greedy down,
eat all you can ... but always watch your
back.*



MOUNTAIN GOATS * A 10 minute game, for 2 to 4 players

COMPONENTS

- 1 18 Mountain cards: 4x(5,6), 3x(7,8), 2x(9,10).
- 2 4 Bonus Point tokens: 15p, 12p, 9p, 6p.
- 3 57 Point tokens: 12x5p, 11x6p, 10x7p, 9x8p, 8x9p, 7x10p.
- 4 24 Mountain Goat meeples: 6 for each player
- 5 4 Dice



SETUP

- 1 Lay the mountain cards in columns, so that the top of each mountain (card with white number on black circle) is on the top row. Stack the corresponding Point Tokens near each mountain top.
- 2 Each player places one goat meeple at the start of each mountain track.



EACH TURN...

- 1 One player rolls the 4 dice.
- 2 That player makes groups of dice that add up to at least 5. Each group can have any number of dice. If the player rolled more than one "1" they can change all but one of the "1"s to any face they want.
- 3 For each group, the player moves their goat meeple one space on the corresponding mountain track. Once all dice groups have been used, the dice are passed to the next player.



TOP OF THE MOUNTAIN

If a goat is moved to the top of a mountain, immediately kick out any goat meeple already there (return it to the mountain base) and take one Point Token from that mountain (if any are left).

If a player moves a goat that is already on a mountain top, the player takes a Point Token from that mountain instead of moving.

Once all tokens for a mountain have been taken, no one may move goats on that mountain anymore.

BONUS POINTS

When a player has at least one Point Token from each of the 6 mountains, that player receives the Bonus Point token of the highest value left. A player who collects multiple sets will receive a new Bonus Token for each set.





GAME END

The game ends immediately when all Bonus Point Tokens have been awarded OR when 3 mountains have no more Point Tokens left. Players add up all their points and the player with most points wins. In case of a tie, the player with the most goat meeple on mountain tops, wins.

CREDITS

Designer: Stefan Risthaus
Artists: Anca Gavril & Daniel Profiri
Publisher: BoardGameTables.com