

Goats & GOBLINS



Alright, gather 'round, you sneaky goblins! Your pesky goats have escaped again. You can hear them bleating for help inside a treacherous cave! You and your fellow goblin herders must go down and retrieve them, but you discover loads of mysterious gold, precious gems, and lovely trinkets in the shafts as you explore. New plan: the goblin who can retrieve the most treasure from the risky depths wins!



SETUP

To get started, everyone grabs three cards: a Push 2, a Seeing Stone, and a Vote (In/Out). Keep 'em face-up, no secrets here! Figure out who goes first and will be Cave Leader; maybe whoever saw a goat last or the person who bullies the other goblins, err, players, into letting them go first!

Next, Cave Leader randomly takes 4 Gold cards and 4 Cave-In cards and shuffles them together.

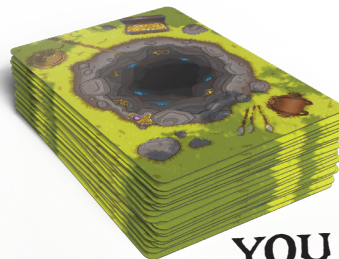


Starting card backs



They randomly select 4 from those 8 cards and places them back in the box. (No peeking!)

The other 4 cards get shuffled into a deck with the rest of the Gold cards and Cave-In cards. Place this 'Cave' deck into the middle of the table.



**YOU ARE READY
TO DELVE INTO
THE CAVE!**

OVERVIEW Goats and Goblins is a push-your-luck game where you will attempt to collect treasures, goats, and goblins from the mysterious cave before it collapses. You will take turns leading expeditions below the surface, inviting other players to join you or stay behind. If your expedition is

successful, the exploring members will gain valuable cards to divide. Failed expeditions will give cards to the players who did not explore the cave. Some cards can be played to support or hinder expeditions. When the game ends, count the gold on your unplayed cards. The goblin with the most gold wins.

GAMEPLAY

Each turn the new Cave Leader is the person to the left of the previous Cave Leader. Each round consists of 3 phases:

VOTING PHASE

- Cave Leader declares a number of cards (3+) to draw from the Cave deck.
- Cave Leader cannot declare more cards than remain in the Cave deck.
- All other players secretly vote 'In' or 'Out' using their Vote card. Cave Leader is always 'In'.
- All players reveal votes simultaneously.
- Players may play Action cards at any time.
- Push cards played in this phase change the number of cards being drawn by Cave Leader.

EXPLORATION PHASE

Cave Leader draws cards one at a time from the Cave deck until the declared number or until the value of drawn Cave-Ins is 3 or more. Stop drawing immediately!

- Players can play Action cards to help or hinder the expedition (resolve newest to oldest, with interruptions allowed). Played cards are discarded.
- If 3+ Cave-Ins are drawn, the expedition fails; all played cards are discarded.

TREASURE PHASE

- Success (less than 3 Cave-Ins): Discard drawn Cave-In cards. Cave Leader divides drawn cards from the treasure pile (by number) among themselves and 'In' voters as evenly as possible.
- Failure (3+ Cave-Ins): Discard drawn Cave-In cards. All players who voted 'Out' will take a card from the treasure pile, one at a time, starting with the player to the left of Cave Leader. Continue taking cards until no cards are left.
- Pass the Cave Leader card to the left. New turn begins.

EXAMPLE:

Bill pushes the Cave Leader by playing a Push 2 card.

Brian doesn't want that so they play a Warding Stone to cancel the Push 2 card.

Betty wants to keep pushing and plays a Push 3 card.

Cave Leader draws 2 of the 3 cards from the Push.

Bartholomew wants to avoid a Cave-In so they play a Seeing Stone to peek at the top card interrupting the Push 3. If another card is not played, the Cave Leader then draws the 3rd card.



GAME END

It's game over when the Cave deck is gone or almost gone (less than 3 cards remain).

SCORING

Everyone counts all the gold coins on the cards they've collected. Whoever has the most gold is the winner, the sneakiest goblin of them all! If there's a tie, look at who has the most Goat cards. Still tied? Then it's who has the most Goblin cards. Still, still tied? Then whoever has the fewest total cards wins. And if you're still tied after all that, then you know what? Everyone who's tied shares the victory!

And just to be clear, that Gruff the G.O.A.T. card? Yeah, that counts as a goat. Happy looting!

2-PLAYER AND OPTIONAL 3-PLAYER VARIANT

In this variant, forget the Vote cards and remove any Action cards that mess with votes. There will be no voting! Cave Leader just keeps drawing until they decide to stop (Success!) or until they hit 3+ Cave-Ins (Fail!). If Cave Leader fails, all drawn cards are just gone – no sharing! Keep playing until the whole Cave deck is gone.



ACTION CARDS

At any point, a player can play cards to either help or harm the group. There is no turn order in playing these cards except in the case of a tie - the player closest to the left of Cave Leader goes first, then continues to the left.

When a card is played, Cave Leader will resolve the card unless another player decides to interrupt and plays a card.

- Any number of players can play any number of cards.
- Once all players have stopped playing cards, Cave Leader will resolve the cards one by one from newest to oldest.
- While resolving these cards, players may play new cards.
- Again, Cave Leader will start resolving the newest cards first before resolving the older cards.
- Any cards played are discarded from the game after they are resolved.
- A Warding Stone can cancel out another Warding Stone.

SPECIAL THANKS

Curt Covert, Ammon Anderson, Tony “Bobakazoo” Lakas,
Jason Van Haecke and TS Luikart

Game Design: Sam Stockton

Illustrator: Liam Peters

Graphic Design: Ammon Anderson

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333 N. 56th Street. Lincoln, NE 68504
bagamesco.com

