

ACTIONS

Some cards use specific words, these words are described here for clarity:

FLICK

Strike with one finger without moving your hand or arm.



SLIDE

Push smoothly across the surface with your hand.



FLIP

A low toss to make a Prop tumble as it falls.



SHOOT

Stretch a Rubber Band using your fingers and release.



BALANCE & STACK

Goats can be balanced or stacked in any way except on their side.



TOSS

Gently send a Prop through the air.



DROP

Release from above. No horizontal motion.



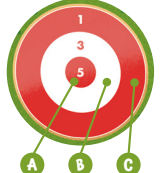
SPIN

Hold the coin upright with one hand and flick the coin with your other hand.



THE TARGET

The underside of the Box Lid is printed with a Target. Cards refer to its three rings by name: the **A** Bullseye at the center, the **B** Middle Ring around it, and the **C** Outer Ring at the edge. Some Cards will also tell you to turn the Box Lid Target-side down to use it as a flat playing surface.



SAFETY

Rubber Band Safety - Always Shoot toward the table. Never aim at faces or another player!

Flying Goats - Never flick, toss, or flip a Goat directly at another player!

Pass - If a player is unable to safely play a Game, it is always OK to draw a new one!



CREDITS

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Special Thanks
"Melanie who supports me and my wildest ideas, my kids who inspired this game by not knowing the phrase "got your goat!", Robert for believing in a game that he hadn't even seen yet, and all the playtesters who laughed and loved this game. You rock!" - Ammon, the Game Designer
Dee Bruce, Sadie Whitley, Quinn O'Connor

This game is a work of fiction. Any resemblance to any real person, group, or event is entirely coincidental.

No Goats were harmed in the making of this game.

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Not suitable for children under 3 Years of age due to small parts. THIS PRODUCT IS NOT A TOY. NOT INTENDED FOR PERSONS UNDER THE RECOMMENDED AGE REQUIREMENT. Made in Wenzhou, China.



A party game of goat-grabbing gambits!

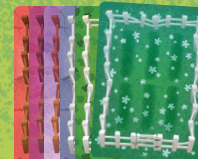
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COMPONENTS



104 Game Cards



6 Goat Pen Cards



36 Wooden Goats



1 Box Lid With Target



6 Disks (6 Different Colors)



6 Rubber Bands



4 Dice



2 Wooden Goat Coins

OBJECTIVE

Be the first player to collect 6 Goats in your Pen, or outlast a player who loses all of theirs.

SETUP

1 Shuffle the **Game Cards** and place them face down within reach of all players as a **Draw Pile**.

2 Place the **Disks, Rubber Bands, Dice, Goat Coins**, and **Box Lid** within reach of all players.

3 Each player takes a **Pen Card** and places it in front of them.

4 Each player takes 5 **Goats** and places them next to their **Pen Card**. This is their starting **Herd**.

5 Place the remaining **Goats** in the middle of the play area. These are **Grazing Goats**.

Grazing Goats are used during some Games and are returned after.

6 The youngest player draws the first Game Card.



! Goats in a **Pen** are safe. They cannot be stolen by other players.

! Goats in your **Herd** are not safe. They can be stolen by other players.



HOW TO PLAY

- On your turn, draw the top Game Card from the Draw Pile.
 - If the card shows a **2+** Duel or a **3+** Trio, choose your opponent(s).
 - If the Game requires Props, set them out.
- Read the Game Card's Rules aloud.
- Play the Game!
- Fulfill the Reward and any Penalties.
- Discard the Game Card. The player on your left is the next Drawer.
- If the Draw Pile runs out, shuffle the discards to form a new Draw Pile.

GOT YOUR GOAT!

Every Game Card has a Reward, and some also have a Penalty.

STEAL A GOAT: Take a Goat from another player's Herd and place it in your Pen.

- Goats in a Pen cannot be stolen.
- Unless the card says otherwise, the winner chooses which player's Herd to steal from.

GIVE/LOSE A GOAT: Take a Goat from your Herd and place it with the Grazing Goats, unless a card specifies another player to give it to.

- Goats are never given from your Pen.

SPECIAL SITUATIONS

TIES: Replay the Game until there is a clear winner, unless the card says otherwise.

TURNS: Play always starts with the Drawer and continues clockwise, unless the card says otherwise.

TIMING: When a Game Card uses a time limit, a player who is not competing counts it aloud.

PROPS: Goats used as Props come from the Grazing Goats. If there are not enough, borrow the rest from players' Herds. Every borrowed Goat returns to where it came from when the Game ends.

PEN BREAK

If a player must lose a Goat but their Herd is empty, they instead move one Goat from their Pen back into their Herd. This Goat can be Stolen on later turns, but is not Stolen on the turn it is moved.

LAST GOAT STANDING

A player with only one Goat left in total, counting both their Pen and their Herd, cannot be chosen as an opponent in **2+** Duels or **3+** Trios.

They still draw Game Cards on their turn, and can still lose their final Goat in **1+** Solo or **3+** All-In Games!

WINNING THE GAME

The game ends immediately when either of these happens:

G.O.A.T.: A player Steals a Goat and now has SIX Goats in their Pen. They immediately win! Congratulations you are the G.O.A.T.!

LONELY GOAT HERD: A player loses their last Goat, leaving none in their Pen and none in their Herd. That player immediately loses, and all other players win!

CARD ANATOMY



A
GAME
RULES

B
REWARD
AND
PENALTIES

C
CARD TYPES

1

2

3

3+

SOLOS: Only the Drawer plays.

DUEL: Drawer chooses one opponent.

TRIOS: Drawer chooses two opponents.

3+: All players participate.

D
PROPS

Goat Coin

Dice

Box Lid

Goats

Target (Box Lid)

Disks

Rubber Bands