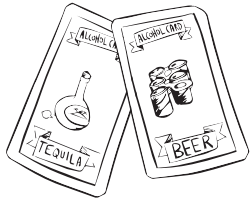


Types of Cards:

Alcohol Cards



There are 4 types of Alcohol Cards: Beer, Wine, Whiskey, and Tequila. If a player has a matching pair of Alcohol Cards in their hand at the start of their turn, they must put them in their Goat Pile. Matching pairs after fulfilling needed pairs may be traded in for 3 new cards from the Draw Pile.

Action Cards



These cards have instructions on how to use them. Action Cards can only be used during a player's turn (after playing Alcohol Cards and before collecting their final card from the Draw Pile), with the exception of Stop Action Cards which may be used at any time during any player's turn. However, Stop Action Cards cannot be used to stop alcohol pairs.

Types of Piles:



Goat Pile

Each player will display pairs of Alcohol Cards collected in front of them. Cards in the Goat Pile cannot be stolen with Action Cards. (face up)



Discard Pile

Where cards to after they have been used as actions or traded in Alcohol Cards. (face up)



Draw Pile

Used at the end of a player's turn or fulfill Action Card requirements (face down)

Gameplay:

All players are dealt 4 cards, the dealer or winner of the last round goes first. A player's turn begins when the player to their right draws their final card from the Draw Pile. At the beginning of their turn, a player MUST play any matching Alcohol Card pairs. After alcohol pairs are played (if any), the player has 2 options: they may play Action Cards or draw a card to end their turn. They can play as many Action Cards as they wish. Once they draw their final card from the draw pile, their turn is over. Players may also trade in extra Alcohol Card pairs for 3 new cards after their needed pair is made. "Stop Action" cards cannot be used on this type of move, and this move does not end a player's turn. A player can still draw a single card from the draw pile.

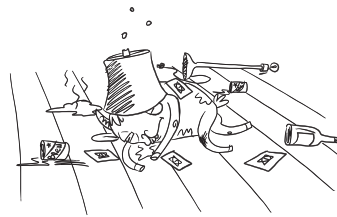
How to Win:

The goal of the game is to get 1 pair each of kind of Alcohol Card in your Goat Pile.



The winner will have 1 pair each of Beer, Wine, Whiskey, and Tequila cards.

*Two individual Wild Cards may be used as any alcohol pair.



How Long a Game Should Last:

From what we can tell, a game can last anywhere between 3 to 15 minutes.

It's possible to win the game in the first hand, with a bit of luck and a little strategy.

You don't need to be an expert, and anyone can win at anytime.

Optional Drinking Rules:

Basic

Drink whatever beverage you have in front of you every time an opposing player plays a pair of Alcohol Cards, either as a need pair or as an exchange for Draw Cards.

Advanced

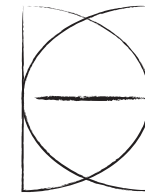
If you're feeling crazy (and your genetic makeup allows for it), opposing players will drink to match played Alcohol Cards.

*Play responsibly and don't get (too) crazy!



DrunkenGoatsGame.com
@DrunkenGoatsGame

DRUNKEN GOATS



Welcome to Drunken Goats!

This game is fun, fast-paced, and easy to learn!

Here some basic rules and some optional drinking rules to learn before you get started.

2-5 players (heck, maybe even 6)