

★ ★ ★ ★ ★ THE GAME OF RIDICULOUS EXCELLENCE... AND GOATS. ★ ★ ★ ★ ★

# WHO'S THE G.O.A.T.?



**For 3 to 6 Players**  
**Ages 8 and Up**  
**20 Minutes**

**CONTENTS:**  
**6 Squishy Goats, 200 Challenge**  
**Cards, 60 Scoring Tokens, 1 Pad**  
**of Paper, 6 Pencils, 1 Sand Timer,**  
**Instructions**

## SET UP

- Each player takes a pencil and a piece of paper.
- Shuffle and place the cards face down in the center.
- Put all of the tin cans in the center and the timer nearby.
- Each player selects a squishy goat. Remember your color!
- If your name is closest to the word "GOAT" in the alphabet, you go first.

## HOW TO PLAY

- Take turns, going clockwise. On your turn, draw a card, and read it aloud, then place it face up into a discard pile.
- Everybody must decide who they think will be the "Greatest of All Time" at doing the challenge on the card. For example, if it's "Who's the G.O.A.T. at yodeling?" each player decides who they think can yodel the best and then tosses their goat to their chosen player. You can also bet on yourself if you want to, by holding onto your goat.

## ORDER OF PLAY

- Step 1:** If you're the reader, start the round by reading the challenge on the card.
- Step 2:** Say, "Ready, Set, GOAT!"
- Step 3:** Throw your goat (or hold onto your goat).
- Step 4:** Anyone who has a goat participates in doing whatever it takes to determine the "Greatest of All Time" for each challenge. In this case, anyone with a goat must yodel.

## WHO GOES FIRST IN A CHALLENGE?

- If players compete individually, challenges go clockwise from the reader.
- If players compete together, for example in a race, players line up together.
- Some challenges are physical, some are verbal, and some are written. The written challenges will be marked with a pencil icon, which indicates that you should use the pencil and paper.
- Sometimes the challenge is timed. In this case, use the 30 second timer.

- Most often there will be a clear G.O.A.T., but if not, the players who did not participate in the challenge hold a **GOAT VOTE**. They determine who's the G.O.A.T. for the challenge.
- If all players are participating in a challenge and a **GOAT VOTE** is needed, players must vote for someone other than themselves.
- If all goats are tossed to one player in a challenge, that player must choose another player to go against, so they can prove they truly are the G.O.A.T.
- At the end of each challenge, players collect their original goat and gameplay continues clockwise.
- Note: If your surroundings aren't suitable for a specific challenge, skip it and draw another card.

## SCORING

You score a tin can (yum!) if you voted for the player who proved to be the G.O.A.T. The G.O.A.T. also scores a tin can for being great! So if you voted for yourself, and you're the greatest at that challenge, you get **TWO** tin cans.

## ENDING THE GAME

Play continues for four rounds - until everyone has drawn and read a card four times - or until all of the scoring tokens have been awarded.

## WINNING

Count your tin can tokens. If you have the most tin cans, you're **THE G.O.A.T.!** You win!

## TIEBREAKERS

Players must participate in a GOAT-SHAM-BO challenge, also known as Rock, Paper, Scissors when:

1. There is a tie in a **GOAT VOTE**.
2. There is a tie at **THE END OF THE GAME** (more than one player has the same amount of tin can tokens).



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