

GOATFISH

Goatfish Scoring Rules

In advanced scoring mode, play **three herds to win**, regardless of player count.

There are four special point conditions:

First Herd: Player who places first herd, **+2 points**

First Defend: First player to defend against a steal action, **+2 points**

First Steal: First player to successfully steal a herd, **+2 points**

First Out: First player to place their third herd, **+5 points**

As soon as a player places their third herd, achieving First Out, they finish whatever remains of their turn, Herd, Draw, and Action. It is possible for the player to place additional herds during their turn. Once the First Out player completes their turn, play continues to the remaining players. Once play reaches the First Out player, the game ends and proceeds to scoring. The First Out player does not take another turn.

Determine each player's score by adding together all special point conditions plus the following:

5 points for each placed herd

3 points for each goat 3-of-a-kind in hand

1 point for each goat pair in hand

-1 point for each unused action card in hand

Card Drafting Variant

Scoring mode may also be played with a “pick and pass” card drafting mechanic. After dealing seven cards to each player during setup, each player chooses one card to keep and passes the remaining cards in their hand to the player on their left. Repeat this process until each player picks seven cards, and then begin play as normal.