

This is a hidden goat game about playing to lose. It's also about living in a small village. It's mostly ridiculous with a few overtones of possible death by magic (or butcher). In the end, aren't we all the talking goat on some level? No, probably we aren't and that's probably the point.



Only you know how long this game takes to play, additionally you will need this sheet of paper, some scissors (or incredibly detailed ripping skills), a hat, some sort of playspace suitable for talking, a timer, and four human players.

## Intro

Cloverdale's talking goat has gotten loose again. This time though the sorceress on Whittaker Lane blessed the goat to have a human appearance. Rumor has it they're dating and she wants to take the goat to the Clover Field Ball. Almost all of the chores have been settled up before the ball tonight, just one remains, find the goat and put it back in the pen. All the goat wants is to be free, or stir up trouble, or to nibble some of the scenery. Who among us will catch the goat? Who among us is the goat? Who among us will be crowned royalty at the Clover Field Ball?

## Tone

This is a farce. It is meant to be ridiculous and slapstickish. It is meant to embrace death in many ways, consider it a dark comedy. Consider yourself warned.

## Winning?

Yes, you can kinda win this game. If you achieve your goals upon completion of the game, you totally won! Other people might win as well if you win. Does that cheapen your victory? Only you know.

## Safety

Hey friends, play generously, "yes and" everyone, and be polite when it comes to personal space. I'd appreciate it and you will too. Stop playing if anything gets too real.

## How to play

1. Cut out the cards attached to this sheet. Fold them in half and place them all in a hat. Stir up the cards and let everyone draw one. Keep the card you draw to yourself, seriously tuck that card away.
2. Everyone, read your card. Make choices, think thoughts. Look around at your fellow players, are they ready to play? Are you? Is everyone staring at you? Nod at them and smile your creepiest smile, yes, now you're all ready to play.
3. Start a timer for however long you want to play. 5 minutes seems like a goodly amount of time to me, but I don't know your schedule.
4. Start talking about the Clover Field Ball, it's the biggest social event of the year. Who are you taking to the ball? What are you

even going to wear? Embody your character, use some sort of strategy to determine which of you is a talking goat. Achieve your goals.

5. If there's a consensus on goathood or the timer has gone off it's time to call out the goat.
6. Call out the goat! Use the reversing spell the lazy turnip-farmer-turned-warlock Carl taught us to protect ourselves from any form of magic. Sure, if there's not actually a spell in place on someone that's reversed they will become a decorative doormat hungry for revenge. But if there is a spell, say a goat to human appearance spell, that spell will reverse and then you've caught the goat!
7. The Reversing Spell! As you so clearly recall, this involves everyone pointing at the player they think is the goat and shouting "REVERSE THIS CURSE." All fingers must be pointed at the same person for the spell to begin. The game officially ends when someone has been reversed (they may flop down like a doormat or reveal their true goat nature). So get to pointing and shouting "REVERSE THIS CURSE" already.
8. Deal with the aftermath of reversing a goat or not goat.

## Character cards

(cut these out)

### Goat

Congrats! You're the goat! You usually live in a pen near the other goats, they shun you on account of you talking to humans. It's soooo boring there. You're dating the sorceress.

**Choose a goat-ish name. Introduce yourself as such when play starts.**

#### YOU WANT TO:

- A) Stir up trouble! That no good town constable has been hitting on your sorceress. Take him down a peg by letting the butcher murder you, prove he's bad at his job.
- B) Be free! Evade capture! Shift blame elsewhere! Thwart the farmer's overprotectiveness. You guys may be friends, but you're your own goat. Attend the ball with your sweetie.

**Don't forget to act goaty, chew things, make it as blatant as you want.**

### Farmer

Hey there, you're the farmer! You helped raise the goat. You two are buds. You want to catch the goat but you'd rather keep the goat safe from the others. That goat is your only friend.

**Choose a farmer-ish name. Introduce yourself as such when play starts.**

#### YOU WANT TO:

- A) Find the goat and protect it all cost, sacrifice yourself if needs-must. Being a doormat won't be that bad. Oh and you'll definitely be held accountable for any trouble the goat causes be prepared for liability.
- B) Talk to the butcher, they seem shifty. Why do they keep bringing you free meat? Where did the talking cow go two years ago? Take any evidence you gather to the constable.

**If you see any players nibbling on things, this must be a sign that this is the goat. Protect the goat by also nibbling on things.**

### Butcher

Ooh, you're the butcher! You're shady and shifty. You want to catch the goat but you have no plans of returning it to its pen. You plan to have goat chops tonight. You also enjoyed munching on the talking cow a few years ago. You need the other villagers help to cast the reversing spell because human meat tastes weird.

**Choose a butcher-ish name. Introduce yourself as such when play starts.**

#### YOU WANT TO:

- A) Sniff out the goat! Look for anyone displaying goat tendencies.
- B) Try to avoid turning anyone else into a doormat, that's how you lost the only love you ever had and that doormat still nibbles your cousin Carl the warlock's ankles.

**If you see someone acting goaty start sizing them up for goat steaks. Do they look healthy? Do you need to fatten them up to get a few more steaks?**

### Constable

Right-o you're the constable! You're here to protect the inhabitants of Cloverdale and make sure everything is fair. Constable HQ just mentioned that if anyone else ends up a doormat or dead you'll be assigned to work in the whispering toilet department, that's a soggy, thankless job.

**Choose a constable-ish name. Introduce yourself as such when play starts.**

#### YOU WANT TO:

- A) Get that goat sorted out and sent home so you can take the sorceress to the ball.
- B) Try to figure out what happened to the Talking Cow a few years ago. Why did it up and disappear? Maybe the farmer knows!

**If you see someone sizing someone else up, you better take a look into that. Why that's suspicious behavior! You size up that individual as well. Furthermore, if you see someone chewing on things, protect the village's assets and threaten to fine them.**

## All the thanks

In the future, when we're wearing our hover underwear and everyone has finished playing this game you may find time to read this small print. Much thanks must go to Tim Hutchings and Jay Sylvano for game creation assistance and peer pressure in equal measures. I owe you both a fruity smoothie or meat frappe.