

Listen! What is that sound? The sea tearing at the rocks? No. Something nearer... Something is waiting outside your house in the moonless lane. Surely it's not human? A demon? Oh my God, surely that's not The Devil's Goat? Peering in your windows?

Build up the fire, and bolt the door. It is 1895 on the island of Guernsey. The west coast witch covens have woken something awful in the inky night. Something utterly evil that stamps and snorts in the black fields. The island teeters on the edge of panic. Only the foolhardy venture out at night. Oh, and you. You must too.

The DEVIL'S GOAT

A Game of Tactical Witchcraft
and Survival Against an Evil Goat

All items are
Prototype
not final
Artwork

2 - 4 Players
Age 12+
45 min



How does it work?

Each character has a specific goal. There's a Witch, a Doctor, a Businessman, and a Priest. All are intricately entwined with the Goat.

You'll travel around the island gaining supporters in different Parishes, taking actions that advance your goal, and trying to stay out of harm's way.

The characters aims intersect and while the others may help or hinder you, only one can win.

Key features

- Easy to learn
- Light strategy
- Thematic
- Action placement / Area Control
- Character specific goals and scoring
- The players Action choices affect other players, enhancing the strategic play

Components

- A map of Guernsey
- 2 Custom dice
- 4 Character cards
- 4 Summary cards
- 35 meeples
- 12 wooden tokens
- 1 mini Goat meeple
- 2 punchboard sheets (Spell and Influence tokens)