

## RULEBOOK

# FRENCH GOATS in TRENCH COATS



2-6    20 min    8+

**Messy**  
TABLE GAMES

## OBJECT

Use your French Goats disguised in Trench Coats to win the most delicious French cuisine.

## CONTENTS

13 Le Food Cards:

10 cards with point values ranging from 1-10



3 Draw Le Bonus Cards



60 Bidding Cards - 6 colored suits numbered 1-10



9 Le Bonus Cards

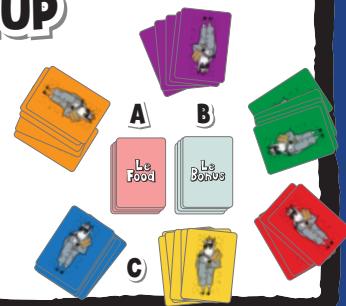


## SETUP

**A** Shuffle Le Food Cards and place them face down in the middle of the table.

**B** Shuffle Le Bonus Cards and place them face down to the right of Le Food Cards.

**C** Give each player a suit of Bidding Cards.



# PLAY

The game is played in three rounds.

## ROUND 1

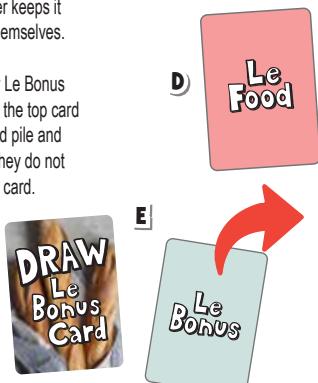
**A** Flip over the top Le Food Card and place it in the middle of the table where all players can see it. Each player decides how much they want to bid for that Le Food Card and places their Bidding Card face down on the table. Once all players have put out a card, players count "One, Two, Three, Goat!" **B** On the word "Goat" all players reveal their Bidding Cards at the same time.



**C** The highest Bidding Card wins Le Food Card. There are two types of Le Food Cards, 10 cards with point values and 3 Draw Le Bonus Cards.

**D** If a player wins a Le Food Card with a point value, the player keeps it face down in front of themselves.

**E** If a player wins a Draw Le Bonus Card, the player draws the top card from the Le Bonus Card pile and adds it to their hand. They do not show other players the card.



Bidding Cards can only be played one time each round. **F** Each player forms a discard pile for used Bidding Cards in front of themselves. Continue playing until all Bidding Cards have been played (that means there will be three Le Food Cards left). **G** Add up the point values for each player's Le Food Cards and record the scores. Collect and reshuffle Le Food Cards



## ROUND 2

Same as Round 1.

## ROUND 3

**H** Remove the three Draw Le Bonus Cards from the Le Food Card deck. Round 3 uses only the 1-10 Le Food Cards. Then play Round 3 the same as Rounds 1 and 2.



# TIES

If there is a tie for the highest Bidding Card, neither player wins. Instead, the player with the next highest Bidding Card wins! This is part of the strategy. For example, if two players bid with a 5 Bidding Card and one player bids with a 3 Bidding Card, the player with the 3 wins! If all the players tie, no one wins, and both Le Food Card and the Bidding Cards are discarded. There is one exception to this rule. If TETE BAA TETE is played, that breaks the tie and the player with TETE BAA TETE wins Le Food Card.

# LE BONUS CARDS

Le Bonus Cards are fun cards that change the normal gameplay. They can only be obtained in Round 1 and Round 2 when a player wins a Draw Le Bonus Card. Once a player wins a Le Bonus Card, they may choose to play it in **any round** before the end of the game. Le Bonus Cards are resolved in the order they are played. So, sometimes playing quickly is important!

Each Le Bonus Card can only be used one time per game. Once played, Le Bonus cards are discarded face up next to the Le Bonus Card deck. They do not get shuffled back into the deck.

There are 7 different Le Bonus Cards. They must be played at a certain time in the round.

**BEFORE** Le Food Card is flipped over.



When BAA SEZ-FAIRE is played, all players must choose their next Bidding Card before Le Food Card is revealed.



**AFTER** Le Food Card is flipped over **but BEFORE** Bidding Cards are flipped over.



When BAA DE DEUX is played, the player with BAA DE DEUX swaps the Bidding Cards of any two players including themselves.



When SA BAA TEUR is played, all players except the player with SA BAA TEUR return their Bidding Card to their hand. The player with SA BAA TEUR then chooses a random Bidding Card from each player's hand and the players must play that card.

**AFTER** Bidding Cards are flipped over.



When COUP D'BAA is played, the lowest Bidding Card (not the highest) wins Le Food Card.



When BAAPOLEON is played, it adds 3 points to a player's Bidding Card. A player usually plays this card on themselves but could choose to play it on any player.



When DE BAA VU is played, all players return their last Bidding Card to their hand. Then all players bid again on the same Le Food Card. Players may choose any card from their hand, including the Bidding Card they previously played.



When TETE BAA TETE is played, it breaks a tie. The player that plays TETE BAA TETE wins the tie! This card also wins ties when COUP D'BAA is in force. (There are 3 TETE BAA TETE cards).



Game Design: Eric Olsen  
Art: Watership Creative  
Special Thanks: Al Ullman, Bacchus, and the many playtesters who helped bring FGTC to life!

