



Ride 'em Cowboy



The Rodeo Game

Make it around the track inside the
time limit without getting bucked off!

For 4 to 8 players

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Versions of this document

Version	Date	Comments
1.0	1995	Original hand written rules - W Thomas
2.0	18/4/98	Redrafted in Word 97 - R Askew





1. The Object of the Game

The aim is to best the animal and beat the clock. Each player is a rodeo rider who must ride a collection of animals three times around a circuit within 90 seconds to collect points. The winner is the rider with the most points after an agreed number of rounds.

2. The Big Buck-Off

If a player is riding a particular beast, for example a *Crazy Steer*, and lands on a square labeled the same as his mount, to continue it is necessary to throw anything but a six. If a six is the next throw, then this constitutes a “buck-off” and the ride ends. The score for that ride is whatever is associated with the mount, less any penalty points picked up, but not including any bonus points picked up.

3. Number of Players & Rounds

The game is best with at least four players, and a maximum of eight. The number of rounds can be agreed in advance, or a time limit can be used. When played as a SBGA secondary, it is usual to play one complete round (all players ride one of each type of mount).

4. Setup for Play

4.1. Equipment

- 1 *Ride 'em Cowboy* board
- 1 token for moving around the board
- 1 die
- 64 animal cards (1 pack)
- 12 penalty cards (black)
- 12 bonus cards (red)
- 1 writing pad & pen for scoring
- 1 timer (watch with second hand will do)

4.2. Deal

This is very simple, at the start of a round each player is given 4 cards representing one for each type of animal to ride. The various animals have different points values associated with them.

4.3. Who goes first?

All roll the die, highest roll goes first. Play proceeds in turn clockwise around the table.





5. Method of Play

5.1. The Ride

The “ride” is a player’s turn with the die. Only one player at a time occupies the board with the riding token in a solitary attempt to make three laps in 90 seconds or less – just like a rodeo. A ride proceeds as follows:

- 5.1.1. The rider decides which of his mounts will be used and places the corresponding card face up to indicate this.
- 5.1.2. The rider places the token on the circle in the starting gate.
- 5.1.3. When the timing judge says “Go”, the rider rolls the die, and moves the indicated number of places anti-clockwise around the board. The first move is onto the yellow Zebu square, thence to the pink Bronco square and so on around the board. Remember to observe the “one-hand” rule – see below.
- 5.1.4. The rider obeys any instructions on squares landed on.
- 5.1.5. The strategy is to move quickly in order to beat the clock – the timing judge will indicate progress in 30 second increments. Do not pause to read cards in detail.
- 5.1.6. The rider must make three laps of the board with the last move being the bronco square marked with a black arrow followed by the starting gate. The ride is not complete till the rider passes through the starting gate – it is not sufficient to just land on it.
- 5.1.7. At the end of a ride the card for the animal just ridden is surrendered back to the pack.
- 5.1.8. The score for a successful ride is the total of points for the animal ridden plus bonus card points less penalty card points.

5.2. The Score

5.2.1. Successful ride

Add up the points for the mount plus any bonus card points picked up on the ride. Subtract any penalty card points. Return all cards to their respective packs.

5.2.2. Failed ride

Your 90 seconds elapsed before you made it back through the starting gate. The score for this ride is to subtract from your current total the penalty points for the ride.

5.3. The “One Hand” rule

Once the timing judge says “Go”, the rider must use one hand for all rolls of the die on that ride, and the same hand must also be used to move the token, pick up cards when necessary, and for retrieving the die if it happens to roll off the table (rolls off table do not count and must be rolled again). The penalty for using two hands on a ride is instant disqualification for that ride – no ride points or bonus points are awarded, but penalty cards (if any) will apply. To avoid being penalized for illegal use of the idle hand, it is a good idea to put it firmly in a pocket or behind one’s back.





5.4. The Timing Judge

This can be any player not actually riding. The timing judge will need any kind of watch or clock that will allow accurate timing of 90 seconds, will be chosen by common consent, and may change for each turn. The timing judge will call out “Go” when the rider is ready, and will call the lap count to the contestant with a progress time to indicate the state of play. The timing judge will have the final say about whether a rider did or did not beat the clock by moving through the finishing square in 90 seconds or less.

5.5. Interference

It is strictly forbidden for any player to help or hinder a rider during a ride. This includes touching the token, the die (even if it rolls off the table and under furniture), and any cards that the rider is instructed to pick up. If a non-riding player is caught either helping or hindering the rider, other players (including the rider) may call for a restart of that ride. If a restart is agreed, all cards – both penalty and bonus – are returned to their packs.

5.6. The Round Ends

The end of a round occurs when all riders have used all the animal cards dealt.

6. Penalties & Bonuses

6.1. Penalty Cards

Penalty cards are self explanatory and usually involve points to be deducted from your score.

6.2. Judge’s Error

You have been wrongly penalised! If this card is picked up during a ride, the clock stops, the rider returns to the starting gate retaining any bonus cards, and discarding any penalty cards. The ride is restarted.

6.3. Reverse

On landing here, the next roll of the die must be taken in the reverse direction. Any action indicated by the space landed on will be carried out as for a normal forward move.

6.4. “BR” (Bonus Ride)

On landing here quickly pick up a red bonus card and put it aside. It will waste precious seconds if you stop to read the card. Bonus cards show a points value to be added to your score in addition to the points associated with the animal successfully ridden. Some bonus cards have a black star symbol indicating they are worth more points – the value is shown on the card.

6.5. “P” (Penalty)

On landing here, quickly pick up a black penalty card, and spend only enough time checking it to ensure that it is not a “Judge’s Error” card.

