

QUICKSTART GUIDE

The Buckaroo Level

Set Up

You won't need any of the pieces not mentioned here to play. You can leave them in the box!

1. Layout the Trail Ride board
2. Choose 1 of the Player Mats
3. Take 1 dice - Everyone gets a different color!
4. Choose a Cowboy and place it on the Start in the bottom left of the board
5. Shuffle the Horse cards
6. Deal 4 Horses face up to each player
7. Place 4 Horses face up near the board
This is the Sales Barn. Place the deck nearby
8. Choose a player to go first



Player Mats



Dice



Starting Horses



Cowboys



Sales Barn



The Board



The Start

Playing the Game

On Your Turn:

Roll your dice

- U Move on the track the number of spaces you rolled
- U Go any direction you want at forks
- U You must move towards the camp in the top right of the board
- U Jump over other players

Activities

You will complete the activity you land on. Other players may take part on some of the spaces

Show Spaces



All shows play the same. Everyone can enter every show!

- U Roll 1 dice
- U The highest roll wins the show
- U The winner gets 1 Horse card from the Sales Barn

Trade Spaces



Trade 1 of your Horses with the Sales Barn or any other player

- U Discard your Horse and take one from the Sales Barn
- OR
- U Give your Horse to another player and they must choose one of their horse to give to you

Horse Spaces



Take 1 Horse from the Sales Barn

- U Refill the Sales Barn with the next Horse in the deck

Rest Spaces



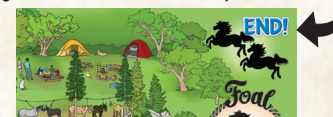
Nothing happens—your turn is over

Ending Your Turn

After the activity you landed on is over, the next player's turn begins

Ending The Game

The first player to reach the camp ends the game



- U They get 2 Horses from the Sales Barn as a reward

How to Win

The player with the most Horses wins!

Ties

If you tie then the tied players all win!

FANTASY
RANCH
TRAIL RIDE!