

# QUICKSTART GUIDE

## The Novice 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 4 Food
4. Take 3 dice of the same color
5. Choose a Cowboy and place it on the Start in the bottom left of the board
6. Pull out the 8 Foal cards; stack them near the board
7. Shuffle the Horse cards
8. Deal 4 Horses face up to each player
9. Place 4 Horses face up near the board  
This is the Sales Barn. Place the deck nearby
10. Choose a player to go first



### Player Mats



### Food



### 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 You can move forward or back on the track
- U Go any direction you want at forks
- U Jump over other players

#### Activities

You will complete the activity you land on.

#### Show Spaces

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



- U Choose 1 of your horses to enter
- U Any player can roll 1 dice  
If you own a Horse with a Show Skill that matches the Show with a 2 or 3 on it you can roll 2 or 3 dice
- U Roll your dice and choose your highest roll
- U The highest roll wins the show
- U The winner gets 2 Food as a prize

#### 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 Swap 1 Horse with another player

#### Raffle Spaces



Everyone can enter Raffles

- U Roll 2 dice
- U Choose your highest roll
- U The highest roller gets 1 Horse from the Sales Barn
- U If you tie then reroll until there is a winner

#### Buy Spaces



Buy 1 of the Horses in the Sales Barn

- U Pay the Carrots shown on the Horse card

#### Market Spaces



Buy a Horse from the Sales Barn OR another player OR the Foal stack.

- U Pay the Carrots shown on the Horse card

- U If you buy a player's horse they get the Carrots

#### Foal Spaces



Take the top Foal in the stack

#### Food Spaces



Take the amount of Food shown

#### Rest Spaces



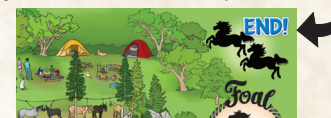
Nothing happens—your turn is over

#### 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 points wins!

- U Each horse is 1 point
- U Horses with a Trophy are worth 1 extra point

#### Ties

If you tie then the player with the most horses win!



# FANTASY RANCH TRAIL RIDE!