

# QUICKSTART GUIDE

## The Junior 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. Anyone who has a horse that matches the Show Skill of the Show can enter

- U Enter 1 of your Horses—Choose the highest Show Skill you have that matches the show



Enter 1 dice



Enter 2 dice



Enter 2 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

#### Foal Spaces



If you own a mare (female horse) then you can take the top Foal in the stack

#### Raffle Spaces



Everyone can enter Raffles

- U Roll 2 dice  
If you have a horse with a 3 Show Skill you can roll 3 dice instead!
- 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
- U Refill the Sales Barn with the next Horse in the deck

#### 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

#### Food Spaces



Take the amount of Food shown

#### Obstacles



You can only cross these spaces if you have a Horse with a matching Home symbol

- U If you don't have a horse you must turn around
- U You can only pass obstacles in 1 direction  
Follow the horseshoes ↻ ↻ ↻
- U If you land on obstacles nothing happens

#### Ending Your Turn

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

**FANTASY RANCH**  
**TRAIL RIDE!**

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### 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!

### How to Earn Points


#### Horses

Each horse is 1 point

#### Buddies

If you match Horses with the same Buddy symbol you gain 1 point for each symbol



All of these Horses have a  Buddy Symbol so they would score 3 bonus points

#### Trophy Horses

Horses with a Trophy are worth 1 bonus point



### Ties

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