

RODEO RODEO RODEO

RULES

The objective of the game is to accumulate the most Rodeo Points. This can be done by getting a fast time on the courses, completing the optional side paths, and with Horseshoes. The player with the most Rodeo Points at the end of the game is the winner.

Each player chooses their horse (marble) at the beginning of the game and remains with the horse until the end of the game. Players steer their horses by tilting the board while holding onto the horns. Players must complete three laps on the boards played. Main path is marked in yellow. The inactive player keeps and records the time. To calculate Rodeo Points obtained from course time, take 5 minutes and subtract the player's time from it. The resulting number (in seconds) is the amount of Rodeo Points obtained.

EXAMPLE:

Player 1 completed the course in 2 minutes.

5 minutes - 2 minutes = 3 minutes = 180 Rodeo Points.

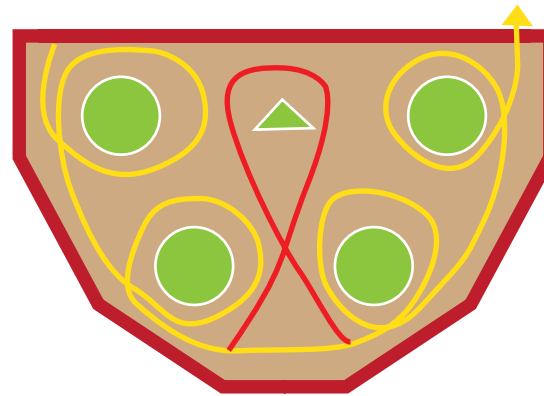
SIDE PATHS

Paths marked in red are optional Side Paths. Only if players complete the side paths on every lap do they get the points. Side Paths are a 50 Rodeo Point bonus.

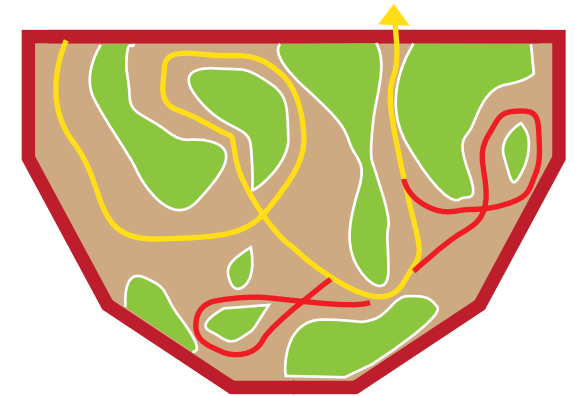
HORSESHOES

Players start with 3 random Horseshoes. Players declare whether they want choice A or B before the race. Players reveal horseshoes after the races.

BOARDS



Barrel Run



Canyon Run

HORSESHOES



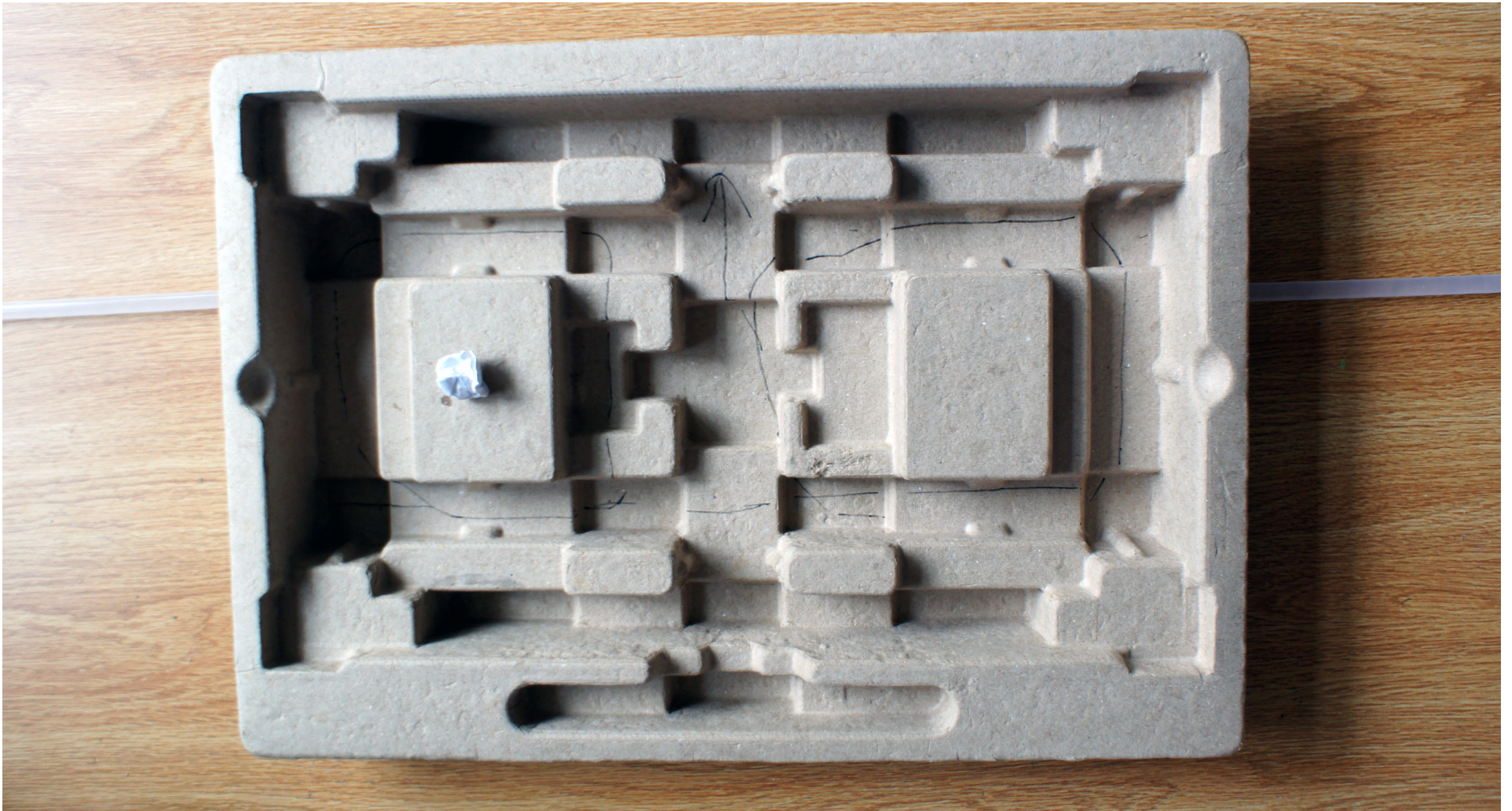
A
nullify opponent's
horseshoe
OR
B
drop time limit to
three minutes for
both players



A
cut opponent's side
path points in half
OR
B
add 10 rodeo points
to own total



A
add 25 extra points to
own side path score
and opponent gets 35
extra side path points
OR
B
subtract 10 points
from opponent's
score



.Prototype

.Game Board

