



Dice Reference

= Blank next reroll. Must be included in

(unless a Foul Token is used). = Rodeo Clown - Cannot reroll

### **Foul Tokens**

Tokens can also be saved for points at the die, or add one Bull to the lineup. Foul without discarding a Bull, recover one end of the game (1point each) Foul Tokens can be traded to either reroll

http://georgejaros.com/8Sec

# Seconds

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## 8 Seconds

# Turn Reference

### On Your Turn:

- 1. Draw 3 Bull cards.
- 2. Roll dice.
- Ride a Bull, Dismount, Get Bucked Off Clown Out, or continue.
- Discard 1 Bull to reroll dice (step 2)
- Repeat until someone rides 3 Bulls.

a Bull. Any additional non Blank or dice earn 1 Foul Token each. Assign the required dice to ride and score

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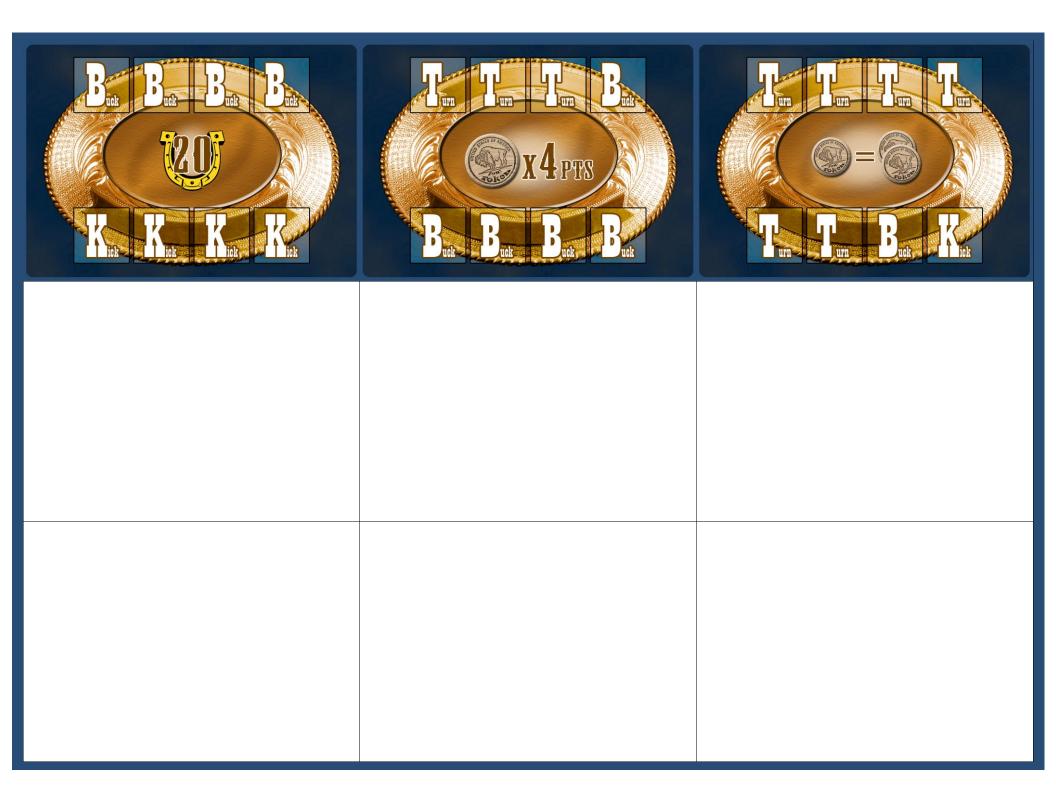


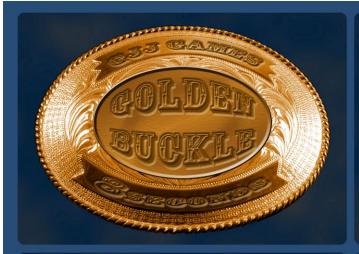




























### Slackjaw Willia

### Special Ability:

Spend 2 Foul Tokens to discard all your Bulls and draw 4 new ones.



### Sweet Julieann

### **Special Ability:**

Spend 2 Foul Tokens to recover up to 4 Rodeo Clowns.



### Mike "The Kinfe"

### **Special Ability:**

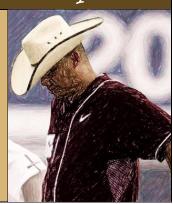
When spending a Foul Token to draw additional Bulls, draw 2 Bulls – keep one, discard the other or pay a second Foul Token to keep both drawn Bulls.



### "New York" Tony

### **Special Ability:**

Draw 4 Bulls at the beginning of your turns instead of 3.



### Chuckwagon Pat

### **Special Ability:**

If you Dismount, earn 1 Foul Token per Rodeo Clown in addition to those you earn from dismounting.



### "Waltzing" Matilda

### Special Ability:

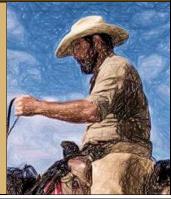
If you Clown Out on your first roll, gain Foul Tokens = to the number of Rodeo Clowns rolled.



### "The Ranger"

### **Special Ability:**

Ride 4 Bulls to trigger the end game.



### Jorga

### Special Ability:

Once per turn you may reroll your entire first roll.



### Jennie "The Good Girl" Tucker

### **Special Ability:**

Twice per game: Change any 1 die to a value of your choice (can even be a Rodeo Clown).

**Receives:** 2 Special Ability Tokens



### Crazy Lynch

### **Special Ability:**

<u>Twice per game:</u> Double the amount of Foul Tokens earned in a turn.

**Receives:** 2 Special Ability Tokens



### Fearless Sammy J

### **Special Ability:**

Once per game: Ride two Bulls in one turn. Dice can be used on two Bulls, but Foul Tokens are only earned for dice used with neither Bull.

Receives: 1 Special Ability

Token



### One-eye Dawson

### **Special Ability:**

Once per game:
Automatically ride the lowest point Bull in the initial lineup. Don't roll dice and don't receive any extra Foul Tokens.

Receives: 1 Special Ability

Token



### "Wolf" Morris

### **Special Ability:**

At the end of the game every 3 Foul Tokens you have is worth an extra point.



### Terri "Shooter" Barker

### **Special Ability:**

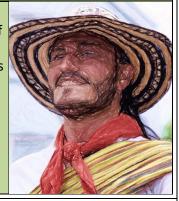
At the end of the game, if you have the most Foul Tokens receive a bonus 3 points.



### Loco Leon

### **Special Ability:**

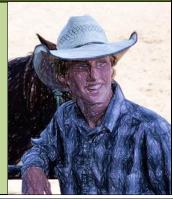
At the end of the game, if you rode the highest point Bull receive a bonus 3 points (2 points if you tied for highest point Bull).



### Max "The Kid"

### **Special Ability:**

At the end of the game every 3 and 5 point Bull you have is worth 1 extra point.



### Cooter McDuffins

### **Special Ability:**

Spend 3 Foul Tokens to discard one Opponent's Bull (once per opponent per turn).



### Brock "The Doc" Lewis

### **Special Ability:**

Spend 2 Foul Tokens to change one Opponent's die to any value of your choice (can even be to a Rodeo Clown).



