



## 8 Seconds

### Dice Reference






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### Turn Reference

#### On Your Turn:

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

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

Dismount to earn 1 Foul Token for every 2 dice that are not Blank or .


  = Bucked Off, turn ends if no Foul Tokens are available. A first-roll Clown Out earns 2 Foul Tokens or discard the highest point Bull and start over.

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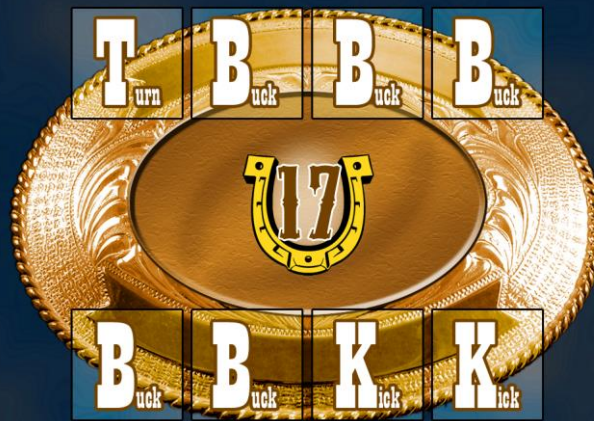
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### *Slackjaw Willie*

**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 Knife"*

**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.



### *Jorge*

**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:**

Twice per game: 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

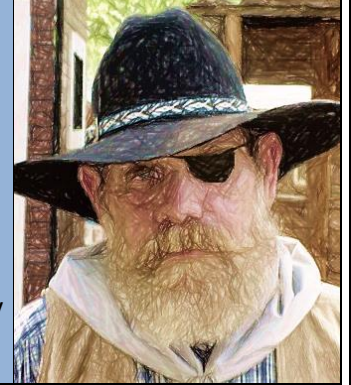


### *One-eye Dawson*

**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:**

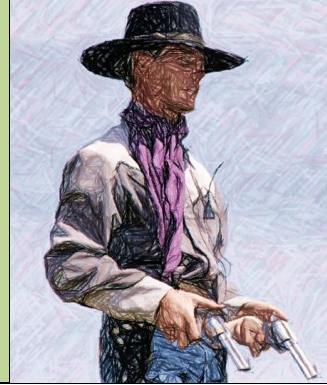
At the end of the game every 3 Foul Tokens you have is worth an extra point.



### *Terri "Shooter" Barker*

**Special Ability:**

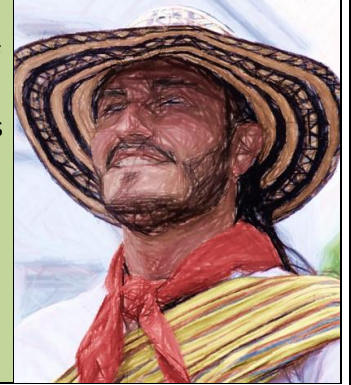
At the end of the game, if you have the most Foul Tokens receive a bonus 3 points.



### *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).





## *"Sixgun" Sally Mae*

### **Special Ability:**

Spend 1 Foul Tokens to lock any one Opponent's die and prevent it from being re-rolled for the duration of the Opponent's turn.



## *"Thorny" Rose Mather*

### **Special Ability:**

At the end of the game, you may steal 1 Foul Token from every player with more Foul Tokens than you.

