

8 Seconds

8 Seconds is a press-your-luck dice and card game for 1-8 players about the action and excitement of bull riding in a rodeo. Roll your dice and match your moves to the moves of the Bulls. But beware the Rodeo Clowns! There are only two on staff, so if you roll a third Rodeo Clown you'll have to fill in and you won't score your Bull!

Components consist of 8 dice, a deck of 28 Bull cards, 24 Foul Tokens, and 8 reference cards. The Riders mini expansion includes 20 Rider cards and 6 Special Ability tokens and the Golden Buckle expansion includes 12 cards.

Setup:

- Pass out reference cards to all players and set the rest aside.
- Shuffle the Bull cards and place them in the center of the table.
- Place the Foul Tokens in a pile in the center of the table.
- Determine the first player. Use your own method, or choose the player most recently at a rodeo. Give them all eight dice.

Expansions and Variants:

Setup Variant:

You may give each player one or two Foul Tokens to start the game.

Vegas Showdown:

Adds betting to 8 Seconds! See the separate rules for Vegas Showdown.

The Riders – Mini Expansion:

If playing with The Riders Mini Expansion, during setup you will deal out 2 Riders to each player. They'll keep one and discard the other. Each Rider has a special ability that can be used whenever appropriate throughout the game. Some Special Abilities are limited and can only be used once or twice a game. Use the Special Ability tokens to track these uses.

Golden Buckle – Mini Expansion:

If playing with the Golden Buckle Mini Expansion, draw and lay out four Golden Buckle cards (six if there are five or more players) at the beginning of the game. These remain available to everyone, until someone acquires each Golden Buckle. Golden Buckles require 8 dice or 7 dice and 2 Foul Tokens (which act as wilds to replace one die) to attain, and have various effects. The Golden Buckle doesn't count toward the three Bulls that trigger the end game, however acquiring one ends a player's turn.

Solitaire Variant:

To play 8 Seconds solo, simply play through an entire deck using the standard rules. You do not reshuffle the deck when complete. Try to get the best score you can!

0-20 points – Time t’ head on back t’ the dude ranch.

21-30 points – Yev a lot to learn, young greenhorn.

31-45 points – This ain’t yer first rodeo!

46-60 points – Yore a real buckaroo!

61-70 points – Aces high! Yore shootin’ to be the biggest toad in the puddle!

71+ points – Yer ridin’ is fine as cream gravy! The Gold Buckle is within yer reach!

Components:

Dice:

Dice have one of five different values on each face.



Bull Cards:

Each Bull requires 3-7 dice to be placed on it in order to be ridden successfully. Players must match their dice rolls to the moves indicated on the cards in order to successfully ride the Bull.

2x – 7 dice cards – worth 15 points.

8x – 4 dice cards – worth 5 points.

4x – 6 dice cards – worth 10 points.

6x – 3 dice cards – worth 3 points.

8x – 5 dice cards – worth 7 points.



Bull Card

Foul Tokens:

Foul Tokens are earned throughout the game for Dismounting, Riding a Bull with extra moves available, or Clowning Out on your first roll. Foul Tokens can be traded in to reroll without discarding a Bull, recover a Rodeo Clown die, add another Bull to the initial lineup, or saved for points at the end of the game. *In rodeo terms, a Foul means the Bull hit the gate on the way out of the chute and the rider is entitled to another ride. So Fouls can be good!*

A Player's Turn:

On your turn draw three Bulls from the top of the deck and lay them out (if there are not three Bulls to draw, shuffle the discards and create a new draw deck, except in solo play). Then you roll the 8 dice. After rolling the dice you must determine how to proceed:

- **Ride a Bull:** If you have dice that match the required moves of a Bull your ride is successful. If you successfully Ride a Bull you collect the Bull card and earn the points indicated on the card. You also collect one Foul Token for each extra die that is not a Blank or Rodeo Clown.
- **Bucked Off:** At any time, if you have **three or more** Rodeo Clowns (or too many Rodeo Clowns to Ride a Bull), and you do not have any Foul Tokens to trade in, your turn ends immediately. All remaining Bulls are discarded, and play passes to the player to your left. You do not score any points, even if you are able to Ride a Bull on the same roll you are Bucked Off.
- **Dismount:** You may choose to stop rolling at any time before being Bucked Off. If you do this you collect one Foul Token for every two dice you have that are not a Blanks or Rodeo Clowns.
- **Reroll:** You may keep rerolling dice until you are either Bucked Off, Ride a Bull, or Dismount. In order to Reroll you must either **discard one Bull card or trade in a Foul Token**. You may not discard your last Bull card. When rerolling, Rodeo Clowns may not be rerolled (unless you trade in a Foul Token), Blanks must be rerolled, and Turns, Bucks, and Kicks can either be kept or rerolled, your choice. If you do not have a Bull Card left to discard, Foul Token to turn in, and haven't been Bucked Off, you must Dismount.

Foul Tokens: During your turn you may trade Foul Tokens to do any of the following, as many times as you have Foul Tokens to afford:

- Reroll without discarding a Bull. This can allow you to keep riding after you get down to one Bull, or keep multiple Bulls out longer.
- Retrieve any one Rodeo Clown die. This can allow you to keep riding even after you get three or more Rodeo Clowns. (You must still discard a Bull or use another Foul Token to reroll.)
- Add one Bull to the initial lineup. This can give you a longer turn and let you try for a higher point Bull, however it must be done before you roll the dice.

Foul Tokens are 1 point each at the end of the game, so use them wisely!

NOTE: You may trade in as many Foul Tokens as you have available per turn.

Clowning Out: If you roll **three or more** Rodeo Clowns on the very first roll of your turn you Clown Out and may either:

- Collect two Foul Tokens and end your turn. The next player may attempt your Bulls or discard them and draw three new Bulls.
- Discard the highest point Bull and reroll ALL the dice. If you Clown Out on this next roll you pass your turn. You may not discard a Bull after a second Clown Out.

(Remember, you can always trade in Foul Tokens to retrieve one or more Rodeo Clowns and continue your turn.)

End Game:

The game ends when one player has collected three Bulls. After that, each other player will have one additional turn before final scoring.

Scores are tallied by adding the points for the Bulls that were ridden plus 1 point for every Foul Token a player has remaining. The winner is the player with the highest score. In the case of a tie the winner is the player with the highest point in just Bulls and then the highest point untied Bull (e.g. a player with 10/7 would beat a player with 7/5/5). If there is still a tie both players won!

0-4 points – Time t’ head on back t’ the dude ranch.

5-10 points – Yev a lot to learn, young greenhorn.

11-17 points – This ain’t yer first rodeo!

18-22 points – Yore a real buckaroo!

23-29 points – Aces high! Yore shootin’ to be the biggest toad in the puddle!

30+ points – Yer ridin’ is fine as cream gravy! The Gold Buckle is within yer reach!

Additional Variants:

Optionally, play until more Bulls are ridden! Or end a game after every player has had an equal number of turns. If playing with the Golden Buckle expansion, require exactly three Bulls and a Golden Buckle to end the game! Go ahead and make your own house rules!

8 Seconds – Vegas Showdown

Once you have played a few games of 8 Seconds either standard, or with the Golden Buckle and/or The Riders expansions a few times, you may be looking for a bit more excitement, especially when it is not your turn to ride a bull. **8 Seconds – Vegas Showdown** brings the excitement and high-stakes of Vegas style betting to the game!

Components:

- 32x Betting Cards – 4 per player.
- 3x Pot Cards
- 8x Reference Cards
- Poker Chips (*note, there is no limit to money allowed in the bank, so if you need more use something appropriate*)
 - o 30x \$1
 - o 30x \$2
 - o 30x \$5
 - o 10x \$10

Setup:

- Place all the Poker Chips in a bank near the middle of the table.
- Give each player \$10 in chips: 4x \$1, 3x\$2.
- Give each player one set of 4 Betting Cards.
- If playing with the Bigger Pots variant, place the 3 Pot cards near the bank.

Gameplay:

Gameplay is generally the same as a standard game of 8 Seconds, however there are a few changes to the flow. There are two betting phases, one after the Bulls are revealed, but before the dice are rolled, and a second before the dice are rolled a second time. Bets are placed by placing one of your betting cards on the table face-down.

Once a Bet is placed, it cannot be reneged. All Bets are Final!

After the Rider's turn is complete payouts are made based on the players' bets.

An optional variant allows for public bets where everyone places their bets face-up.

Betting Phase 1:

After the Bulls are revealed, each player, except the active Rider, has the opportunity to place a bet on one of the possible outcomes. Place the card that corresponds to the bet face-down in front of you. The Rider should call "*Bets up!*" to indicate that he is about to roll the dice and betting is over.

Optional: Players are limited to 8 Seconds total to place their bets.

First Roll:

Once all bets are placed the active Rider may roll the dice once.

Betting Phase 2:

After the dice are rolled, if the Rider decides to continue riding he should call out "Second bets up!" Each other player then has the opportunity to place an additional bet on a different outcome, or Double Down on their original bet. Place an additional card face-down with the original bet. The original bet may NOT be rescinded.

Betting Phase 2 ends immediately once the Rider calls "Second bets up!" and picks up the dice to reroll. If the Rider instead decides to end his turn without rolling a second time, only each player's first bet applies.

NOTE: It is recommended that players place \$2 on each card as bets are placed.

Final Rolls:

The Rider may complete his turn according to the standard game rules.

Collect Bets and Issue Payouts:

When the Rider's turn is over, all bets are revealed, results from the bets will be collected, and payouts will be distributed.

- Each bet is for \$2. If a player bet and doesn't have the money to pay that bet is void. Double Down adds an additional \$2 to the bet for a total of \$4.
- Incorrect bets all go to the bank.
- Correct bets:
 - o If the bet was for Ride a Bull, the Rider gets the amount bet from the gambler.
 - o If the bet was for Bucked Off or Dismount the gambler keeps his bet.
 - o The gambler also gets the payout from the bank indicated on the card.

First Roll Clown Out:

If the Rider rolls three or more clowns on their first roll, any players that bet on "Bucked Off" can reveal their bets and collect a Payout. If the Rider decides to keep riding, those players can then place another bet before the second roll. All players may place a second bet before the third roll (essentially the Rider is starting over, but with only two Bulls to ride). If the Rider decides to take the Foul Tokens and end his turn any bets remaining on the table are a push and returned to the gamblers.

Spending \$:

Throughout the game \$ can be spent to earn additional Foul Tokens or Foul Tokens can be turned in to gain a bit of extra \$.

- Buy Foul Tokens – allowed once on your turn:
 - o \$7 for 1
 - o 2 for \$12
- Sell Foul Tokens – allowed at any time:
 - o Earn \$5 each

End Game:

At the end of the game every \$5 = 1 point.

Bets and Payouts:

- **Bucked Off – Winning Bets and Payouts go to Gambler.**
 - o Bet \$2
 - Payoff = \$6
 - o Double Down
 - Payoff = \$20 - money equal to the highest remaining Bull's points
- **Dismount – Winning Bets and Payouts go to Gambler.**
 - o Bet \$2
 - Payoff = \$5
 - o Double Down
 - Payoff = \$8 + \$2 per Foul Token earned.
- **Ride A Bull – Winning Bets go to Rider, Payouts to Gambler.**
 - o Bet \$2
 - Payoff = \$4
 - o Double Down
 - Payoff = \$5 + money equal to the Bull's points.

Variants:

Public Betting – When bets are placed, cards are placed face-up. This allows gamblers and riders to evaluate bets before making decisions.

Bigger Pots – The money from any failed bets goes to a common pot for that outcome. The next time that outcome wins each winner gets their payoff plus divides up the pot evenly (remainders going back into that pot). This requires the three additional Pot Cards to indicate each pot.

Limited Options – If a player fails on a bet, that betting card is discarded, limiting future betting options. The player will get all his betting cards back after making a successful bet or when he runs out of betting cards, except for Double Down. Double Down is never discarded.

Diminishing Returns – The payout for each outcome is a single amount. If multiple people bet on the same outcome the total payoff for that outcome is divided amongst all the winners, rounded up. The more that bet on an outcome the less the overall award. (Payoffs will need to be adjusted for this variant. All payoffs are increased by \$1 per player in the game, so in a 4 player game all the payoffs will be increased by \$4.) Players that Double Down split the Double Down payoff, and players that place a standard bet split the \$2 payoff.

Definitions & Clarifications:

Clown Out – If a Rider *Clowns Out* on their very first roll they have the option to take two foul tokens and pass their turn or discard their highest point Bull and reroll all dice. *Bucked Off* bets always pay out on a *Clown Out*. If the Rider takes the Foul Tokens, other bets are pushed and returned to the gamblers.

Bucked Off – A Rider is *Bucked Off* if they roll 3+ Rodeo Clowns that they are unable or unwilling to buy back with Foul Tokens. A first roll *Clown Out* counts as

Bucked Off and pays out immediately, allowing a gambler to place an additional bet if the Rider continues to ride.

Dismount – Riders *Dismount* when they choose or are forced to stop rolling and take Foul Tokens for every two moves on their dice. To *Dismount*, a Rider must not *Ride a Bull*, nor get *Bucked Off*, nor *Clown Out*.

Ride a Bull – A Rider that successfully rides and scores a Bull.

Golden Buckles – If playing with the Golden Buckles expansion, a Rider that acquires a Golden Buckle does not fulfill any of the possible outcomes and none of the gamblers will earn payouts. All bets go to the Bank.

[8 Seconds FAQ:](#)

- Can I keep rolling the dice even after I am able to successfully ride a Bull?
Maybe to try and ride a higher point Bull or to earn an extra Foul Token by getting extra moves?
 - *Yes, but you still have to discard a Bull card or turn in a Foul Token, and if you get three Rodeo Clowns you'll get Bucked Off and be unable to ride (unless you are able to trade in Foul Tokens to retrieve the Rodeo Clowns).*
- May I ride two Bulls in one turn if I have the moves for it?
 - *No, you may only ride one Bull per turn (unless playing with The Riders expansion and you are Fearless Sammy J.)*
- Can I use a Foul Token to get another Bull after the first roll of my turn?
 - *No, you may only use Foul Tokens to add Bulls to your lineup before your first roll.*
- If I use a Foul Token to get another Bull, can that be the Bull I trade in for a reroll?
 - *Yes!*
- If I use a Foul Token to retrieve a Rodeo Clown, do I reroll it right away?
 - *No, retrieved Rodeo Clowns can only be rerolled as part of a standard reroll, so you must discard either a Bull card or a Foul Token to reroll the Rodeo Clowns. Essentially retrieved Rodeo Clowns become Blanks (even on red and yellow dice that don't have Blank faces) once they are retrieved.*
- Can I discard my last Bull card for a reroll, or do I need to have at least one Bull available?
 - *You are a Bull Rider! So you must have at least one Bull that you are working towards riding. You may not trade in your last Bull for a reroll.*
- I only have two Rodeo Clowns, but my last Bull is a 15 point Bull. Can I Dismount?
 - *Yes, you may dismount, as long as you do not have 3 Rodeo Clowns.*

Golden Buckle FAQ:

- If someone acquires a Golden Buckle, is a new one revealed?
 - *The standard way to play is no, there are limited Golden Buckles per game. However, you may choose to reveal a new Golden Buckle after one has been obtained, or even play with more Golden Buckles available.*
- Can I use Foul Tokens to replace more than one die to acquire a Golden Buckle?
 - *No, you may only replace one die with 2 Foul Tokens.*
- How do I get the 25 point buckle with all Rodeo Clowns?
 - *At any point in your turn you may declare that you are attempting the Rodeo Clown Buckle. You must roll enough Rodeo Clowns by the third roll of your turn, including any rolls prior to your declaration. You may keep rolling even after getting three or more Rodeo Clowns, but you may not Ride a Bull, acquire a different Golden Buckle, or use Foul Tokens for extra rolls. You may still use 2 Foul Tokens as 1 wild.*

The Riders FAQ:

- Are the colors of the cards significant?
 - *The card colors indicate the general abilities of the Rider:*
 - *Red – Spend Foul Tokens for a benefit.*
 - *Brown – Inherent abilities that trigger based on the game situation.*
 - *Blue – Limited abilities that can be used once or twice per game.*
 - *Green – End of game scoring bonuses.*
 - *Black – Abilities that affect other players. These can be excluded for ‘friendlier’ games.*
- **Brock “The Doc” Lewis** – Can I spend 4 Foul Tokens to change two dice?
 - *No, you can only change only one die per opponent’s turn.*
- **Chuckwagon Pat** – If I use a Foul Token to retrieve a Rodeo Clown, then Dismount, does the retrieved Rodeo Clown count towards the bonus Foul Tokens I receive?
 - *Yes! This is the only time a retrieved Rodeo Clown still counts as a Rodeo Clown!*
- **Cooter McDuffins** – Can you discard the Bulls of more than one player in a round?
 - *Yes, if you have the Foul Tokens needed.*
- **Fearless Sammy J** – Do both Bulls have to be ridden simultaneously? Am I allowed to ride a Bull and then reroll the dice to try and ride another Bull?
 - *No, use the dice to ride one Bull, then those same dice can be used to ride another Bull. Only dice that aren’t used to ride either Bull earn extra Foul Tokens.*
 - *You may reroll the dice that were not used to ride the first Bull, but anything used for the first Bull may not be rerolled.*

- **Jennie “The Good Girl” Tucker**– Can her ability change an opponent’s die?
- *Yes!*
- **Jorge** – If I Clown Out after my free reroll, do I still have the option to discard a Bull to reroll all of my dice?
- *Yes! Jorge’s free reroll happens before any standard game rules take effect.*
- **Mike “The Knife”** – Can I use his ability to draw more Bulls in the middle of my ride?
- *No, the extra Bulls must be drawn before the dice are rolled, just like the standard ability for Foul Tokens!*
- **One-eye Dawson** – Do I have to roll the dice at all when using his ability?
- *No! After the three Bulls are dealt out, trade in his Special Ability token to ride the lowest point Bull without rolling dice!*
- **“Sixgun” Sally Mae** – Can the locked die be rerolled later that turn?
- *No, the die is locked for the entire turn, but just for that turn.*
- **Slackjaw Willie** – Can his ability be used after you are down to only one Bull left?
- *Yes!*
- **Terri “Shooter” Barker** – What if I’m tied for most Foul Tokens?
- *You still have the most, so you still get the three point bonus!*
- **“Wolf” Morris** – Do I still receive one point per Foul Token at the end of the game?
- *Yes, each Foul Token is still worth one point, and every set of three Foul Tokens is worth a bonus point. So three Foul Tokens are worth four total points, four Foul Tokens are worth five points, six Foul Tokens are worth eight points, etc.*

Credits:

Game design by: George Jaros - <http://georgejaros.com/GJJGames>

Special Thanks: Julie Zaborac, Mike Jaros, Sam Jaros, all the crazy-brave rodeo clowns and bull fighters out there that keep the bull riders safe!

8 Seconds Playtesting by: Julie Zaborac, Mike Jaros, Sam Jaros, Tony Kafka, Kevin Winchell, Ben Winchell, Rick Ford, Seth Ford, Gabriel Ford, James Mathe, Alex Yeager, Steven Dast, Carl Klutzke, Gary Dickson, Vicki Dickson, Gary Dahl, Randy Ekl, Troy Pichelman, Deirdrea Lyon, Justin Gramm, the playtesters at The Gaming Goat in DeKalb, IL, Protospiel Milwaukee, and Protospiel Chicago.

Vegas Showdown Playtesting by: Rick Ford, Kevin Winchell, Tony Kafka, Nathan Allen, Kristie Demayo, Connor McKee, Gabriel Ford, Seth Ford, Andrew Hanson, Rod Currie, Bryan Metrish, Kirk Dennison (and those he demoed the game to), and everyone that playtested at The Gaming Goat in DeKalb, IL.



Copyright © 2016-2017 - This work is licensed under the Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International License. To view a copy of

this license, visit <http://creativecommons.org/licenses/by-nc-sa/4.0/>



George J Jaros Games
<http://georgejaros.com/GJJGames>