

Rules

How to Play **TRAIL DRIVE**

THE GAME: Try to play as many cards as you can each turn to build a long Trail Drive with a Chuckwagon, Cowboys and Cows, laying your cards in a row on the table in front of you. A Rustler might stop you, but a Sheriff gets you started again.

THE DEAL: If four or more play, deal 4 cards apiece, then play that round, deal 4 more and play again, continuing to deal and play until the deck is used up. If three play, deal 5 cards apiece each round. If two play, deal 6.

THE PLAY: After each round is dealt, beginning at left of dealer you each play what you can from your hand. The first three cards must be 1 Chuckwagon and 2 Cowboys in any order; then you add Cows, the more the better. Discard the rest of your hand, face down. After each round the discards are added to the bottom of the deck.

(continued on other side)

Trail Drive

(rules begin on other side of card)

You may play a Rustler card to stop anyone's Trail Drive when it has Cows. Then no more Cows may be added, until a Sheriff is played on the Rustler. You may start a new Trail Drive, when your first Drive is rustled (with 1 Chuckwagon, 2 Cowboys, then Cows, as before), but you may not play on more than one Trail Drive in one turn. Therefore, you may not play a Sheriff card and start a new Drive in the same turn.

When the deck is used up, whether or not it comes out even, the dealer calls, "Last Round." On the last round, each player passes to the next player the cards he can't use, instead of discarding.

THE WINNER: When all possible plays have been made, you each take out all the Rustlers, plus two Cows for each Rustler. Count the rest. Whoever has the most wins.