

# RULES FOR FOUR PLAYER GAME

## The Starting Gate:

1. **Shuffle** all the jigsaw pieces so that they are thoroughly mixed and place them face down.
2. **Divide** the pieces unseen equally among the players. Each player should have exactly forty pieces.
3. **Each player** then chooses one of the ranch-house screens and erects this on the table or floor in front of him to prevent the other players seeing his jigsaw pieces and rodeo scene card.
4. **Deal** one of the four rodeo scene cards, face down, to each player. This should be slotted behind the ranch-house screen and is the scene that each player is trying to complete with their jigsaw pieces.
5. **Each player** turns over his pieces and tries to assemble the picture shown on his rodeo card. You might be lucky and already hold half the necessary pieces—or you might have less than ten of the forty pieces needed. So you have to swap pieces with other players... which is where the fun starts.

## The Rules of Trading

Players can swap pieces at any time throughout the game. Players offer pieces **without revealing the face side of those pieces**. So you never know what you are getting. A player may offer up to four pieces at any one time by saying "Who'll swap one piece, who'll swap three pieces?", as the case may be. He **must** swap with the first player to accept his offer.

## The "PASS THE BUCK" Option

At any time during the game any player can **force** the others to swap a piece. He chooses a direction—left or right or across. He then calls "Pass the Buck—left" (or right, or across)

All players must then pass one piece in the direction called. A player may call "Pass the Buck" once, twice or three times consecutively but once ordinary play has resumed he may not call it again until another player has called it.

The first player to complete his individual puzzle and shout "BRONCO" is the winner.



# RULES FOR THREE PLAYER GAME

Simply take out one complete set of puzzle pieces together with the matching rodeo card before the game begins. Then use exactly the same rules as for four players.



## TRY THE MORE DIFFICULT GAME

Use the above Rules for three or four players with the following additional Rules.

### The Bluff

Players may try to bluff. Any player may offer to swap up to four pieces, without having the same number of pieces (or indeed any pieces) in his hand. The first player who accepts his offer **must** give up the number of pieces mentioned in the offer but in exchange accept **whatever number of pieces (if any) the bluffer actually had in his hand.**

### Calling the Bluff

Any player may call another player's bluff by saying "HORSE SHOES." The player offering pieces must then reveal the **actual** number of them in his hand. The Bluff has been called!

- \* IF the offering player **was not** bluffing, the player who called his bluff must give him (not swap) the same number of pieces as were offered.
- \* IF the offering player **was** bluffing he must give (not swap) the number of pieces he was offering to the player who called his bluff.

