

SUPER COWBOY ROPE STEER ADVENTURE

A 24 Hour Game Contest entry by Owen Top

Stated 07:50, August 10, 2013.

Ready for upload 19:40, August 10, 2013.

Play testing and suggestions by Matt Strange.

For 2-4 players.

It is the time when cowboys rode the range, men were real men, steers were real steers, and Indians were really annoying. But who is the best cowboy? Who can assemble the finest herd of longhorns? It's time to saddle up your faithful hoss and hit the range – SUPER COWBOY ROPE STEER ADVENTURE START!

OBJECT OF THE GAME:

The object of Super Cowboy Rope Steer Adventure is to assemble a herd of FIVE steers. You can do this by building fences to form fields and roping roaming steers. Watch out for your rival players attempts to rustle your cattle, and worse yet, twisters and raiding Indians!

COMPONENTS:

18 Board tiles

4 Cowboy tokens (Red, Green, Blue, Yellow)

4 sets of field tokens (Red, Green, Blue, Yellow)

Fence marker tokens (use match sticks cut in half)

24 Roaming Steer tokens

4 Indian Tokens

2 Twister Tokens

1 Bandit token

18 Stolen Steer tokens (in case you lose some!)

Event deck

M00000VE Compass

A D8 (not included)

SETTING UP:

For two player game, shuffle the 18 board tiles together, and draw nine.

Place them on the table to form a 3X3 grid. This is the game board.

For a three or four player game, shuffle together the 18 board tiles, and draw twelve. Place them on the table to form a 4X 4 grid. This is the game board.

Place roaming steer tokens on each of the Roaming Steer Start markers. (Steer skulls)

Each player chooses a cowboy token, and takes the set of matching field markers. They also take a set of 10 fence markers.

Players place their cowboys on the centerline of the middle tile of their side of the board, where it intersects with the table edge.

Shuffle the events deck and place it face down beside the board.

Place the M00000VE Compass beside the board.

Place all the spare tokens within easy reach.

The player who can shout 'YEEEEEEHAAA!' loudest goes first, play then proceeds clockwise.

YOUR TURN:

On your turn you may move once and then perform one of the following actions:

- Build a fence
- Cut wood
- Rope a steer
- Rustle a steer
- Fight an Indian
- Move again

MOVING COWBOYS:

Cowboys move along the grid lines on the board, stopping at the intersections. Cowboys move one 'space' at a time. That is, they move from one grid intersection to the next, always moving along lines. This means you CANNOT move diagonally. Cowboys may never move to the same intersection as another cowboy.

Cowboys may move over and along fences.

Cowboys may never occupy the same intersection as another token.

COWBOYS ADJACENT TO MARKERS AND TOKENS:

Although cowboys move along the grid lines, markers on the map and other tokens all occupy squares on the board. A cowboy is considered to be adjacent to all four squares surrounding the intersection he occupies.

BUILDING FENCES:

After you have moved your cowboy, you may build a fence. Place a fence marker on the line your cowboy just moved along. You may place fences anywhere on the board (including along the edges) but you may not place fences on top of other fences. You're not that crazy an architect.

Once there are fences enclosing an area, it becomes a field. As long as you build the last fence on a field, you own the field, and may place a field marker of your colour inside it to show this. While the smallest field is obviously 1 square, you may chose to build larger fields. When building fields, streams and the edges of homestead squares count as fences.

STEALING FIELDS:

You cannot steal a field from another cowboy, however, if a field is larger than one square, you may fence of a portion of it, and claim that area. If doing so creates more than one new field, you chose which field to claim. Reposition owner's field tokens as needed.

CUTTING WOOD:

If your cowboy is at an intersection, which is adjacent to a tree on the board, you may cut wood. For every turn you spend cutting wood, you receive three fence markers.

ROPING STEERS:

If a cowboy is adjacent to a roaming steer token, he may rope that steer, and move it to a field he owns. You may never have more than one steer marker OR token per square in your fields.

RUSTLING STEERS:

If a cowboy is adjacent to a roaming steer token which has been roped by another player and placed in one of their fields, or adjacent to a steer marker in another player's field, he may attempt to rustle the steer.

Roll the D8.

- On a 6-8, the steer has been successfully rustled, and you may place it in one of your fields. If you have rustled a roaming steer, simply move the token. If you have rustled a steer marker printed onto the board, cover it with a Stolen Steer token, and place a spare roaming steer token in one of your fields.
- On a 3-5, the steer has evaded you. Nothing happens.
- On a 1-2, you've been caught rustling cattle! You must immediately pay the owner of the rustling attempt's victim either
 - 1 Steer
 - Or, if you have no steers, 3 Fences
 - Or, if you have none of the above, you are thrown in jail and miss a turn.

FIGHTING INDIANS:

If a cowboy is on an intersection adjacent to an Indian Token, he may fight it. To do this, roll a D8.

- On a 5-8, you have defeated the Indians! Remove the Indian Token from the board.
- On a 1-4, the Indians escape! Immediately move their token as per the rules for mooooving Indians below.

EVENTS PHASE:

At the end of each player's turn there is an events phase. The player draws the top card from the events deck. The effect of the card is applied at once.

There are three types of event:

- MOOOOOOVE events: These make Roaming Steers, Twisters, pilgrims, bandits and Indian Tokens move.
- ITEM events: These give the player pieces of useful equipment, the rules of which will be outlined on the card. A player may never have more than two item cards at a time. If you draw another item, you must decide which to discard.
- HAPPENING events: These are things, which happen, such as Indian raids, stampedes etc. These are always explained on the card, and take place at once.

After events have been resolved, it is the next player's turn.

If the event deck is ever depleted, shuffle all discarded event cards to form a new deck.

MOOOOING:

Roaming Steers, Indians and Twisters are all tokens, which can move around the board. Unlike cowboys, tokens occupy the squares inside the grid lines. When a player draws a MOOOOOVE event, the specified tokens will all move in a random direction.

Twister tokens move first, then Indians, then roaming steer.

Roll a D8 for each token, and consult the MOOOOOVE compass. This is the direction the token will move.

- Roaming Steer and Indians move one square at a time.
- Twisters move two squares – roll direction for both moves separately.

Steers stop when they touch a fence, homestead or water. Indians move over fences and water, but stop when they touch a homestead. Twisters remove all fence tokens they pass over, and may move over water and homesteads.

MOOOOING BANDITS AND PILGRIMS:

Bandits and Pilgrims move like cowboys; they occupy the intersections of the grid.

Bandits move first - roll a D8 and consult the Moooving Compass to determine where they move.

Pilgrims move next. Pilgrims do not move randomly, rather they always move across the board from one edge to the other.

INDIAN RAIDS:

If an Indian token lands on the same square as a steer, remove the steer token. It's just proved to be a highly nutritious part of the native's diet. For steer printed on the map, place a stolen steer token covering the marker as if it had been rustled.

TWISTERS:

If a twister lands on the same square as a steer or Indian, the token is thrown one square in a random direction by the twister. Ignore the normal rules for movement – twisters CAN throw steer over fences!

If a token moves into the same square as a twister as a result of its own move, then it is ALSO thrown out as above. This keeps happening if the token keeps moving back into the twister's square!

Twisters also remove any fence tokens they pass over. If this means a field becomes incomplete, remove the owner's field token – now the field is up for grabs to anyone who can rebuild the fence!

THE BANDIT:

The Bandit is one bad hombre! He has a gun, and he's not afraid to use it. Players may never occupy an intersection which connects directly (either vertically or horizontally) to the Bandit. He'd shoot you, and you don't want that.

EDGE OF THE BOARD:

If a token's move takes it off the edge of the board, then the token is removed from play – it's wandered off the prairie.










PLACING RANDOM TOKENS:

If an event specifies that a token is placed 'On a random board edge', roll a D8 and compare the result to the MOOOOOVE compass. This is the tile you place the marker on.

Tokens may be placed on any of the edge square of the tile, but are always placed in unfenced squares if possible.

WINNING THE GAME:

The first player to have FIVE steer of any kind in his fields is the winner. He may immediately dance around firing his six-shooters in the air. The others are allowed to throw their ten-gallon hats on the ground and stamp on them.

MOOOOOVE! 	MOOOOOVE! 	MOOOOOVE! 
MOOOOOVE! 	MOOOOOVE! 	MOOOOOVE! 
MOOOOOVE! 	MOOOOOVE! 	MOOOOOVE! 

MOOOOOVE!



MOOOOOVE!



MOOOOOVE!



MOOOOOVE!



MOOOOOVE!



MOOOOOVE!



MOOOOOVE!



MOOOOOVE!



MOOOOOVE!



ROAMIN'
STEER ROAMS
ON BY
HAPPENING



Place a Romaing Steer Token on a random edge tile.

ROAMIN'
STEER ROAMS
ON BY
HAPPENING



Place a Romaing Steer Token on a random edge tile.

ROAMIN'
STEER ROAMS
ON BY
HAPPENING



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Place a Romaing Steer Token on a random edge tile.

ROAMIN'
STEER ROAMS
ON BY
HAPPENING



Place a Romaing Steer Token on a random edge tile.

TWISTER!
HAPPENING



Place a TWISTER Token on a random edge tile.

TWISTER!
HAPPENING



Place a TWISTER Token on a random edge tile.

INDIAN RAID!
HAPPENING



Place an Indian Token on a random edge tile.

INDIAN RAID!
HAPPENING



Place an Indian Token on a random edge tile.

INDIAN RAID!
HAPPENING



Place an Indian Token on a random edge tile.

INDIAN RAID!
HAPPENING



Place an Indian Token on a random edge tile.

UNITED STATES CAVALRY
HAPPENING



Remove a single Indian or Bandit Token

UNITED STATES CAVALRY
HAPPENING



Remove a single Indian or Bandit Token

THE MAN WITH NO NAME
HAPPENING



PLAY ON OPONENT!
He glares at you so hard you get nervous and lose a turn.

STAMPEDE!
HAPPENING



Move ALL Roaming Steer Tokens at once. They ignore fences and water.

STAMPEDE!
HAPPENING



Move ALL Roaming Steer Tokens at once. They ignore fences and water.

STAMPEDE!
HAPPENING



Move ALL Roaming Steer Tokens at once. They ignore fences and water.

STAMPEDE!
HAPPENING



Move ALL Roaming Steer Tokens at once. They ignore fences and water.

SIX SHOOTER
ITEM



When fighting Indians, you win on a 3+.

SIX SHOOTER
ITEM



When fighting Indians, you win on a 3+.

**LUCKY LOW'S
LEGENDARY
LUCKY LARIAT**
ITEM



You can reroll rustling rolls.

**LUCKY LOW'S
LEGENDARY
LUCKY LARIAT**
ITEM



You can reroll rustling rolls.

**ANGRY ABE'S
AMAZINGLY
AWESOME AXE**
ITEM



When you cut wood, you get FOUR fence tokens, not three.

**BIG OL' BAG O
BILLS.**
ITEM



When you are caught rustling, you may discard this card to avoid the penalty.

**BIG OL' BAG O
BILLS.**
ITEM



When you are caught rustling, you may discard this card to avoid the penalty.

**BIG BOB'S
BUTT BRANDER**
ITEM



When an opponent tries to rustle your steers, treat any result other than success as being caught.

BANDIT!
HAPPENING



Place the Bandit token on a random edge tile. Place him on the center intersection of center tiles, and on the outside corner or corner tiles.

PILGRIMS
HAPPENING



Place a Pilgrim token on a random tile edge. Place them on a center intersection.

PILGRIMS
HAPPENING



Place a Pilgrim token on a random tile edge. Place them on a center intersection.

FIRE WATER
ITEM



PLAY ON AN OPPONENT. You get drunk and lose a turn.

INDIAN RAID!
HAPPENING



Place an Indian Token on a random edge tile.

TWISTER!
HAPPENING



Place a TWISTER Token on a random edge tile.

