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## Tips

- When picking a different horse, remember that different horses are worth different points. Always try to pick the horse that you know will earn you the most points while allowing you to complete your knot in time.
- Untying each knot after the round has ended will save each player time for the upcoming round!
- When playing the game, get a third person to be the referee so that they can monitor the time and check the accuracy of the knots at the end of each turn.
- Remember, the game is all about who can get the most points in 3 turns with the given time restrictions. So, use your 3 cards wisely while making different choices!

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## Details

- \* If one of the cards tell you to "pick another knot card" or to "pick another time card", these new cards still have to be from the same pile. (ie. if your previous card was a 4, the new one should also be drawn from the 4 pile)
- \* The 3 yellow cards you draw in the beginning of the game cannot be changed. Do not pick a new yellow card after using one. You should have 3 cards in the beginning of the game and the number of cards should decrease with each turn you take.

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# ro-tie-o

Game Manual



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Getting ready for the annual Barrel Race can be tiring. This is why the cowboys need your help! As they practice staying on their horses, you have to master some basic knots and make sure your cowboy doesn't fall off his horse. The faster you complete each knot, the better you'll do against your competitors. Good luck!

## Game Bits



token (5 points)



token (3 points)



token (1 point)



yellow lace



1 point



blue lace



3 points



red lace



5 points

## Playing the Game

1. Each player picks 3 random cards from the **yellow deck** and places it on their respective slots on the game board.
2. Each player rolls a 4-sided die. The one who rolls the smallest number starts.
3. The first player rolls a **blue die**, and picks a card from the deck number that corresponds to the number on the die. The blue die is for the **blue "time" cards**. This is the time card for both players and gets placed in the middle of the game board, on the area labeled "timer".
4. The same player then rolls the **red die**, and picks a card from the deck number that corresponds to the number on the die. The red die is for the **red "knot" cards**. This is the type of knot this player will take on.
5. Looking at these specific time and knot cards, the player can now use one of the 3 **yellow cards** he picked earlier. After using a card to pick his horse, the second player repeats steps 4 and 5.
6. After each player has his/her own **knot card** and horse, the game can start!
7. Place a phone/timer in the middle of the board, pick the corresponding lace that matches the color of your horse and start your knot!
8. The player that completes his knot first gets a token (5, 3, or 1) according to which horse he tied. The second player doesn't get anything.

9. The losing player now gets to pick the **time card** and the **knot card** for himself and his opponent by rolling the **blue die** once, and the **red die** twice. After picking two **knot cards**, he can decide which one he would like to give to his opponent without looking at what the cards say.

10. The game should last for 3 rounds. At the end of these 3 rounds, the player with the most tokens / points is the winner!

Good luck!