

### A QUICK REMINDER OF HOW TO PLAY

**Position the Bulls** - Roll 2 dice for each Bull's position. Draw the Bulls on the Fields as small circles.

**Build Fences** - Roll 3 dice for Posts. Draw a straight line between 2 Posts to make a fence (cannot go through a Bull). Bulls that are separated and completely enclosed by Fences are *isolated*.

**Rolling a pair/triple** - may use that numbered Post even if it's been used *once*. For a pair, use the third die for the other Post.

**Pass** - If unable to build a Fence (or choose not to) mark off a Mallet. If all 3 Mallets used then game ends on next Pass.

**Complete the Field** with all Bulls isolated or **Leave it uncompleted**.

**Score the Field** - for isolated Bulls (and for unused Posts *only* if the Field is completed).

**Game ends** - once the last Field, D, is completed (or left). Score 3 bonus points for each Mallet remaining.

### Scores

**A**  $(\square \times 3) + \square = \square$   
Isolated Bulls Unused Posts

**B**  $(\square \times 4) + \square = \square$   
Isolated Bulls Unused Posts

**C**  $(\square \times 5) + \square = \square$   
Isolated Bulls Unused Posts

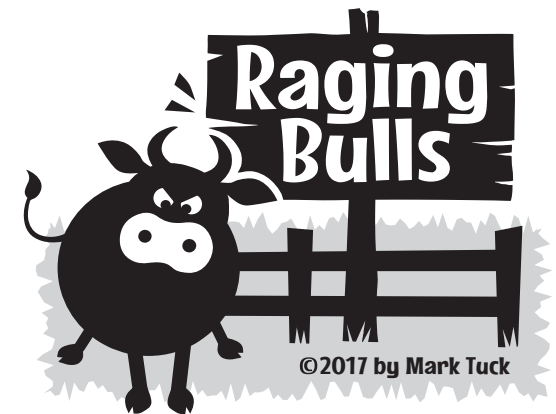
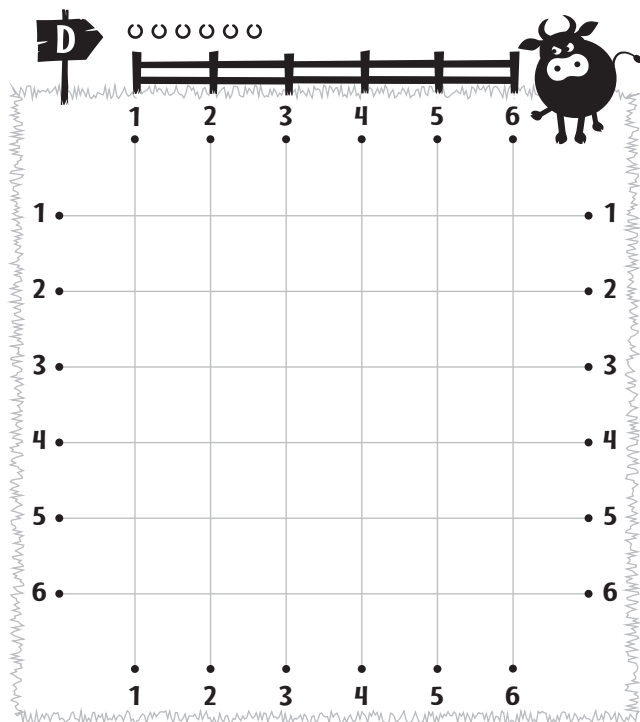
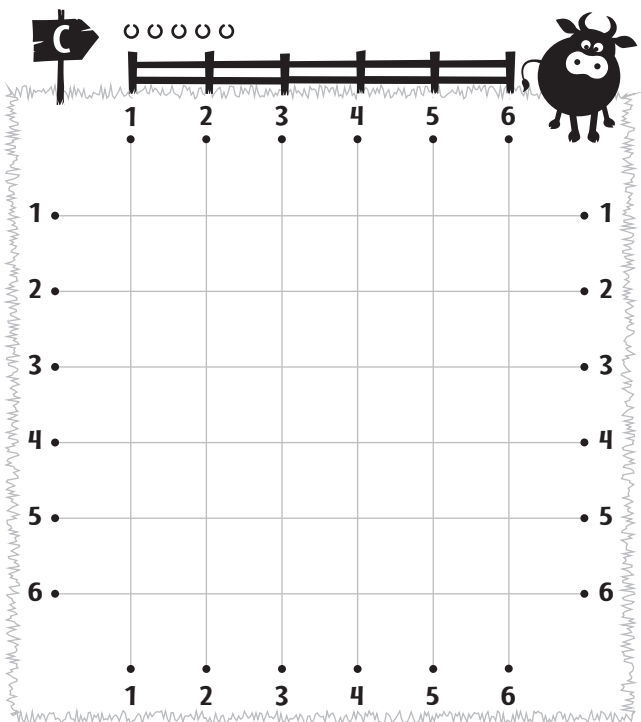
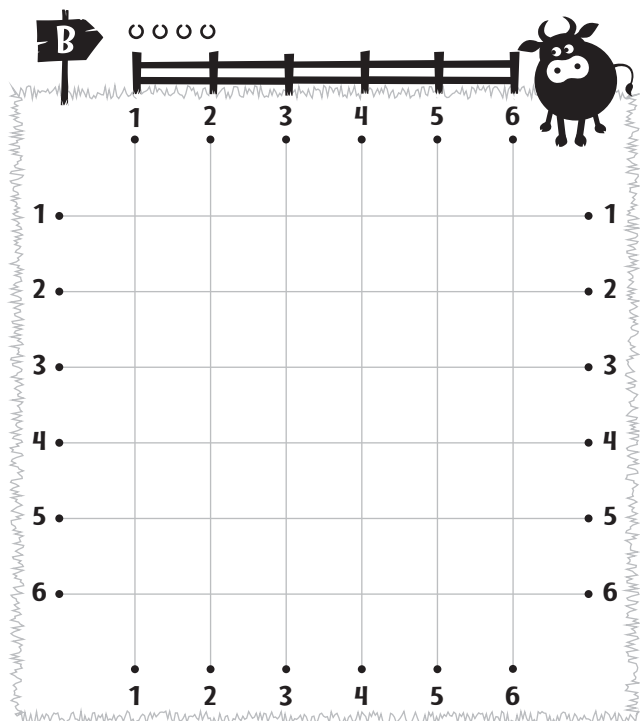
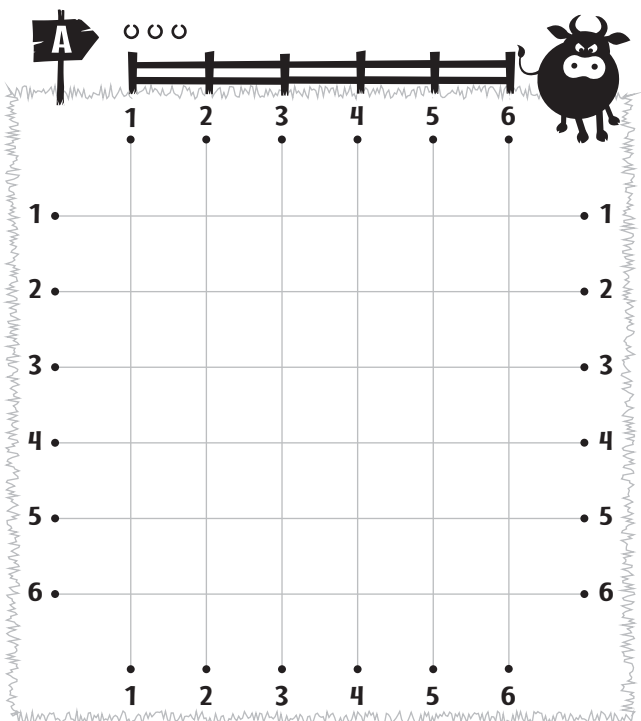
**D**  $(\square \times 6) + \square = \square$   
Isolated Bulls Unused Posts

Mallets remaining  $(\square \times 3) = \square$

Total .....  $\square$

### Mallets





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Unused Posts

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