

Components:

1 PBR Dice Cup *Tum-BULL-er* 2 *Bullies* Bull Dice Instructions Score pad

Play:

Place the Bullies in the *Tum-BULL-er* and give them a shake.

Spill them out on the table and score points based on how they land.

Just like the top cowboys in the PBR, you want to

earn a "90 point ride".

So keep rolling until you've either hit 90 or better, or you've been "bucked off". Once you reach 90 points any doubles will result in a "buck off" so use caution when you roll!

Scoring: Incredi-BULL:

BULLY lands on tail

Pile Driver:

BULLY lands balanced on horns and snout

Smashmouth:

BULLY lands balanced on snout and feet



25 points

20 points

15 points

STAMPEDE:

BULLY lands on feet.



10 points

BULL Dozer:

BULLY lands on back



10 points

E-Z Rider:

BULLY lands on side (brand up)



5 points

Terri-BULL*:

BULLY lands on side (brand down)



0 points

Add each score value to determine the value of each roll. Use the score pad to keep track of each player's scores.

All DOUBLES (except the double Terri-BULL) are scored DOUBLE the added value.

Example: 2 Pile Drivers would score 80 points.

BUCKING BULLS:

*Rolling a double Terri-BULL results in being bucked off the bull.

You lose all points accumulated up until that point in the round and play proceeds to the next player.

Once you've scored a ride of 90 points or higher, you may continue to roll, but be warned. All doubles now result in getting bucked off!

THE PERFECT RIDE:

Rolling a double Incredi-BULL anytime before you reach 90 points is considered The Perfect Ride. You score 100 points for the roll and automatically win that ride!

WINNING:

The player with the best total score after three rides (rounds of rolling) is declared the overall winner.



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