

A ○○○

1. 1

2. 2

3. 3

4. 4

5. 5

6. 6

1 2 3 4 5 6

B ○○○○

1. 1

2. 2

3. 3

4. 4

5. 5

6. 6

1 2 3 4 5 6

C ○○○○○

1. 1

2. 2

3. 3

4. 4

5. 5

6. 6

1 2 3 4 5 6

D ○○○○○○

1. 1

2. 2

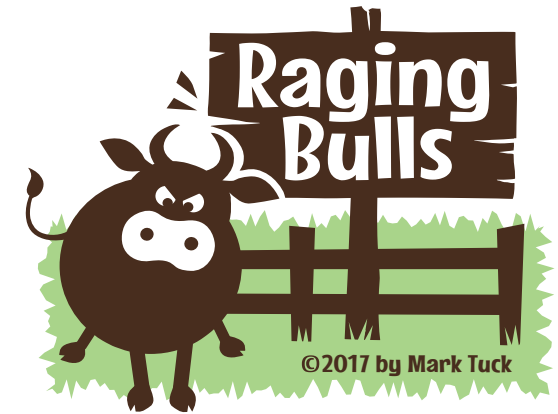
3. 3

4. 4

5. 5

6. 6

1 2 3 4 5 6



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 (x 3) + =
Isolated Bulls Unused Posts

B (x 4) + =
Isolated Bulls Unused Posts

C (x 5) + =
Isolated Bulls Unused Posts

D (x 6) + =
Isolated Bulls Unused Posts

Mallets remaining (x 3) =

Total

Mallets

Raging Bulls v.1.2

A ○○○

1. 1

2. 2

3. 3

4. 4

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1 2 3 4 5 6

B ○○○○

1. 1

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1 2 3 4 5 6

C ○○○○○

1. 1

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1 2 3 4 5 6

D ○○○○○○

1. 1

2. 2

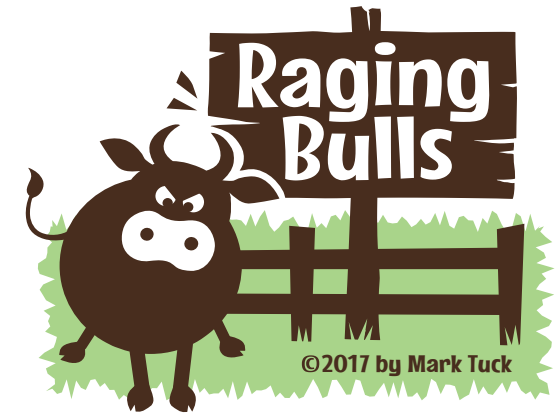
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Isolated Bulls Unused Posts

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Isolated Bulls Unused Posts

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Isolated Bulls Unused Posts

Mallets remaining (x 3) =

Total

Mallets

Raging Bulls v.1.2