

TROPHY BUCK™

DICE GAME

This game includes these rules, 12 dice, and the bag to hold them. You'll need some way to keep score. Three or more can play.

There are four colors of dice. The brown dice are the youngest bucks – easy to stalk but worth less. The white are medium-sized – harder, but worth twice as much. The green and orange dice are the hardest . . . they startle easily, and stalking them can end your turn. But they're worth a lot more!

- 5 Brown – Little bucks: 2 points.
- 4 White – Medium-sized: 4 points.
- 2 Green – Big ones: 6 points.
- 1 Orange – The trophy buck! 8 points.



STARTLE

2



4



6



8

POINTS

Each die has three kinds of symbols:

POINTS show numbers and a rack.

STARTLES show a deer jumping.

TRACKS show deer tracks.



TRACKS

On your turn:

Take three dice out of the bag without looking, and roll them. You will always roll three dice at a time.

POINTS can score for you – set them to your right.

STARTLES mean that deer took off! These will end your turn if you get three of them. Set your Startles to your left.

TRACKS mean your target moved a little bit . . . but he's still out there! If you choose to roll again, you will re-roll your Tracks dice, plus enough new dice from the bag to add up to three.

If you got three Startles, your turn is over *and you score nothing*. Otherwise, you have a choice. Stop and score, or keep hunting.

If you decide to **stop**, your score is the total of the Points you have rolled so far. Put all the dice back in the bag. It's the next player's turn.

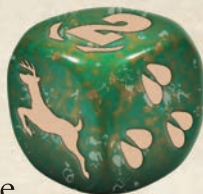
If you choose to **keep going**, leave all your Tracks on the table. Unless all three of your dice are Tracks, draw enough new dice from the bag to total three, and roll again. After you see your new dice, you can't decide to stop without rolling . . . you have to take at least one more roll.



If your new roll brings your total of Startles to 3, your turn is over. You blew the shot and you score *nothing*. Otherwise, as before, set your Points and Startles aside, and decide whether to keep rolling.



You may keep rolling as long as you like. If your total reaches 3 Startles, your turn is over and you score nothing. If you quit before you reach 3 Startles, you score all the Points you have so far, and pass the dice to the next hunter.



Moving to a new stand . . .

If you have a great hunt and empty the bag, note how many Points you have and put all those dice back in the bag (keep the Startles in front of you). Then get on with your hunt!



Winning

Play until someone reaches 36 Points. Then finish the round, so everyone has had the same number of turns. High score wins. If there's a tie, the leaders (only) play a tiebreaker round.

a **ONE MORE ROLL!** game™

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