Raging Bulls

by M.Tuck & N.Guibert

Whoever thought it was a good idea to put a load of bulls together in one open field?

Well, there's no time to ponder that question, as your job is to keep the bulls apart so that they don't cause injury to themselves (or anyone else!).

To do this you'll need to isolate them from each other by building fences.

Fortunately, some fence posts have already been put up around the field perimeter. Unfortunately you only have a limited number of fence rails and mallets to work with...

The aim of the game

To build fences across the field in order to enclose and separate the bulls in it.

Building fences

Each field has numbered fence posts around its perimeter.

On each turn 3 dice are rolled.

To build a fence, select a post with the same number as one of the dice. Then select a second post that matches the value of one of the other dice. A fence will then be built between the two posts.

You cannot start or finish a fence on a post that has already been used, unless you roll a pair or 3 of a kind (see below).

The posts you choose must be on different sides of the field. A fence cannot pass through a bull!

Available posts, based on the dice rolled, are shown in green.

Hovering above a second post will draw a fence temporarily to indicate its direction and whether it is allowed (shown in green) or not (red).

Rolling a pair

If you roll 2 dice of the same number then you may use one of them to start or finish the fence on a post of that number - even if that post has *already been used once*. The second dice of that number is not used.

The third die rolled then represents the number of the other post.

You may, of course, choose to use the 2 dice of the same number to join 2 posts of that number if those posts have not yet been used.

Note that a post can never be used more than twice.

Rolling 3 of a kind

If all 3 dice rolled are of the same number then you may use 2 of them to join two posts of that number, even if **both posts have already been used once**. The third dice of that number is not used.

Ponds

You cannot build a fence across a pond. A fence can however run along the outside edge or corner of a pond.

- A fence post
- A bull
- A fence (you build these)
- A cow
- A pond
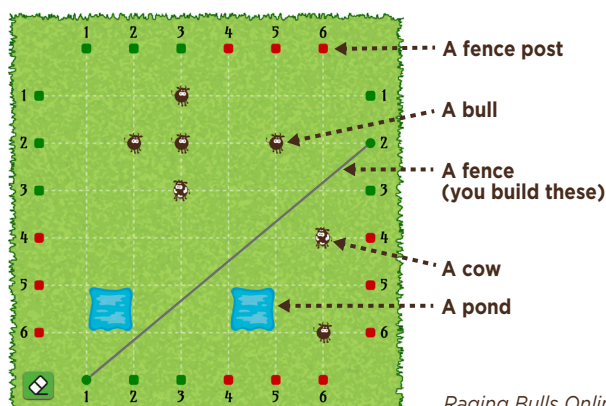
Raging Bulls Online Rules v.1

Isolating a bull

To isolate a bull you must separate it from the other bulls *AND* completely enclose it by fences. You score 6 points for each isolated bull.

Couples

You'll also find some cows in the field. Each cow can score points by being paired up with a different, isolated, bull to make a couple. You score 5 points for each couple (in addition to the 6 points for the bull). A cow not paired up with a bull does not score.

Prize bull

Your prize bull is the isolated bull with the largest enclosure. The size of the enclosure is determined by the number of grid line intersections within it. A rosette is awarded for each intersection and you score 1 point for each rosette.

A prize bull may be paired up with a cow.

Sheep

Sheep will show up in the largest enclosure that doesn't contain any other animals. A sheep will be appear at each grid line intersection and you score 1 point for each sheep.

Recycling

A die that is not used to build fences represents unused wood and can be recycled. Its number is marked off in the recycling zone. Recycling wood is important as it can be exchanged for a saw or used to build a shed for the animals.

Saws

Once the same number is recycled 3 times, you will gain a saw. A saw acts as a dice modifier.

To use a saw click on a rolled die to increase or decrease its value by 1. A '1' may also be modified to a '6' and vice versa.

You can only use one saw per die each turn.

Sheds

As soon as 4 different numbers are recycled you will be asked to decide whether you want to build a shed for your prize bull or for the sheep.

With a shed, a prize bull will score 2 points per rosette instead of 1 and sheep will score 3 points per sheep instead of 1.

You'll build the shed as soon as 6 different numbers (1 to 6) are recycled.

Mallets

You have 3 mallets at the start of the game. If, following the roll of the dice, you are unable to build a fence (or choose not to) then you **must** mark off one of the mallets.

Once all 3 mallets have been used the game ends immediately.

You score 3 points for each unused mallet at the end of the game.

Completing a field

A field is considered completed when *every* bull is isolated.

You score a bonus of 1 point for each unused fence post in the completed field.

Escaping bulls

Any bull not completely surrounded by fences will escape. You lose 3 points for each escaping bull.

End of the game

The game ends when you either decide to stop playing before rolling the dice or you run out of mallets.