

RISK IT! CATTLE DRIVE

**BE 1ST TO DRIVE THE HERD 750 MILES
FROM SAN ANTONIO TO ABILENE, KS!**

4-8 PLAYERS OR TEAMS 25-45 MINS AGES 9-UP

STANDARD RULES QUESTIONING

Team 1 draws a QUESTION card from the top of QUESTION deck.

Team 2 says, "1" "2" or "3" to determine which question they must answer.*

There are three levels of questions: **GREEN** (easy) **YELLOW** (medium) **RED** (difficult)

IF A CARD HAS **ALL GREEN QUESTIONS** they must answer the entire card.

If Team 2 answers incorrectly, their turn is over. If a team gives a correct answer, they get a chance to DRAW from the TRAVEL deck.*

DRAWING FROM TRAVEL DECK: HOW YOU WIN... OR LOSE.

Cattle Drivers start in San Antonio.

Teams must REACH A CHECKPOINT on the map before deciding to **STOP** drawing or **RISK IT!** and keep going.

"STOP:" Turn is over and the other team gets to answer. Keep any HELP cards you draw to be used later.

Create a discard pile between the QUESTION and TRAVEL decks to place DISTANCE and HELP cards used during the draw session.

"RISK IT!" Team keeps drawing. THEY MUST REACH THE NEXT CHECKPOINT before stopping. Teams CANNOT CHANGE THEIR MIND once the top TRAVEL card is drawn.

TRAVEL DECK: THE GOOD, THE BAD & THE RUTHLESS

DISTANCE cards - accrue to move up the Chisholm Trail.

HELP cards - to avoid hazards and/or to multiply your distance.

HAZARD cards - LOSE ALL CARDS (mileage & helps) DRAWN in the draw session RETURN TO THE LAST CHECKPOINT WHERE THE DRAW SESSION BEGAN... UNLESS YOU HAVE A REMEDY CARD THAT CAN CANCEL OUT THE HAZARD!

*POSSIBLE RULES MODIFICATIONS (to make it easier OR more challenging!)

- Have teams answer the WHOLE QUESTION CARD to earn a chance to DRAW.
- Answer ONE COLOR OF QUESTIONS the whole game to make it easier or more difficult.
- Answer in progression of difficulty. GREEN questions 1st time through the deck, then YELLOW, then RED to increase difficulty.
- COMBINE MULTIPLE DECKS for a larger game with a larger group.
- TAKE OUT HELPS for difficulty or to increase game length.
- Use a SIX-SIDED DIE to determine questioning: Roll: 1 or 2 = Green (easy) 3 to 4 = Yellow (medium) 5 to 6 = Red (difficult)