

Bronco Life Rules

Objective: Bronco Life is a game that aims to teach students about the history of Boise State and the Honors College through a board game. To win, you must have the most bronco points of all participants.

How to Play:

Starting Out:

To begin the game, each player rolls the die taking note of the number they roll. If the number is 4 or higher, you start on the honors side of the board, while players rolling lower than a 4 start on the Boise State side.

Taking a Turn:

After deciding each player's starting side, the player who rolled the highest will start the game.

To begin a turn, a player must roll the die, and then continue to move that amount of spaces. The roll is only altered if the player rolls passed a stop space, in which case the player must stop on that space regardless.

Continuing the turn, the player will take note of what the space he / she lands on and

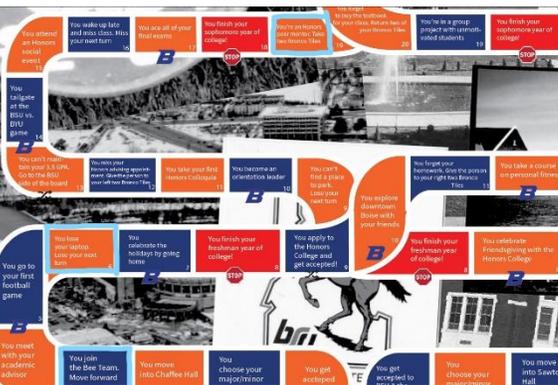


Figure 1

follow the instructions if any. As seen in Figure 1, there are a few different possible instructions a player can run into:

- **Take x Tiles:** The player will take the amount of bronco tiles stated on the space.
- **Lose x Turns:** The player must forfeit their rolls for the specified amount of turns.
- **Give x Tiles:** the player must forfeit their tiles to either the tile pile, or the specified player if there is one.

Finishing:

Once the player has fulfilled what is detailed on the space they landed on, play continues with the player to their left.

Scoring:

To get bronco points you must land on spaces that allow you to collect a bronco tile or land on a space that grants automatic bronco tiles.



Figure 2

On each bronco tile, there are 2 numbers, one orange and one blue. These determine how much each tile is worth towards your overall score, with the blue number being the value you receive if you graduate on the honors side of the board. Similarly, the orange number is the points you receive if you graduated on the non-honors side.

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Space Icons:

There are a few icons to watch for while playing Bronco Life:

Bronco Tile:

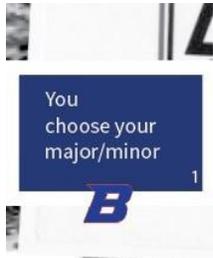


Figure 3

If there is a Boise State B on the space you land on, you are granted a single bronco tile. You may take the card and read the information to the group, however, you must wait until graduation to tally up your score.

Switch Sides:



If there is a shuffle icon on the space you land on, you must switch to the opposite side of the game board. Each tile is marked with an index number in the bottom right. Take your game piece and move it to the corresponding number on the other path of the game board.

Stop:



Figure 4

If there is a stop sign on a tile, you must stop on that tile as you pass over it regardless of what your roll is. These are small checkpoints throughout the game and they allow you to collect 1 bronco tile every time you land on one.

Winning:

Once all players have reached the final space on the game board indicating graduation, all players will tally up their points as detailed in the scoring section. Once all players have their totals, the player with the most bronco points wins the game.