



Raccoon Rodeo

Rotate, Rearrange, and Relocate those “Rodents”!

Number of Players: 4-6 (Ages 7+)

Play Time: 15-20 Minutes

Game Components:

- 1 Game Board
- 6 Raccoons Tiles
- 31 Action Cards
 - 10 Plus or Minus
 - 5 Diagonal
 - 5 Ptooyey
 - 5 Bandit
 - 2 Do Si Do
 - 2 Reload
 - 2 Patrol
- 12 Pattern Cards

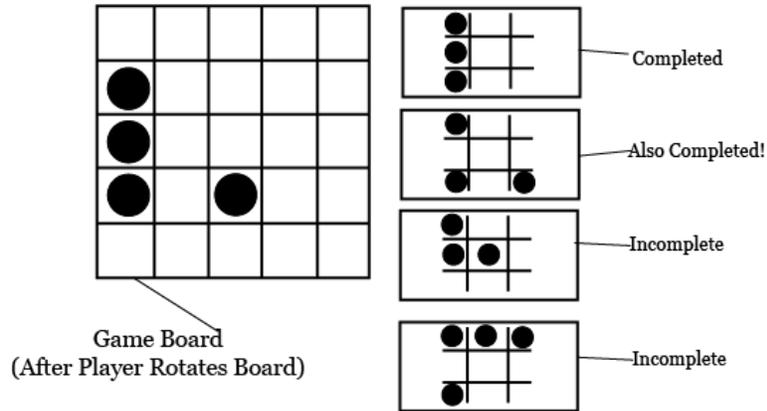
Please consult the FAQ section on the last page to answer any questions!

Context of Player:

- In Raccoon Rodeo, players compete against each other to arrange raccoons into the specified pattern to obtain victory. These racoons love to square dance, but need to get in formation before they can perform!

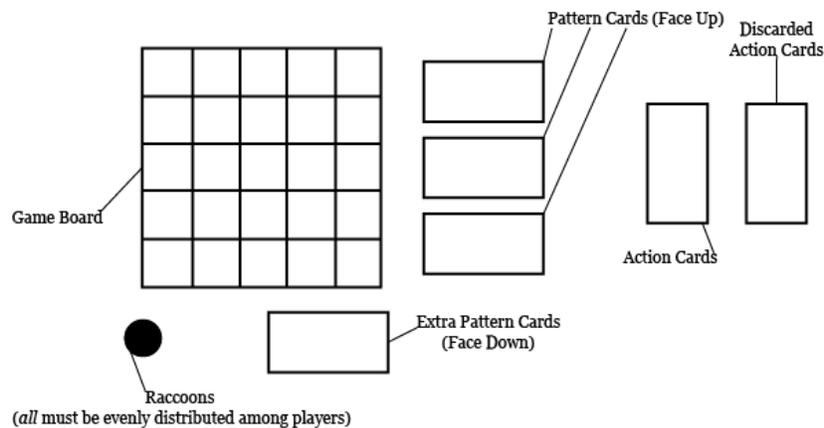
Objective:

- The goal of Raccoon Rodeo is to move the raccoons on the game board to match the positions displayed on the drawn patterns card. However, the pattern must match **AFTER the player rotates the board** (see “Pattern Cards” below).
- If a player successfully completes a pattern, they acquire the corresponding pattern card. The first player to acquire 3 pattern cards is the winner.



Game Setup:

1. Place the game board in a central location that all players can reach.
2. Shuffle the action and pattern cards into their own decks.
3. Distribute 4 action cards to each player.
4. Randomly mix the raccoons together and give each player a raccoon face down in counterclockwise order until there are **no raccoons left** (some players may have more than one).
5. The sheriff raccoon (the one with the cowboy hat) determines **who will go first**. Starting with the person who has the sheriff raccoon, each player will randomly place their raccoon(s) in any open space.
6. Once **ALL 6** raccoons have been placed on the board, draw three pattern cards face up and place them next to the board.



What to Do On Your Turn:

Step 1 - Move

- Each player has 3 potential movements, to move any raccoon 1 space in any direction including diagonally (for example: you can move three raccoons one space each, one raccoon three spaces, or any other combination). You cannot move a raccoon onto a space already occupied by another raccoon.

- You **do not** have to use all 3 movements during your turn, but they do not carry over between turns. Once you let go of a raccoon, you cannot undo the movement without using another movement.
- Every player is guaranteed at least **one** movement on their turn. Action cards cannot skip a player's turn entirely, and cards that attempt to do so cannot be played (see "Action Cards" below).

Step 2 – Rotate

- Once you are done moving the raccoons, rotate the game board 90 degrees **counterclockwise**. Raccoons can no longer be moved after you rotate and the board cannot be unturned.

Step 3 – Collect

- If you have matched a pattern card after the rotation, then keep the corresponding card and draw a new one to take its place.
- Draw action cards until you have 4 in your hand, and declare the end of your turn. Once you end your turn, you cannot collect action or pattern cards as part of your turn.

Action Cards:

- Action cards can be played **by anyone** during **anyone's turn**. The action on the card is done by the person who plays the card unless stated otherwise.
- Put used action cards into a discard pile. Once there are no more action cards to draw from, shuffle the discard pile and draw from there.
- Players only draw action cards at the **end** of their turn, and every player should have no more than 4 cards in their hand at any time.

Plus or Minus

- Choose to add OR subtract a single movement to whoever's turn it is, including your own.
- Multiple of these cards can be stacked onto a player, but every player is guaranteed at least **one** movement per turn, which this card cannot take away.
- This card can only be played **before** a player has rotated the board.

Diagonal

- The current player's next movement, if they choose to do another movement, must be diagonal.
- This card can only be played **before** a player has rotated the board.

PTOOEY!

- Cancel the action of the most recently played action card, including other PTOOEY cards.
- If this card cancels another PTOOEY card, then the original card (the one that was canceled first) is now valid again.
- If another action card requires a player to perform an action (such as Do Si Do) and that action has already been performed, then it is **too late** to cancel that action.
- This card can be played at **any time**.

Bandit

- Whoever plays this card may randomly take an action card from a player of their choosing.
- This card can be played at **any time**.

Do Si Do

- Rotate the board 90 degrees once in either direction, clockwise or counterclockwise.
- This card can only be played **before** a player has rotated the board and it **cannot** override it.

Reload

- Once played, draw action cards until you have 4 in your hand.
- Players are only ever allowed to have a maximum of 4 action cards in their hand at any time.
- This card can be played at **any time**.

Patrol

- Whoever plays this card may move the sheriff raccoon to any open board space.
- This card does not affect the current player's number of movements and can be interpreted as an extra movement.
- This card can only be played **before** a player has rotated the board.

Pattern Cards:

- Pattern cards show an arrangement of raccoon tiles that must be present on the board to earn it. As long as there are raccoons in the given arrangement, the pattern is complete; blank spaces on the cards can be ignored.
- Pattern cards do not move or rotate with the board. The pattern is dependent on how players see it from wherever they sit.
- The pattern on the card must match the board **AFTER** the board is rotated 90 degrees counterclockwise, and the card(s) can only be collected after the board's rotation.
- Once any pattern card is taken, immediately replace it with a new one.
- A player must collect 3 pattern cards to win the game.

Resolution:

- Utilize action cards and movement abilities to rearrange raccoons to replicate the drawn pattern cards while preventing other players from doing such. The first player to acquire three pattern cards is determined the winner.

FAQ:

- All 6 raccoons are used to play the game and are **not** dependent on the number of players.
- The direction of play and board rotation are **counterclockwise**, except for the Do Si Do action card that allows for a single clockwise rotation of the board.
- The person who has the sheriff raccoon begins placing down their raccoons first **and** has the first turn.
- You are not **required** to use all three movements, nor do you have to use any of them, but you are still guaranteed at least **one** movement per turn.
- If multiple patterns are completed on one turn, then that player may take all matching pattern cards.