# Rhinoceros Joust!

## HOW TO PLAY

Take turns trying to score points against your opponent's rhino. First rhino to 3 points wins!

## SETUP

1. You need an opponent, so find a friend or an enemy and challenge them to meet you on the lists!

2. You and your opponent both choose your rhinos. Grab a rhino card and the corresponding foldie. Also grab one of the turn summary cards.

3. Shuffle the deck and deal. You get a number of cards equal to your rhino's **top speed (hand size)**.

4. Your rhinos enter the lists in neutral position, **head-to-head**. Put your rhino foldies out on the table between you, facing each other.

5. The reigning champion starts the game by taking the first turn. If you don't have a reigning champion, it's Stomper, or else choose randomly.

## POSITIONS

Over the course of the game, your rhinos are going to be in three different positions:

### 1. Head-to-head.

Neither rhino has the advantage. Put your rhino foldies so that they're facing one another.
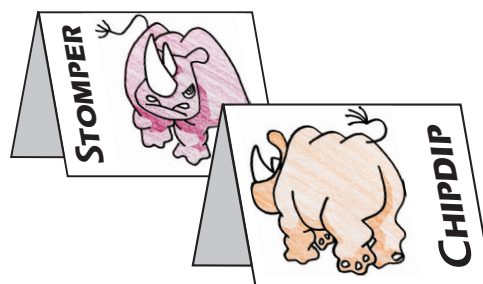
### 2. Flanking & flanked.

The flanking rhino has an advantage over the flanked rhino. Put your rhino foldies so that the flanking rhino is facing the side of the flanked rhino.
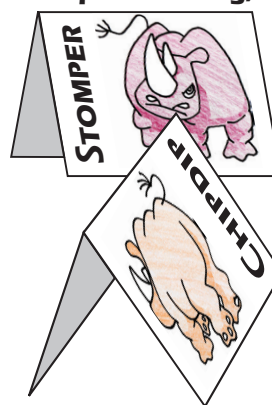
### 3. Chasing & fleeing.

The chasing rhino has a big advantage over the fleeing rhino. Put your rhino foldies so that the chasing rhino is directly behind the fleeing rhino.

The first few times you play, or if you're playing with an inexperienced opponent, it's good to demonstrate the three positions so that you both remember them.
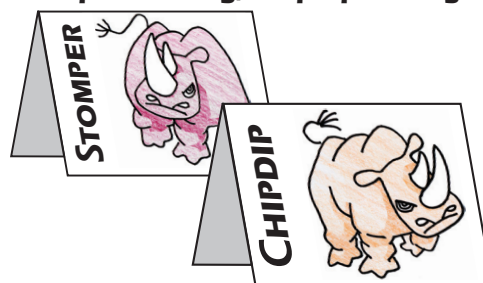
**Head-to-head:**



**Stomper flanking, Chipdip flanked:**



**Stomper chasing, Chipdip fleeing:**

# ON YOUR TURN

### 1. Play move cards.

In your turn, you can play as many move cards as you can and want, with a few exceptions:

• You can play only one **score** card in a turn.

• If a card says **not a move**, don't play it as a move!

• If a card lists a position or positions, you can play it only if you're in the position it says. For instance, **swerve** lists **flanked or fleeing**, so you can only play it when you're flanked or fleeing, you can't play it if you're head-to-head or if you have the advantage. **Lunge**, on the other hand, lists **head-to-head or better**, so you can only play it if you're head-to-head, flanking, or chasing your opponent. You can't play it if you're flanked or fleeing

But once you've determined that you can legally play a card, go ahead and play it.

Play your move cards one at a time. Each move card you play, your opponent has the opportunity to **counter** it, as below.

If your opponent successfully counters it, discard it to no effect. But if your move card stands, it goes into effect at once. This means changing your positions, scoring, and/or drawing a card. See the **move card effects** listed below.

Play your cards in any order you prefer, but just remember that you can play only one **score** card in a turn, so try to play it to its best effect.

### 2. Discard.

Once you've played and resolved all the move cards you can and want to play, you can choose to discard. You can discard a number of cards equal to your rhino's **brains (discard)** or less.
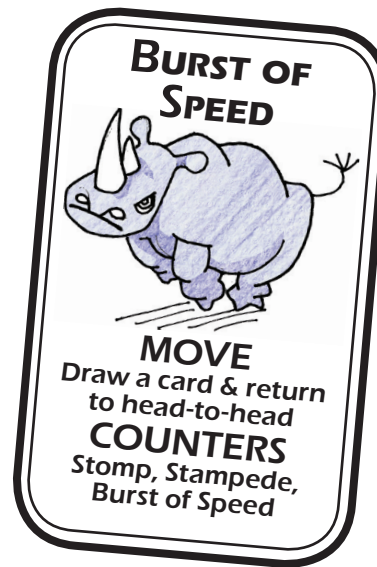
### 3. Draw.

To end your turn, draw a number of cards equal to your rhino's **strength (draw)**.

However, you can never draw cards over your rhino's **top speed (hand size)**, so if you already have that many cards in your hand, stop! Don't draw more.

**Now it's your opponent's turn.**

Keep taking turns until either you or your opponent scores 3 points and wins the bout.

# A CARD



The name of the card.

Its effect as a move.

The move cards it counter.

# COUNTERING MOVES

When your opponent plays move cards on their turn, you can try to counter them by playing the counter cards from your hand.

1. Choose a card that counters the move your opponent has just played. For instance, if your opponent plays **lunge**, you can counter with **dodge**, **swerve**, or **the best at jousting**, but not with **bust of speed**, **stampede**, **stomp**, or any other card.

Play your card down on top of your opponent's.

2. Now your opponent has the opportunity to coutner-counter you. If they have a card that counters your card, they can play it on top of yours.

For instance, if you countered their **lunge** with **dodge**, they could counter-counter with **dodge**, **spin**, **stampede**, or of course **the best at jousting**.

3. And now, if you can, you can counter-counter-counter, following the same rules!

4. Keep going until someone can't or won't play a legal counter card. When this happens, resolve your opponent's original move card:

**If you play the last counter card**, you've successfully countered your opponent's original move card. Discard it, and all the counter cards on top of it, to no effect.

**If your opponent plays the last counter card**, they've counter-countered, and their original move card prevails. Put it into effect, as below, and then discard it and all the counter cards on top of it.

**If you don't play a counter card in the first place**, because you can't or you choose not to, your opponent's move card prevails then too.

# MOVE CARD EFFECTS

## BURST OF SPEED

When you play **burst of speed**, you draw a card and return to head-to-head, no matter what position you were in before.

This can obviously get you out of a bad position, but it might be worth playing even when you're in a good position, for the fresh card in your hand.

## GAINING POSITION

**Gain 1 Position** (charge, dodge, swerve)**:**
Adjust your positions by one step in your favor.

**Gain 2 Positions** (spin, tricky move)**:**
Adjust your positions by two steps in your favor.

**Position steps:**
Fleeing »
    » Flanked »
        » Head-to-head »
            » Flanking »
                » Chasing

**Examples:** You're fleeing, and you play **charge** to gain 1 position. Now you're flanked.

You're head-to-head, and you play **tricky move** to gain 2 positions. Now you're chasing.

You're flanking, and your opponent plays **spin** to gain 2 positions. Now your opponent's flanking you!

Once you're chasing your opponent, any additional position you gain is simply lost. Consider holding those cards for a future occasion.

## SCORING

**Score** (lunge, stampede, stomp)**:**
You score points depending on your current position.

- Head-to-head: you score **1 point**.

- Flanking your opponent: you score **2 points**.

- Chasing your opponent: you score **3 points**.

**Examples:** You're head-to-head with your opponent and you play **lunge** to score. You score 1 point.

You're flanking your opponent and you play **lunge** to score. You score 2 points.

Your opponent is chasing you and plays **stomp** to score. They score 3 points.

# WINNING THE BOUT

The first rhino to score a total of 3 points wins the bout.

**Examples:** You're head-to-head with your opponent and you play **lunge** to score. You score 1 point. Later on, you're flanking your opponent, and you play another **lunge** to score again. This time you score 2 points. You've scored 3 points in total now, and you win the bout!

You're head-to-head with your opponent and you play **lunge** to score. You score 1 point. Your opponent seizes the initiative, though. They play a couple of **charges**, so now they're chasing you and you're fleeing, and you can't shake them. Eventually they play **stomp** to score. They score 3 points and win the bout!

# THE END

Thanks for playing!

# MORE THAN 2 PLAYERS?

Sure! A bout doesn't take too long. Set up brackets for a championship, or just have the winner stay in the ring, taking all comers!
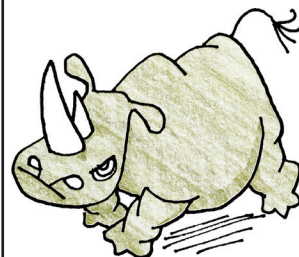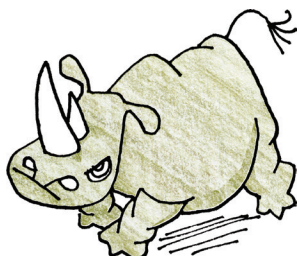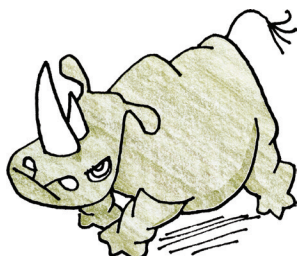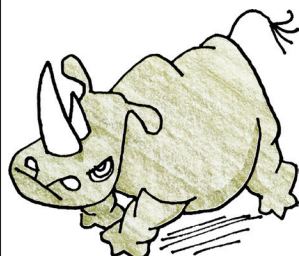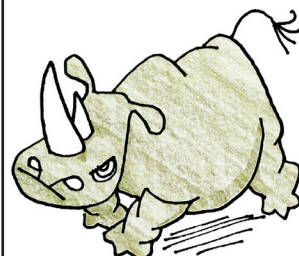
## SWERVE

**MOVE**
Flanked or Fleeing:
Gain 1 Position
**COUNTERS**
Lunge, Stomp, Swerve

## SWERVE

**MOVE**
Flanked or Fleeing:
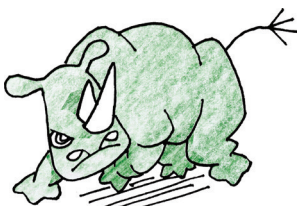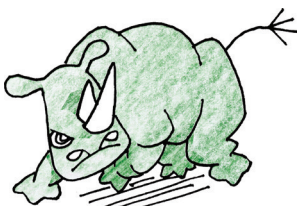Gain 1 Position
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Lunge, Stomp, Swerve

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Flanked or Fleeing:
Gain 1 Position
**COUNTERS**
Lunge, Stomp, Swerve

## DODGE

**MOVE**
Fleeing:
Gain 1 Position
**COUNTERS**
Lunge, Stomp,
Charge, Dodge

## DODGE

**MOVE**
Fleeing:
Gain 1 Position
**COUNTERS**
Lunge, Stomp,
Charge, Dodge
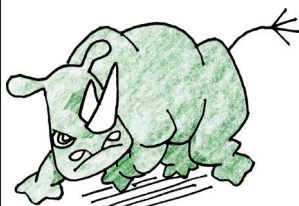
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**MOVE**
Fleeing:
Gain 1 Position
**COUNTERS**
Lunge, Stomp,
Charge, Dodge

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Gain 1 Position
**COUNTERS**
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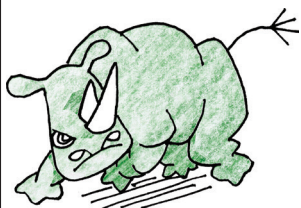
## DODGE

**MOVE**
*Fleeing:*
*Gain 1 Position*
**COUNTERS**
Lunge, Stomp,
Charge, Dodge

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**MOVE**
*Fleeing:*
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**COUNTERS**
Lunge, Stomp,
Charge, Dodge

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**MOVE**
*Fleeing:*
*Gain 1 Position*
**COUNTERS**
Lunge, Stomp,
Charge, Dodge

## LUNGE

**MOVE**
*Head-to-head or*
*better:*
**SCORE**

*Doesn't Counter*

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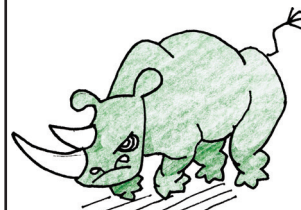
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**SCORE**

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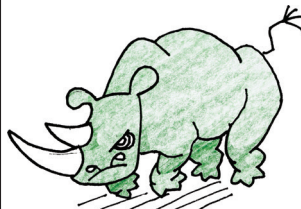
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**MOVE**
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**SCORE**

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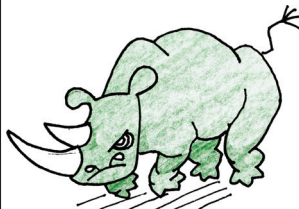
## LUNGE

**MOVE**
*Head-to-head or*
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**SCORE**

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Head-to-head or better:
**SCORE**

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Head-to-head or better:
**SCORE**

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## The Best At Jousting
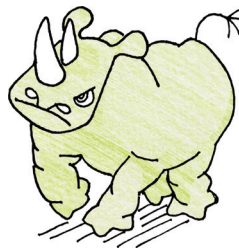
Not a Move

**COUNTERS**
Any Card

## The Best At Jousting

Not a Move

**COUNTERS**
Any Card

## Stomp
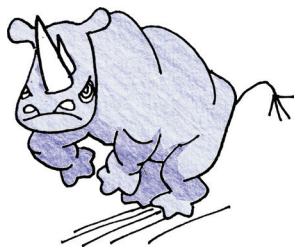
**MOVE**
Flanking or Chasing:
**SCORE**
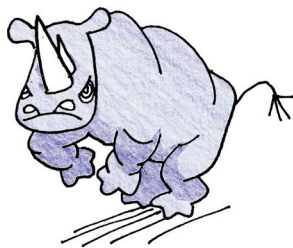
**COUNTERS**
Stomp

## Stomp

**MOVE**
Flanking or Chasing:
**SCORE**

**COUNTERS**
Stomp
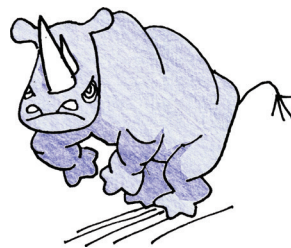
## Stomp

**MOVE**
Flanking or Chasing:
**SCORE**

**COUNTERS**
Stomp
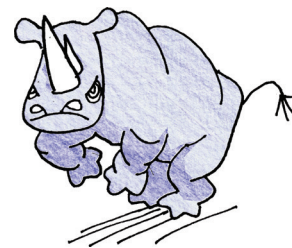
## Stomp

**MOVE**
Flanking or Chasing:
**SCORE**

**COUNTERS**
Stomp

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**MOVE**
Flanking or Chasing:
**SCORE**

**COUNTERS**
Stomp

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**MOVE**
Flanking or Chasing:
**SCORE**

**COUNTERS**
Stomp

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**COUNTERS**
Stomp

## Stomp

**MOVE**
Flanking or Chasing:
**SCORE**

**COUNTERS**
Stomp

**STAMPEDE**

MOVE
Chasing:
SCORE

COUNTERS
Dodge, Swerve

**STAMPEDE**

MOVE
Chasing:
SCORE

COUNTERS
Dodge, Swerve
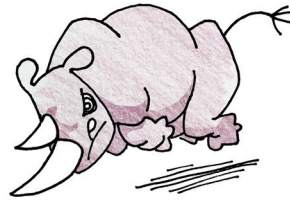
**STAMPEDE**

MOVE
Chasing:
SCORE

COUNTERS
Dodge, Swerve

**STAMPEDE**

MOVE
Chasing:
SCORE

COUNTERS
Dodge, Swerve

**STAMPEDE**

MOVE
Chasing:
SCORE

COUNTERS
Dodge, Swerve

**SPIN**
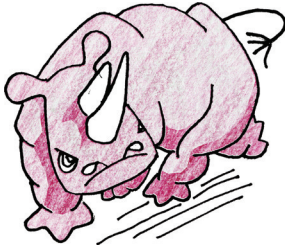
MOVE
Flanked:
Gain 2 Positions
COUNTERS
Dodge, Spin
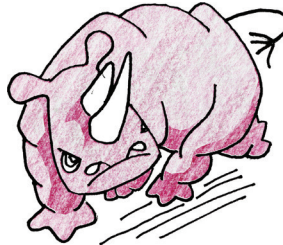
**SPIN**

MOVE
Flanked:
Gain 2 Positions
COUNTERS
Dodge, Spin
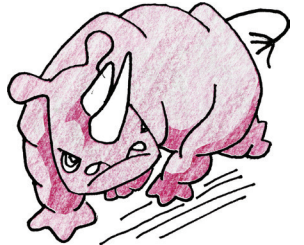
**SPIN**

MOVE
Flanked:
Gain 2 Positions
COUNTERS
Dodge, Spin

**CHARGE**

MOVE
Gain 1 Position

Doesn't Counter

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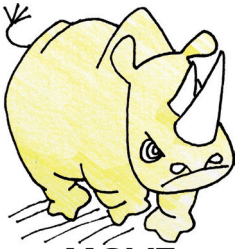
# CHARGE

MOVE
Gain 1 Position

Doesn't Counter
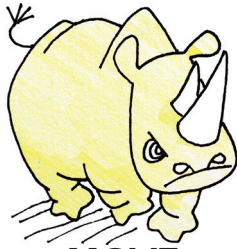
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Doesn't Counter
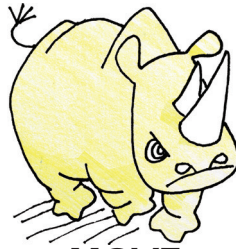
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MOVE
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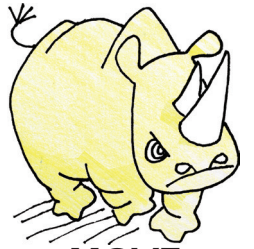
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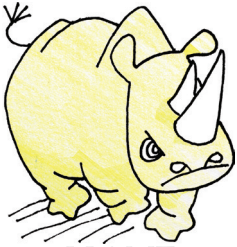
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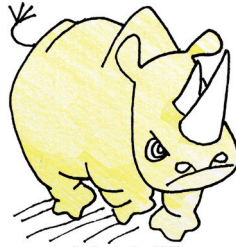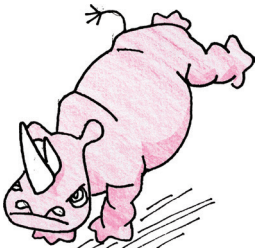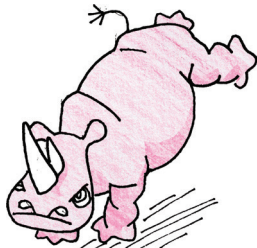
# CHARGE

MOVE
Gain 1 Position

Doesn't Counter

# CHARGE
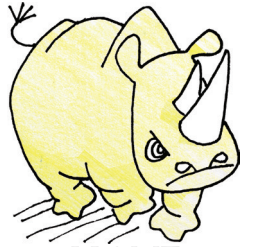
MOVE
Gain 1 Position

Doesn't Counter

# TRICKY MOVE
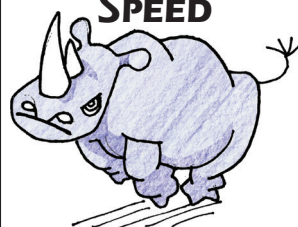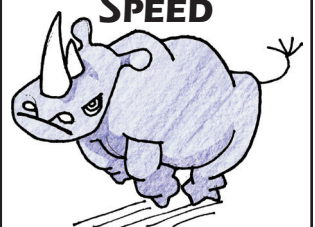
MOVE
Gain 2 Positions

Doesn't Counter

# TRICKY MOVE

MOVE
Gain 2 Positions

Doesn't Counter

# BURST OF SPEED

MOVE
Draw a card & return
to head-to-head
COUNTERS
Stomp, Stampede,
Burst of Speed

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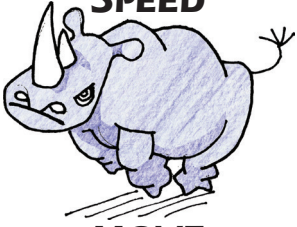
**Burst of Speed**

MOVE
Draw a card & return to head-to-head
COUNTERS
Stomp, Stampede, Burst of Speed
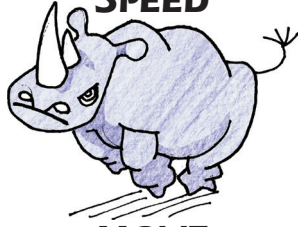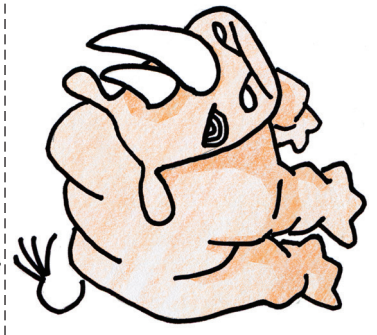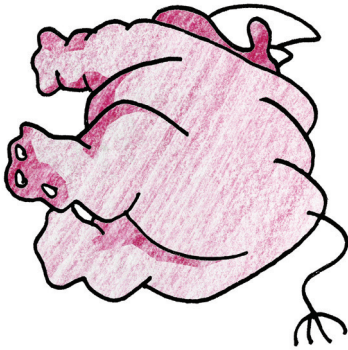
**Burst of Speed**

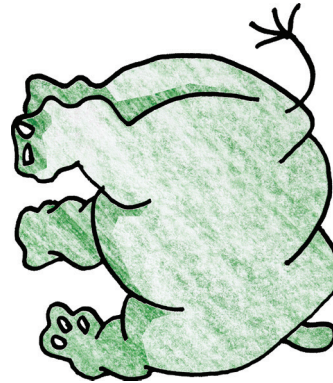MOVE
Draw a card & return to head-to-head
COUNTERS
Stomp, Stampede, Burst of Speed

CHIPDIP

CHIPDIP

STOMPER

STOMPER

THUNDERQUAKE

THUNDERQUAKE
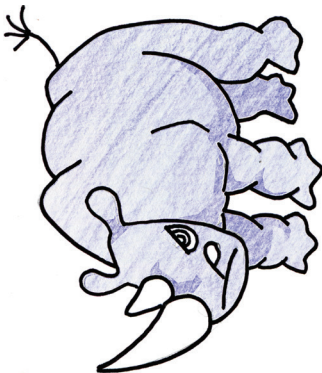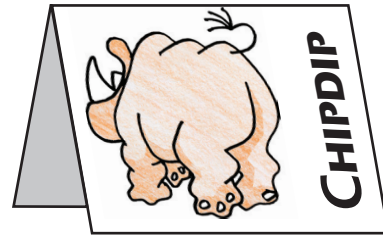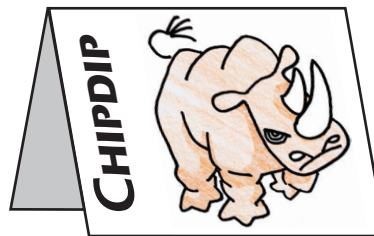
TOOTSIE

TOOTSIE
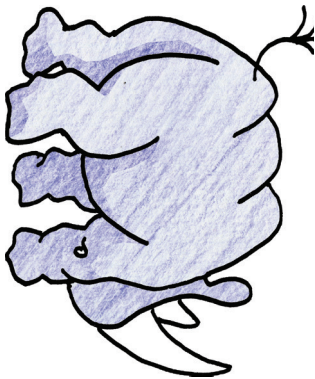
STOMPER

STOMPER
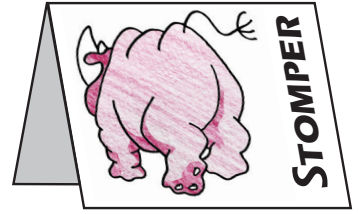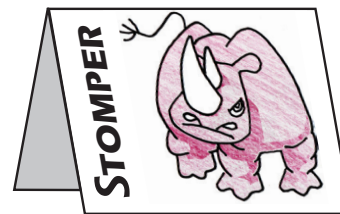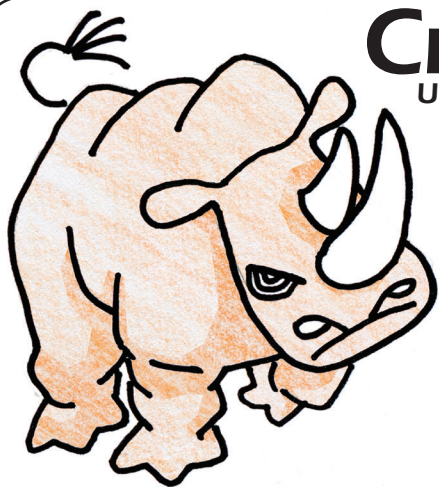
CHIPDIP

CHIPDIP

# CHIPDIP
**Up-and-comer**

**BRAINS 1**
(DISCARD)
**STRENGTH 2**
(DRAW)
**TOP SPEED 5**
(HAND SIZE)
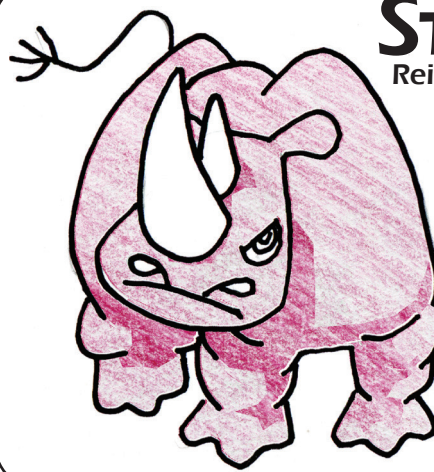
# STOMPER
**Reigning Champion**

**BRAINS 1**
(DISCARD)
**STRENGTH 2**
(DRAW)
**TOP SPEED 5**
(HAND SIZE)

# THUNDERQUAKE
**Holds a Grudge**

**BRAINS 1**
(DISCARD)
**STRENGTH 2**
(DRAW)
**TOP SPEED 5**
(HAND SIZE)
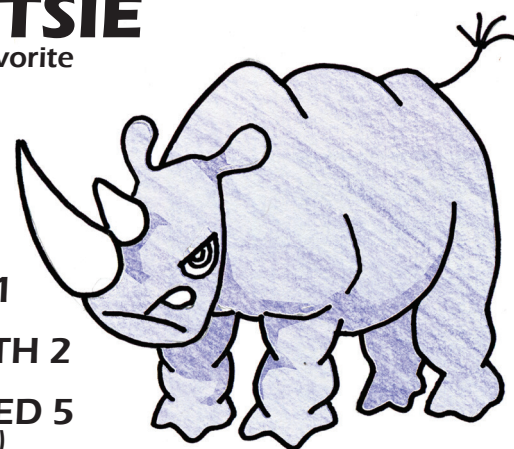
# TOOTSIE
**Fan Favorite**

**BRAINS 1**
(DISCARD)
**STRENGTH 2**
(DRAW)
**TOP SPEED 5**
(HAND SIZE)

## ON YOUR TURN

**1. Play move cards**
Play as many as you want and can, but play only one **score** card. Your opponent can block your moves by playing matching **counter** cards.

You can counter them too!

**Position?**
Chasing » Flanking »
» Head-to-head »
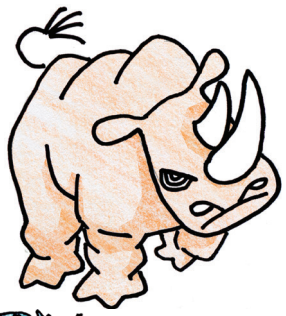» Flanked » Fleeing

**Scoring?**
Head-to-head: 1 point.
Pressing: 2 points.
Chasing: 3 points.

First to 3 points wins!

**2. Discard for brains**
If you want to.

**3. Draw for strength**
But your **top speed** is your maximum hand size, so don't draw above your **top speed**.

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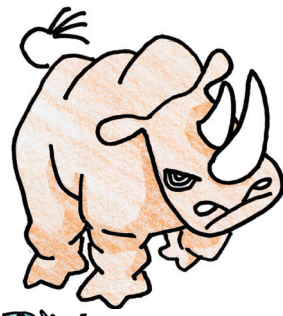If you want to.

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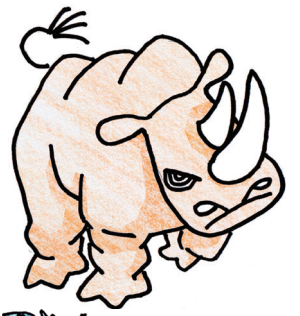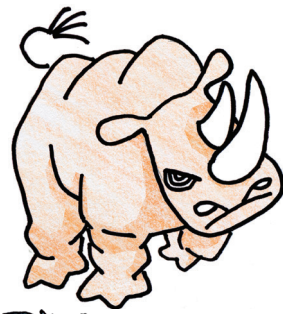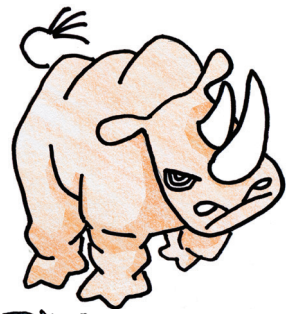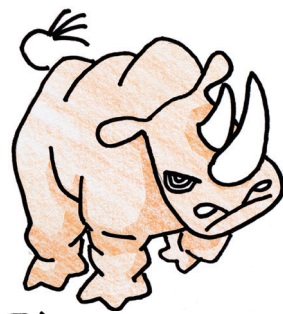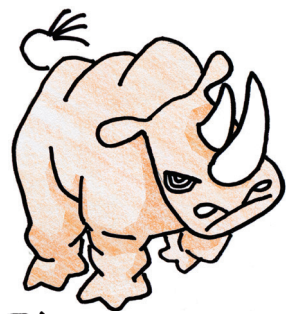
Rhinoceros Joust!


Rhinoceros Joust!


Rhinoceros Joust!


Rhinoceros Joust!


Rhinoceros Joust!


Rhinoceros Joust!


Rhinoceros Joust!


Rhinoceros Joust!


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Rhinoceros Joust!


Rhinoceros Joust!


Rhinoceros Joust!