

Buck the Bulls

Roll. Risk. Bank.

The official instruction manual — landings, scoring, all three game modes, and the free score tracker. Everything the fold-out card in your tin didn't have room for.



2 bull dice · 2 or more players
Ages 14+ · Choking hazard: small parts

FIRST EDITION
2026

What you're holding

Buck the Bulls is a push-your-luck dice game played with two little bulls instead of cubes. You throw them, read how they land, and decide whether to bank what you've earned or risk it all on one more throw.

IN THE TIN

2 bull dice	Your dice. One flank of each bull is marked with a white dot.
Fold-out card	The pocket-size landing chart, with the QR code for the score tracker.
You also need	A flat surface to throw on, and a phone if you want the tracker to do the math.

Why you're getting this

This manual doesn't come in the tin. The fold-out card covers the basics, but there's only so much room on it — so here's the long version for everyone who has picked up a set.



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Buck 'em, read 'em, bank 'em

If you only read one page, read this one. Everything else in the manual is detail on top of these five steps.

1 Buck the bulls

Take both bulls in one hand and throw them onto a flat surface. Give them a real toss — a gentle drop off your fingertips isn't a roll, and the table gets to call it.

2 Let them settle, then read the landing

Wait until both bulls stop moving. How each bull came to rest is its *landing* — on its back, on its hooves, nose-down, and so on. Each landing is worth points. Pages 4 and 5 show all of them.

3 Add the two bulls together

Your roll is the two landings added together. Land both bulls in the same position and you add them together and multiply by 2. One bull on each slider side is **Bucked Off** — the turn's over and you get nothing. Page 6 works through every case.

4 Decide: keep bucking, or pass the bulls

Points from a roll go into your *turn score*, not your total. Keep rolling to stack more on top, or pass the bulls to **bank** the turn score into your permanent total. Get Bucked Off before you bank and the whole turn score is gone.

5 Bank 100 or more to start the showdown

Reaching 100 doesn't end it. Everyone else gets one last turn to *beat* your total — matching it isn't enough. Survive the lap in the lead and you win.

Banking is the only way to keep anything

Getting Bucked Off can never touch points you've already banked — it only costs you the turn you're in the middle of. The one throw that *can* take your banked points is **Touchin Tips** (page 5), which sends your whole score back to zero. Everything else rewards banking early.

Who goes first?

Youngest player — or make up your own house rule, or just pick at random. However you decide, play then continues in one direction around the table, so the bulls always pass to the person beside you.

How long is a game?

It varies heavily. A hot streak can end a game in a few laps; a table that keeps getting bucked off can stretch it out a long while.

The four scoring landings

These are the positions that pay. Values are identical in every game mode. The harder the bull is to balance, the more it's worth.

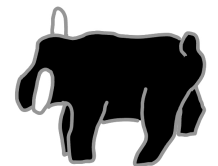


Sunfisher

FLAT ON ITS BACK

The bull is belly-up with all four hooves pointing at the ceiling. Named after the sunfishing twist a bull throws mid-buck. The most common way to score.

5
POINTS



Hooper

STANDING ON ALL FOURS

The bull lands upright on all four hooves, square and steady, like nothing happened. If it's standing on its own feet, it's a Hooper.

10
POINTS



Deep Dive

NOSE-DOWN, TAIL UP

The bull is head-first into the table, propped up on its snout and hooves with the back end lifted in the air. Rare, loud, and worth shouting about.

20
POINTS



Corkscrew

A DEEP DIVE TIPPED ONTO A HORN

The rarest landing in the game — you're lucky if you ever get to see one. The bull comes to rest balanced on a horn, its snout, and one hoof. It looks a lot like a Deep Dive, but tilted over onto the horn. Don't mix the two up.

30
POINTS

Both bulls in the same position? Add them together, then multiply by 2.

Doubles are counted like any other roll — add the two bulls up as usual, then multiply the total by 2. Two Sunfishers is $5 + 5 = 10$, $\times 2 = 20$. Two Hoopers is **40**, two Deep Dives is **80**, and two Corkscrews is a game-ending **120**.

Sliders, and the three ways it goes wrong

Most throws put at least one bull flat on its side. What happens next depends on the other bull.



Dot side
white dot
showing



Plain side
no dot

Sliders

LYING FLAT ON A SIDE

The bull tipped over and came to rest on one of its two flanks. Each bull has a white dot painted on one flank, so a Slider is either **dot side up** or **plain side up** — that's the only difference, and it's the difference that matters.

**1 point
or
Bucked
Off**

Both bulls on the same side → 1 point

Two dots showing, or two plain flanks showing. A soft landing: take the single point and decide whether it's worth another throw.

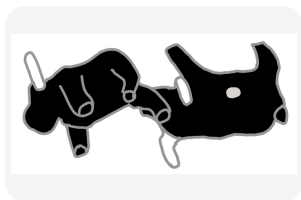
One of each → Bucked Off

One dot side, one plain side. Your turn score drops to **zero** and your turn ends immediately. Banked points are safe.

A Slider never cancels the other bull

Sliders are only trouble when they're paired with *each other*. Next to a scoring landing a Slider simply adds nothing, and your turn carries on as normal — Slider + Hoofers is 10, Slider + Deep Dive is 20, Slider + Corkscrew is 30. Only one dot side and one plain side ends a turn.

WHEN THE TWO BULLS INTERFERE WITH EACH OTHER

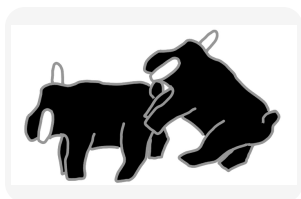


Touchin Tips

THE BULLS ARE TOUCHING

The bulls end the throw in contact with each other — horn to horn, nose to flank, hoof to hoof. Any contact counts. Your entire score goes back to 0, banked points and all.

**Total
resets
to 0**



Horned Up

A POSITION THE CROWD SHOULDN'T SEE

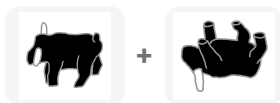
The bulls come to rest in a position they shouldn't be in front of a crowd — mounted, stacked, one riding the other. If they're on top of each other, the herd has decided you're done.

**Out of
the game**

Check for these two *before* you tally any landings — they override whatever else the bulls did.

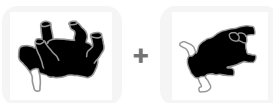
Every roll, worked out

Add the two bulls together. Match them and you multiply by 2. Sliders are the only landing that can end a turn — here is what that looks like in practice.



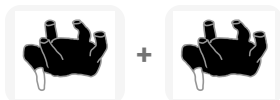
15 points

Hooper 10 + Sunfisher 5.
Keep rolling or bank.



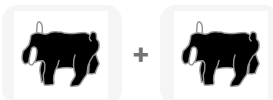
35 points

Sunfisher 5 + Corkscrew 30. Bank it.



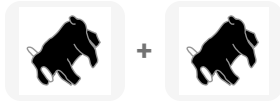
20 points

Double Sunfisher. $5 + 5 = 10$, $\times 2 = 20$.



40 points

Double Hooper. $10 + 10 = 20$, $\times 2 = 40$.



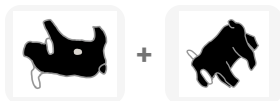
80 points

Double Deep Dive. $20 + 20 = 40$, $\times 2 = 80$.



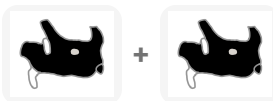
120 points

Double Corkscrew. $30 + 30 = 60$, $\times 2 = 120$. Buy a round.



20 points

The Slider adds nothing.
The Deep Dive still scores
and the turn carries on.



1 point

Both dot side up. Same side, so it's a Slider.



Bucked Off

One dot, one plain. Turn score gone, pass the bulls.



Touchin Tips

Whole score to 0, banked points included.



Horned Up

Out of the game. Check for these two first.

Off the table? That's sloppy dice.

A bull that leaves the playing surface is sloppy dice, and it counts the same as being **Bucked Off** — the turn score is gone and the bulls pass. Throw them like you mean it, but keep them on the table.

Landed in a crease or against something?

A bull propped against a cup, a phone, the tin, or resting in a fold of the tablecloth isn't a landing at all. Re-throw both bulls — nothing scores for the void throw and your turn carries on.

Classic — the main game

Two or more players. Bank 100, then hold the lead through one final lap. Challengers have to beat your total, not match it.

Classic

ROLL · RISK · BANK

Gain points by bucking the bulls and tallying their landings. Bank to keep them — get bucked off and you lose everything from that turn.

1. Sit in a circle, agree on an order, and decide who throws first.
2. On your turn, throw both bulls and read the landing. Points go into your **turn score**.
3. Keep throwing as long as you like — every roll stacks onto the turn score.
4. Whenever you choose, stop and **pass the bulls**. Your turn score is banked into your total and can't be taken away.
5. If you get **Bucked Off** (one dot side, one plain), your turn score is wiped and the bulls pass immediately.
6. Bank 100 or more to put your score on the line and trigger the final lap. Everyone else then needs a total *higher* than yours — a tie leaves you in front.

GOOD TO KNOW

- **Touchin Tips** resets your entire total — banked points included — to zero.
- **Horned Up** ejects you from the game; you take no further turns.
- Mixed rolls add the two bull values together; a Slider paired with a scoring bull counts only the scoring bull.
- There's no cap on rolls in a turn. Six throws in a row is legal, and usually a mistake.

WINNING: THE FINAL LAP

- 1 **Somebody banks 100 or more**
They don't win yet. Their total is now the mark everyone else is chasing.
- 2 **Everyone else gets exactly one more turn**
Same rules as always — throw as many times as you dare, then bank. Get Bucked Off on your last turn and you finish on whatever you'd already banked.
- 3 **Beat the leader — matching is not enough**
A challenger has to bank **strictly more** than the leader's total — matching it leaves the leader in front. Go higher and the lap starts again for anyone who hasn't answered you.
- 4 **The last leader standing wins**
Once the lap completes with nobody having gone higher, that player takes the game.

House rule: pick your target

100 is standard. Drop to 50 for a quick round or push to 200 for a long one — agree before the first throw.

The free score tracker

Open buckthebulls.com on any phone. No app store, no account, no sign-up — it's a web page. One phone runs the whole table: pass it around with the bulls, or let one person keep score for everybody.



Scan to start scoring — buckthebulls.com

The same code is on your fold-out card. Pick a mode, type in everyone's name, and start the game. Nothing else to set up.

WHAT IT DOES FOR YOU

1

Does the math

Tap the landing for bull 1, then bull 2. Doubles, sliders, and Bucked Off are all worked out for you — no adding up, no multiplying.

2

Shows the landings

The picker uses the same drawings as pages 4 and 5, so new players can match what's on the table to what's on the screen.

3

Runs the turn order

Tracks whose turn it is, keeps the bucking order, and marks who's up next so the bulls don't stall.

4

Handles the endgame

It knows when someone has banked 100, starts the final lap, tracks who still owes a turn, and calls the winner.

5

Keeps a game log

Every roll and every bank is recorded. Mis-tapped a landing? Open the log, delete that entry, and the scores recalculate.

6

Draws the comeback

A leaderboard plus a score-over-rounds chart showing every lead change — receipts for the story you'll tell afterwards.

SCORING A TURN ON THE APP

1

Tap the landing for your first bull, then your second

Order doesn't matter. The app previews the roll — what it's worth, or whether it just ended your turn.

2

Tap Add Roll

The points land in your turn score. Throw again and repeat for as long as your nerve holds.

3

Tap Bank when you're done

The turn score moves into your total, the bulls pass, and the next player is called up automatically.

It survives a dead battery

The game saves on the phone as you play. Lock the screen, close the tab, take a call — reopen the page and everything is where you left it.

Rules on hand, plus a video

Every screen has the rules for the mode you're playing, and there's a short how-to-play video under Watch Tutorial.

Two more ways to play

Same bulls, same landing values, completely different games. Both keep score across rounds and arenas for you — pick the mode in the tracker before you add players.

Ride the 30

30 SECONDS · RACK 'EM UP

A knockout bracket against the clock. Everyone gets 30 seconds to score as much as they can, and the slowest half of the table is bucked every round.

1. Pick your players and start. Players ride one at a time.
2. When your turn begins, a 30-second clock starts. Throw fast and log every roll.
3. The clock hitting zero locks your turn automatically — or tap End Turn if you finish early.
4. Once everyone has ridden, the lowest-scoring half of the players are bucked from the bracket.
5. Scores reset to zero and the survivors ride again. Keep going until one player is left.

HOW IT DIFFERS FROM CLASSIC

- There's no banking. Everything you score in your 30 seconds counts.
- Opposite sliders score 0 for that roll but *don't* end your turn — pick the bulls up and keep going.
- Doubles still add together and multiply by 2, and all four scoring landings are worth the same as always.
- Mis-tapped in the rush? Undo drops your last roll, Restart clears the turn.

Running of the Bulls

OUTRUN THE HERD

A race down the street with a bull charging up behind you. Every roll moves you forward; fall behind the herd and you're caught.

1. Add your players and start. One roll per turn — the bulls pass around the table.
2. Everyone starts at 0. The charging bull starts behind the pack, 20 back.
3. Your roll's points are the distance you move. Review it, then tap Pass Bulls.
4. After everyone has rolled once, the bull charges. If it reaches your position, you're caught and out.
5. Reach the arena's finish line to clear it and get clear of the bull.
6. Every runner must finish or be caught before the next arena starts. Outlast everyone to win.

THE ARENAS

- Five named arenas to start — Town Square, Mercado, Calle Estafeta, Plaza de Toros, Bull Ring — with finish lines at 20, 40, 60, 80 and 100.
- After those, it's Pamplona Day 1, 2, 3... and the bull gets faster every single time.
- No Touchin Tips or Horned Up in this mode. The only thing that ends you is the bull behind you.
- The app remembers the furthest arena your crew has ever reached. Beat it.

Every landing at a glance

SAME IN EVERY MODE



Sunfisher
5



Hooper
10



Deep Dive
20



Corkscrew
30



Slider, same side
1



Slider, opposite sides
Bucked Off
turn = 0



Touchin Tips
Total
resets to 0



Horned Up
Out of
the game

Every roll adds together · **Both bulls the same? Add them, then multiply by 2** (two Sunfishers 20 · two Hoopers 40 · two Deep Dives 80 · two Corkscrews 120) · **First to bank 100** starts the final lap, and challengers must beat it, not match it.

SETTLING ARGUMENTS

The bull is leaning on the tin / a glass / another player's hand. Now what?

It isn't a landing unless the table alone is holding the bull up. Re-throw both bulls and carry on. A bull that goes *off* the table is different — that's sloppy dice, and it counts as Bucked Off.

A bull is touching the other one, but they both landed on hooves. Which wins?

Touchin Tips. Contact between the bulls is checked before any landings are read — the throw is worth nothing and your total goes to zero.

Is it a Corkscrew or a Deep Dive?

The two that get mixed up. A Deep Dive is head-down on its snout and hooves, square to the table; a Corkscrew is the same idea tipped onto a horn — snout, one horn, one hoof.

Can I bank in the middle of a turn without throwing?

Yes, but it's pointless — you have to throw at least once to have anything worth banking.

I banked exactly the same as the leader. Do I take the lead?

No. You have to go higher. A tie leaves the current leader in front, and the lap carries on as it was.

Someone got Horned Up. Do we restart?

No. That player is out and everyone else plays on. If it knocks you down to a single player, that player wins.

NOW GO

Buck 'em. Bank 'em. Brag about it.

You know the landings, you know when to pass the bulls, and you know exactly which throw ends your night. The rest is nerve.



FREE SCORE TRACKER



HOW-TO-PLAY VIDEO

buckthebulls.com

Score tracker · rules · tutorial · extra sets

Questions, missing bulls, or a rules argument you can't settle?

jameslemke10@gmail.com

WARNING — CHOKING HAZARD. Small parts. Not for children under 3 years. Ages 14+.

Buck the Bulls · Lemke Games LLC · First Edition, 2026 · Rules current as of this edition; the latest rules always live at buckthebulls.com.