

# THE **BONKED** BRONC

**OH, NO!** During the Homecoming basketball game, AJ the Bronc got bonked on the head by an errant pass. He can't remember where he is, let alone what makes life at Rider so great. Alumni like you have been asked to jog his memory before the big game resumes. Play by drawing some memories of life at Rider. Let's help AJ remember where he is so he can get back to doing what he does best — cheering on Rider!

**CHEERING ON THE BRONCS AT A BASKETBALL GAME**

**THE RIDER SHIELD**

**YOUR FAVORITE PROFESSOR LECTURING**

**THE BRONCS BERM ON THE CAMPUS MALL**

**FIREWORKS OVER CENTENNIAL LAKE**

**AJ THE BRONC**

**SITTING AROUND THE FIRE PIT WITH FRIENDS**

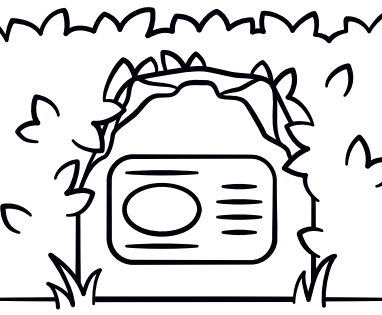
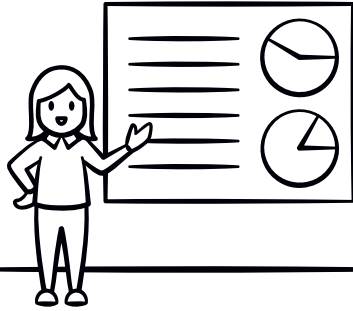
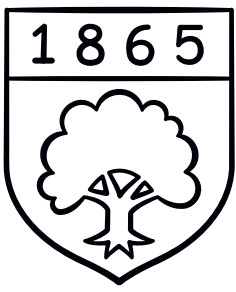
**GAZEBO NEAR CENTENNIAL LAKE**

**ANDREW J. RIDER BENCH**

**THE RIDER ROCK**

**MOORE LIBRARY DECORATED WITH HOLIDAY LIGHTS**

**BUILDING A SNOWMAN ON THE CAMPUS MALL**



# GAME RULES

## OBJECTIVE

Draw your version of the Rider-themed prompts to help AJ remember Rider.

## SETTING UP THE GAME

- You will need:
  - 3+ players
  - A timer
  - Scissors
  - 12 Post-it notes or 12 pieces of scrap paper
  - Pen or pencil
- Cut out the 12 memory-prompt cards on this page.
- Shuffle and arrange the game cards into a single pile, so that the side with text is facing upward.

## HOW TO PLAY

- Select one player to be the judge.
- Each player gathers six Post-it notes or six scrap pieces of paper for the round.
- The judge selects six random cards and places them text-side up on the game board.
- The judge sets the timer for two minutes and instructs the players to draw their best rendition of the memory prompts on their scrap paper or Post-its.
- When time is up, the judge asks players to present their drawings that correspond with each card on the game board.
- The judge selects the drawings that best represent each of the cards on the game board.
- To keep score, players keep the memory-prompt cards that they won.
- Repeat with the remaining six memory-prompt cards.
- The person with the most cards at the end of both rounds is the winner.

## FINISHING THE GAME

- The winner is the player whose drawings helped AJ remember Rider the best.
- In the event of a tie, the judge selects his or her favorite Rider memory for everyone to draw. Players have 30 seconds.
- Want to play again?** Make up your own Rider memory prompts.



Send your best drawings to [magazine@rider.edu](mailto:magazine@rider.edu) for a chance to win a Rider T-shirt!