



# HOW TO PLAY HORSE RACING NIGHT

2-6 PLAYERS, OR PLAY IN TEAMS WITH 6+ PLAYERS

## AIM OF THE GAME

- TO WIN THE MOST MONEY BY THE END OF THE GAME.
- TO DO SO, PLAYERS MUST PLACE IN AS MANY RACES AS THEY CAN, WHILE ALSO FILLING UP THEIR COLLECTION BOARD.
- THE PLAYER WITH THE MOST MONEY AT THE END IS CROWNED THE WINNER.

## HOW TO SET UP

- UNFOLD AND LAY OUT THE GAME BOARD.
- SHUFFLE THE RISK CARDS INTO TWO EVEN PILES AND PLACE FACE DOWN ON THE SPACES ON THE GAME BOARD.
- SHUFFLE THE BETTING CARDS AND THE FAME CARDS INTO TWO INDIVIDUAL PILES AND PLACE FACE DOWN TO THE SIDE OF THE GAME BOARD.
- SEPARATE THE MEDAL CARDS INTO THREE PILES OF 1ST, 2ND AND 3RD, SHUFFLE EACH PILE AND PLACE FACE DOWN TO THE SIDE OF THE GAME BOARD.
- EACH PLAYER (OR TEAM) IS DEALT THE FOLLOWING:
  - 1 X COLLECTION BOARD
  - NOTEPAD SHEETS
  - 1 X ACCELERATOR CARD
  - 1 X FELL CARD
  - 1 X REMOUNT CARD
  - 2 X DOUBLE BOOST CARDS
  - 2 X TRIPLE BOOST CARDS
- SHUFFLE ALL SIX HORSE PROFILE CARDS FACE DOWN AND PASS ROUND FOR EACH PLAYER TO CHOOSE ONE AT RANDOM.
- EACH PLAYER THEN TAKES THE CORRESPONDING PLAYING PIECE, SLOTS IT INTO A BASE AND LINES UP ON ONE OF THE TRACKS BEHIND THE RED START LINE. ALL TRACKS HAVE AN EQUAL NUMBER OF SPACES.

## HOW TO PLAY

1. SCAN THE QR CODE ON THE RIGHT TO WATCH THE INTRODUCTION VIDEO.
2. THE PLAYER HOLDING THE PROFILE CARD WITH THE HIGHEST BEAUTY RATING STARTS.
3. THIS PLAYER ROLLS THE DIE AND MOVES CLOCKWISE. WHERE DID THEY LAND?



### **BLANK SPACE**

- PLAY CONTINUES CLOCKWISE AROUND THE GROUP.

### **HORSESHOE ICON**

- PICK UP A RISK CARD FROM EITHER PILE – READ ALOUD AND FOLLOW THE ACTION.
- IF YOU HAVE WON OR LOST MONEY, MAKE A NOTE OF THIS ON YOUR NOTEPAD SHEET IN THE RELEVANT COLUMN.
- IF INSTRUCTED, PICK UP BETTING OR FAME CARDS AND PLACE FACE DOWN ON THE BETTING OR FAME SPACES OF YOUR COLLECTION BOARD. DO NOT TURN THESE CARDS OVER UNTIL THE END OF THE GAME.
- RETURN THE RISK CARD TO THE BOTTOM OF THE DECK YOU TOOK IT FROM.

### **HEDGE OR WATER JUMP**

- YOU CANNOT LAND ON A HEDGE OR WATER JUMP SPACE.
  - IF YOUR ROLL MEANS YOU WOULD LAND ON A HEDGE OR WATER JUMP SPACE, YOU CAN ONLY MOVE TO THE SPACE BEFORE THIS AND NO FURTHER.
  - YOU CANNOT MOVE FORWARD UNTIL YOU HAVE ROLLED A HIGH ENOUGH NUMBER TO JUMP THE HEDGE AND/OR THE WATER.
4. WHEN THE 1ST, 2ND AND 3RD PLACED HORSES CROSS THE FINISH LINE, EACH PLAYER POSITIONS THEIR HORSE ON THE WINNERS PODIUM AND TAKES THE RELEVANT CARD FROM ONE OF THE MEDAL PILES.
  5. THESE PLAYERS MAKE A NOTE OF THE AMOUNT THEY HAVE WON, AS STATED ON THEIR HORSE PROFILE CARD.
  6. PLAY CONTINUES UNTIL ALL HORSES HAVE FINISHED THE RACE.

7. AFTER EACH RACE, RESHUFFLE ALL SIX PROFILE CARDS AND PICK AGAIN.
8. CONTINUE PLAYING AS MANY RACES AS YOU CHOOSE. WE RECOMMEND A MINIMUM OF FOUR.
9. THE FIRST PLAYER TO COMPLETE THEIR COLLECTION BOARD RECEIVES AN ADDITIONAL £100,000. THAT PLAYER MAKES A NOTE OF THIS AMOUNT.
10. WHEN ALL RACES ARE COMPLETE, PLAYERS TURN OVER THE BETTING AND FAME CARDS ON THEIR COLLECTION BOARDS AND TOTAL UP THE MONEY.
11. ADD THIS MONEY TO THE MONEY WON AND LOST DURING THE GAME.
12. THE PLAYER WITH THE HIGHEST TOTAL IS THE WINNER!

## CARDS

### **COLLECTION BOARD**

- THIS IS FILLED UP THROUGHOUT THE GAME WITH BETTING, FAME AND MEDAL CARDS.

### **BETTING & FAME CARDS**

- WHEN A PLAYER WINS A CARD THEY MUST PLACE IT ON THEIR COLLECTION BOARD IN THE MATCHING SPACE.
- THESE CARDS MUST BE KEPT FACE DOWN ON THE COLLECTION BOARD UNTIL THE END OF THE GAME.
- IF A PLAYER WINS MORE THAN FIVE BETTING CARDS AND THREE FAME CARDS, THEY CONTINUE TO STACK CARDS FACE DOWN ON TOP OF EACH OTHER.

### **MEDAL CARDS**

- THESE CARDS ARE WON BY THE PLAYERS WHO PLACE 1ST, 2ND AND 3RD IN EACH RACE.
- WHEN A PLAYER WINS A CARD, THEY MUST PLACE IT ON THEIR COLLECTION BOARD IN THE ROSETTE SPACE.
- IF A PLAYER PLACES IN MORE THAN ONE RACE, THEY CONTINUE TO STACK CARDS ON TOP OF EACH OTHER.

## ACTION CARDS

- **FELL CARD** – CAN BE PLAYED TO UNSEAT ANOTHER PLAYER’S JOCKEY. EACH PLAYER CAN ONLY USE THIS CARD ONCE DURING THE GAME. DO NOT ROLL ON THIS TURN. YOU CANNOT PLAY A FELL CARD WHEN YOU ARE OUT OF A RACE.
- **ACCELERATOR CARD** – CAN BE PLAYED TO MOVE YOUR JOCKEY FORWARD TO THE FIRST SPACE AFTER THE NEAREST HEDGE OR WATER JUMP. EACH PLAYER CAN ONLY USE THIS CARD ONCE DURING THE GAME. DO NOT ROLL ON THIS TURN.
- **BOOST CARD** – CAN BE PLAYED TO DOUBLE OR TRIPLE YOUR ROLL. THE CARD MUST BE PLAYED BEFORE YOU ROLL. E.G. IF YOU PLAY A DOUBLE BOOST CARD AND ROLL A TWO, YOU MOVE FORWARD FOUR SPACES. EACH PLAYER HAS FOUR CARDS AND CAN USE THEM ALL IN THE SAME RACE IF THEY CHOOSE.
- **REMOUNT CARD** – CAN BE PLAYED TO ALLOW AN UNSEATED PLAYER TO REJOIN THE RACE. EACH PLAYER CAN ONLY USE THIS CARD ONCE DURING THE GAME. DO NOT ROLL ON THIS TURN.
- WHEN THESE CARDS HAVE BEEN PLAYED, THEY MUST BE DISCARDED INTO A CENTRAL PILE.

## RISK CARDS

- IF INSTRUCTED TO MOVE FORWARD OR BACK A NUMBER OF SPACES, A PLAYER CANNOT LAND ON A HEDGE OR WATER JUMP SPACE.
- IN THIS INSTANCE, THE PLAYER CAN ONLY MOVE TO THE SPACE BEFORE THE HEDGE OR WATER JUMP AND NO FURTHER.
- IF INSTRUCTED TO MOVE BACK, THE PLAYER MUST NOT MOVE BACK BEYOND THE START LINE.
- IF INSTRUCTED TO “SWAP PROFILE CARD”, THE PLAYER MUST ONLY DO THIS WITH ANOTHER PLAYER WHO IS STILL IN THE RACE. A PLAYER WHO HAS CROSSED THE FINISH LINE IS NOT ELIGIBLE FOR THE SWAP.
- SWAPPING PROFILES IS NOT MANDATORY. THE PLAYER INSTRUCTED TO DO SO CAN DECIDE.
- IF INSTRUCTED TO PLAY AN “ALL JOIN IN” CARD, THE PLAYER WHO PICKED UP THE CARD DECIDES THE WINNER.