



MY PONIES

Who hasn't wanted to have a pony or at least try to ride on it at least once in a lifetime? You can relive the experience in the MY PONIES. Get your own pony, look after it, and offer a ride on it to your friends. If you take good care of it, it will help you win the game in return. We wish you all a good luck in the game and a joyful ride.

THERE ARE TWO SETS OF RULES, ONE FOR CHILDREN AGED 6 AND A HALF, AND A SIMPLIFIED VERSION FROM THE AGE OF 5.

For: 2-4 players

Age: 5-99

Game duration: 30 min.

The game includes :

- 1 playboard
- 12 pony cards
- 12 ponies cut out of cardboard
- 12 plastic stands
- 17 chance cards
- 162 race crowns (RC)
- 12 headgear tokens
- 12 saddle tokens
- 4 pieces, each a different colour
- 1 dice
- 1 game instructions



RULES FOR PLAYERS AGED 6 AND A HALF:

Goal of the game:

The goal of the game is to own two different ponies and have them both provided with a headgear and a saddle.

Preparation of the game:

Place the play board in the middle so all players can reach it. Divide the cards into a pack of pony cards and a pack of chance cards with the question mark. Place the chance cards in the centre of the playboard with the question mark facing up. Put the pony cards into the box - that's the POOL now. Before the first game, gently remove the perforated ponies and tokens from the cardboard. Insert the perforated ponies in the plastic stands and put them in the POOL. Each player gets 110 race crowns (RC) at the beginning of the game as their pocket money, distributed in the following way:

6 x 10,- RC

10 x 5,- RC



Put the remaining money in the pool. You can improve the game by putting a bag of sweets in the pool as well. The instructions describe how they use. The most experienced player or a non-playing captain will look after the pool during the game. The role of the poolkeeper doesn't mean any advantage for the player. He/she keeps his/her property and money separately from the pool.

Start of the game:

Each player chooses one colourful piece to put on the START field. Pieces move according to the number of dots that appear on a thrown dice. The youngest player starts the game. The other players follow then clockwise.

Rules of the game:

The player whose turn is, throws the dice and moves his/her piece forward by as many fields as the number thrown. The pieces advance in the direction of the arrow printed in the START field. If a player throws 6 on the dice, he/she may throw again. Throws are summed up and the piece moves ahead by the total number of points thrown. As soon as the player has moved his/her piece, he/she has to carry out the task written in the field where the piece has landed. If a player lands on a field already occupied by another player's piece, he/she sends the previous piece to the START field. At the same time the player takes a token of his/her choice (either a headgear or a saddle) from the owner whose piece he sent back to START. If the opponent doesn't have any tokens, the player doesn't get anything. The player places the received token on his/her pony. If the player doesn't have any ponies, or has received a token that he/she cannot use, he/she puts the token into the pool. The player who has been sent to the START field cannot claim his/her pocket money.

DESCRIPTION OF THE INDIVIDUAL FIELDS:



START field

The game starts from this field. Direction of moves is shown by an arrow. Every time a player completes a lap and crosses this field again, he/she receives new pocket money in the amount of 30 RC.

What happens if you land on the following fields:



NEUTRAL field

Is marked with a star. If you land on this field, simply give the dice to the next player whose turn it is.



Field with a PONY'S NAME

There are 12 pony fields in six colours on the board.

The colours represent individual stables. Each stable always has two ponies of the same colour.

If you land on a pony field and the pony hasn't been bought by another player yet, you may buy it for 20 RC. Now the pony is yours. To remember which ponies you own, you receive a card of each bought pony from the pool and place it in front of you. At the same time you receive a perforated picture of your new pony from the pool. Stand this pony on its field in the board. That way everyone can see that the pony has been bought.

If any player ends up his/her move on a pony owned by someone else, he/she has to pay 5 RC to the owner. He/she can take a ride on the pony for this money. If the pony has got a headgear each visitor has to pay 10 RC. If the pony is equipped with both a headgear and a saddle, the visiting player has to pay 15 RC to the owner for the ride.



TRENER field

You take part in a training session. You have to pay 5 RC for the session.



TRANSPORT field

You need to transport your pony to races. You have to pay 10 RC for transportation.



VET field

A vet has to examine each pony regularly. Pay 10 RC for a vet's check-up.



BUS field

If you land on this field, the bus can take you to any field of the board, depending on your choice. If your piece goes through the START field during the bus ride, you don't get any pocket money. You get the pocket money only if you decide to place your piece directly on the START field.



ICE-CREAM field

You want to treat yourself and by doing so you miss one lap. You can take one sweet from the bag.



Field with a dice, „ODD OR EVEN“

If you land on this field, you can decide if you want to bet or not. If you decide not to bet, your turn has finished and the next player continues. If you decide to take risks, make a bet of 5 CR. Say aloud „Odd“ or „Even“ depending on what you think will be the number of points thrown on a dice, then throw the dice immediately. If you guessed the number correctly, you receive double the amount you bet, that is 10 CR, from the pool. If you didn't guess correctly the money RC you bet, goes to the pool.



CHANCE field

If you land on a field with a question mark (?), take the top card from the CHANCE card pile in the centre of the board and do what it says. Then return it to the bottom of the pile, with the question mark facing up.

MEANING OF THE INDIVIDUAL CARD SYMBOLS:



Birthday cake

you receive 5 RC from each player



Lottery ticket

you have won in a lottery, you receive 10 RC from the pool



Temporary job cleaning stables

you receive 5 RC from the pool for the work you have done



Christmas

your granny has sent you a Christmas gift, you receive 10 RC from the pool



Vet examination

you had to see the vet unexpectedly, pay 10 RC to the pool



Doctor

you have to see the doctor, miss one lap



Doing homework

you have to study for an exam, miss one lap

**Book**

you have bad results at school,
miss two laps

**Pony**

you took care of your pony very well, throw
the dice once more

**Bus**

the bus will take you to any field of the board,
depending on your choice

**Card with a number, such as +3 or -2**

you move by so many fields.

In case of a plus (+) you move
forward, if you have a minus (-)
you move backward.

**Tokens and their use**

There are 2 types of tokens in the game -
a saddle and a headgear. The goal of

the game is to give a saddle and a headgear to each of your ponies.

If you land on a field with a pony you have already bought, you can buy
some equipment for it. You need the headgear first. The price of a headgear
is 10 RC. Pay the amount to the pool and receive an appropriate token. Put it

on the field with the pony for which you have bought the headgear.

If the pony already has a headgear, you can buy the saddle now.

The price of a saddle is 10 RC, pay it to the pool and place

the appropriate token on your pony's field, next to the headgear token.

You receive more money each time if an opponent steps on
your pony's field if the pony has a headgear or both a headgear
and a saddle; see rules above.

End of the game:

The game ends when one of the players has two ponies, each equipped
with a headgear and a saddle. Such player is the winner of the game.

Further notes and variants of the game:

If you run out of money and you must pay a fee, you may sell
equipment or a pony. You sell it back to the pool and you get back
what you have paid for the pony or equipment from the pool.

If you have nothing to sell, you are out of the game.

More experienced players can buy and sell ponies and equipment
each other if they want. They can agree on any price.

If you have limited time for the game, it's a good idea to agree on
the duration of the game time beforehand. The game finishes when
the players count their property by calculating all their ponies, tokens
and money. Ponies and tokens are calculated at their purchase price.

The player who has accumulated the biggest amount of property is
the winner.

RULE VERSION FOR PLAYERS AGED 5 WITHOUT THE USE OF MONEY:

Goal of the game:

The goal of the game is to get two ponies from one
stable, or three ponies from various stables, and have at
least one pony equipped with a headgear and a saddle.

Preparation of the game:

This variant doesn't use money or chance cards so put
the money and the chance cards aside. Place
the playboard in the middle. Put the pony cards and
the equipment tokens in the pool. You can improve
the game by putting a bag of sweets in the pool as well.
How to use the sweets is described in the instructions.

Start of the game:

Each player chooses one colourful piece and puts it on
the START field. The pieces moves according to
the number of dots that appear on a thrown dice.
The oldest player starts the game. The other players
then play clockwise.

Only some of the fields are active in this version (see
the picture on the next page). All non-pony fields are
considered neutral; if someone lands there, nothing
special happens and next player has his/her turn.

Game rules:

The player whose turn it is throws the dice and moves
his/her piece by as many fields forward as thrown on
the dice. The pieces advance in the direction
of the arrow printed in the START field. As soon as
a player has moved his/her piece, he/she has to carry
out the task written in the field where it has landed.

If a player lands on a field already occupied by another
player's piece, he/she sends the opponent's piece to the
START field and at the same time can take any one of
the opponent's tokens (either a headgear or a saddle).
If the opponent doesn't have any tokens, the player
doesn't get anything.

The player places the received token on his/her pony.

If he/she doesn't have a pony, or received a token that
he/she cannot use, the player puts the token to the pool.



DESCRIPTION OF THE INDIVIDUAL FIELDS:

START



START field

The game starts from this field. Direction of moves is shown by an arrow.



NEUTRAL field

Is marked with a star. If you land on this field, next player starts his/her turn. All non-pony fields are also regarded as neutral (see the picture). These include the **Trainer, Vet, Transport** and **Chance** fields.



Field with a PONY'S NAME

The board includes 12 pony fields in six colours.

The colours represent individual stables. Each stable always has two ponies of the same colour.

If you land on a pony field and the pony hasn't been bought by any of your opponents, you can take it. Now the pony is yours.

To remember which ponies are yours you receive a card of your new pony from the pool and place it in front of you. Along with the card you also get a picture of the same pony from cardboard to stand on the appropriate field of the playboard. That way everyone knows that the pony is already taken.



BUS field

If you land on this field, the bus will take you to any pony of your choice for a visit.



Field with a DICE

If you land on this field, you can throw the dice once more.



ICE-CREAM field

You want to treat yourself and by doing so miss one lap. You can take one sweet from the bag.



Tokens and their use

There are 2 kinds of tokens in the game - a saddle and a headgear.

The goal of the game is to provide a pony with both parts of the equipment. If you land on a field with a pony that is already yours, you can take one token, either a headgear or a saddle depending on your choice, from the pool. Put the token on this field. You can put the other token on that pony next time you stop there.

Tokens may also be obtained by others players during the game, see "Rules of the Game".

End of the game:

The winner is the player who owns two ponies from one stable, or three ponies from different stables, and at least one of them has a saddle and a headgear.

Recommendation:

We suggest grape sugar sweets or fruit candy as suitable sweets.



HAVE A GREAT FUN AND ENJOY THE GAME!