

BETTING ON HORSES



Betting on horses
is designed for
2-6 players from
the age of 10 and up.

Welcome to the world of horses, races and bets.

Betting on horses has been selling well since 1984 and since that time over 2,000,000 copies have been sold.

This is one of the most popular board games.

The winner is the player who is able to make a good judgment of the situation, weigh in all the risks and invests adequately by allotted means.

You become a representative of a race team who by moving on the game board goes round auctions of race horses. You buy horses that are available as you see proper and interesting in order to get as many victories as possible later in the races. You can also buy or get services connected with the race sport and renting them out you can raise your profit.

Game components

- 1 game board
- 22 horse cards
- 14 "CHANCE" cards
- 14 "FINANCE" cards
- 4 "TRAINER" cards
- 1 "TRANSPORT" card
- 1 "STABLE" card
- Race money
 - 5 pieces in value 10,000 RC (race crowns)
 - 50 pieces in value 2,000 RC
 - 20 pieces in value 1,000 RC
 - 20 pieces in value 400 RC
 - 80 pieces in value 200 RC
 - 50 pieces in value 100 RC
 - 35 pieces in value 20 RC
- 72 yellow chips to mark the race
- 18 red chips to mark the MAIN race
- 6 figures in 6 colors
- 1 dice
- 1 plastic container for game accessories
- 1 rulebook

Game Set Up

Unfold the game board. Place two separate stacks "CHANCE" and "FINANCE" face down to the middle of the game board. Each player picks one figure and places it **onto the space marked "START"**. Before you start the game choose one player as a banker. This role does not influence the course of the game in any way and the banker participates in the game as all the other players. The banker uses the money and property of the bank separately from his/her own means. Each player gets from the bank 30,000 race crowns in these exact denominations:
1 x 10,000 RC; 6 x 2,000 RC; 4 x 1,000 RC;
3 x 400 RC; 10 x 200 RC; 7 x 100 RC; 5 x 20 RC.
In case you play in 6 the missing bank notes can be replaced by bank notes of different denominations.

Punch out carefully the chips from the frame and for now place in the plastic container.

The game is opened by the banker. The game then continues clockwise.

Game Rules

When it is your turn, roll the dice and advance your figure as indicated by the arrow as many spaces as the dice shows. If you roll 6, you roll once again. You add up both rolls and advance your figure in accordance with the result. Immediately after performing your move, you play the action that follows from the space where you finished your move. More than one figure can land on one space.

Example 1: You roll a dice and score 1, this means you advance one space from the start, that is you land on the horse "FANTOME". If this horse is available and you are interested in purchasing this horse you pay the required amount to the banker. The amount is stated as **purchase price** on the game board and on the horse card. After paying you get a horse card in the name of "FANTOME" from the banker. You place this card face up in front of you. If any other player steps on this space, you get the amount that is indicated on this space as **"Stable visit"**. Again, this amount is indicated both on the horse card and game board.

Example 2: You are on "START" space and you roll 2. You advance to "FINANCE" space. You draw the top card from the stack "FINANCE" and play the action as the card says. Then you put the card back to the bottom of the stack, face down.

Careful!

If you roll 6, you roll once again and move forward as many spaces as the sum of these two rolls. If you get 6 the second time, you move your figure immediately to the space "SUSPENSION".

MEANING OF INDIVIDUAL SPACES

"START" space

This is the starting space. After each finished round and stepping over this space, the player gets a grant from the bank amounting to 4,000 RC. The only exception is the instructions on cards "CHANCE".

Horse name spaces

Spaces of the same color represent one stable. The purchase price of a horse is indicated on the game board and the card you get when purchasing a horse from the bank or another owner. **The fee for visit to the stable** is paid to the owner of the horse by a player who steps on a space with a corresponding horse name. **The transport costs of a horse to the**

races are indicated on the horse owner's card and the owner pays these costs to the bank when buying the race. A horse can participate from 1 to 4 races at once. **The transport costs to the main race of the season** is also paid to the bank by the owner of the horse in accordance with the rate indicated on the card. You can buy the main race only if you have a horse in 4 races. You mark races on horse spaces with a yellow chip. The "MAIN RACE OF THE SEASON" is marked with a red chip. **When buying the main race of the season, you hand over the yellow chips that have marked the horse so far to the bank.**

The horse owner gets the profit from the races from a player who enters a horse marked in this way. The amount of payment depends on the number of races and rates indicated on the horse card.

"TRAINER" space

If you own one or more trainers license you get a reward in case your opponent lands on this space. The payments to your trainer for his services are elevated depending on the number of trainer's licences you own. Once your opponent enters a space you own marked "TRAINER", you get the following rates:

1 licence = 1,000 RC; 2 licences = 2,000 RC;
3 licences = 3,000 RC and if you own
4 licences, you get 4,000 RC.

"STABLES" and "TRANSPORT" spaces

The price for the card "STABLES" or "TRANSPORT" is indicated both on the card and the game board. The owner of such a card gets from the player who has stepped on this space 80 times the dice roll. If you own both these cards, you get 200 times the dice roll from the player who has stepped on either of these two spaces.

"CHANCE" and "FINANCE" space

If you land on one of these spaces, you draw the top card from the corresponding stack and follow the instructions on that card. After performing the action the card is put to the bottom of the stack. This does not apply to "CHANCE" card, which enables you to cancel the effects of suspension any time during the game, this is valid for single use only. The card is put back to the stack after it has been used.

"SUSPENSION" space

If you land on this space after using the card "CHANCE" or rolled twice in a row 6 cannot

participate in the races while suspension is in force. It means during suspension no one pays any fees for the races, only for a visit to the stables.

If you are suspended you roll a dice in your turn and remain on this space until you manage to roll 6.

At this moment your suspension is over and you roll a dice once again. It is this second roll that determines the number of spaces you advance.

If you roll 6 in the second and third roll again, you stay on the "SUSPENSION" space.

"CLINIC" space

On this space you pay the fee to the bank that is indicated on the game board. There are no other restrictions following from this space.

"PARKING" space

This is a neutral field. You do not pay any fees.

"DOPING SUSPICION" space

If you step on this space, you miss one roll.

TIPS

If during the game you find out of the rules too tough, you can agree to modify the rule you find difficult. For example in such a way you can relax the effect of "SUSPENSION" where instead of having to stay until you roll 6 you can stay only 2 rounds or roll a dice 3 times instead of only once.

You buy individual cards during the game.

You buy from the bank for the purchase price and from your opponents for an agreed price.

A card can be bought from the bank by a player who landed on a space that is not occupied by another player. You can acquire the following cards: horses, trainer's licence, services (stables + transport).

Horses are arranged in individual stables in different colors. If you buy a horse it is advisable to buy other horses from the same stable (color) since only after you have purchased all horses of one stable can you RACE.

RACE and advantages of a horse in the RACE

If you own all horses from one stable and you land on any space with a horse belonging to this complete stable you can buy from 1 – 4 yellow chips from the bank, according to your financial means.

These chips represent the **RACES**. The price for

entering the horse in the race is indicated on the card of each horse as "Transport costs to every new race". You pay this amount for every chip you buy.

***Example:** You pay three times the price of the indicated price for 3 yellow chips.*

You place the chips you have bought on a horse space you entered in the race. So it is beneficial to have as many complete stables as possible so that is possible to enter as many horses to the races as you can.

Profit from the race

If you land on a horse that participates in a race (a horse marked with a yellow chip), **you must immediately pay the PROFIT from the race to the owner.** The amount is indicated on the corresponding horse card as "Profit from the race".

***Example:** "NARCIUS" participating in 4 races brings 26,000 RC to his owner. Every player who lands on this space during the game has to pay this amount to the owner.*

THE MAIN RACE OF THE SEASON

If you end your turn on any of your horses that has already participated in 4 races, you can enter this horse in the "MAIN RACE OF THE SEASON". Careful, you cannot enter the horse in the main race of the season until the horse has entered all 4 races before. You pay the amount connected with transport costs to the main race of the season. For that you get a red chip from the bank. You place this chip on the horse for which the main race has been bought and put the 4 yellow chips back to the box.

Profit from the main race of the season

If you land on a horse that participates in the main race (a horse marked with a red chip), **you must immediately pay the PROFIT FROM THE MAIN RACE OF THE SEASON** to the owner of the horse. The amount is indicated on the corresponding horse card as "Profit from the main race of the season".

***Example:** "GRIFEL" participating in the main race of the season brings 21,000 RC to his owner. This amount will be paid to the owner by every player who stops on this space any time during the game.*

PURCHASE AND TRADE

At the beginning of the game you deal mainly with the bank for fixed prices. During the game, however, transactions like these can be also done among the players. This is only about the demand and offer. You can trade all acquired horse cards, trainers and services. You can even trade all your stables. The addressed player can refuse the deal, however, if he/she considers it uninteresting.

It is common that at the beginning of the game one stable is shared by more players. If you wish to enter a horse in the race, you must own the whole stable. So it is necessary to strike a deal with an opponent that has become the owner of the given horse and buy it from him/her. The details of the payment are up to you and your negotiating skills.

Negotiations between the bank or players come after a dice roll and advancing an adequate number of spaces. Other players wait and continue after a deal has been made.

Careful!

Since it is possible to enter a horse in a race only after you own the whole stable (ie. one color) it can never happen while manipulating cards that **different** owners of one stable own horses **participating in a race**.

BETTING ON opponents' horses

You can lower the risk coming from your opponent's horses participating in races or in the main race of the season. If you occupy a space from which in your turn you could land on a horse participating in a race, you can bet on this horse.

How to bet

Before you roll the dice place any amount of money on one or more horses of your opponent. This is, however, possible only with such spaces that are marked with **at least 3 races or the main race**. The bets are valid only for one roll so you can bet only in the scope of one dice roll. In case after this bet you do stop on such a space the owner pays you **10 times more than you have bet**. If you do not stop on such a space the owner keeps the money you have bet. **Only those players that own at least 3 races are allowed to take part in betting**. All players must settle all their obligations immediately after their roll. Even if you have bet on a horse and won, you must pay the owner of the horse the profit from the number of races the horse participates in. If you do not have enough financial means to settle

your financial obligations, you are obliged to sell a part of your property to be able to pay.

Careful!

Every owner of a horse or services is obliged to make claims himself/herself towards the other players or bank. In case this is not done, their claims are voided. It is a rule of the game that players **do not draw attention to this neglect**. At the beginning of the game you can agree that if this rule should be broken, a player will pay a fine to the bank. This fine will amount to whatever the players agree on.

SALE of services and trainers licence

Services and trainers licence can be sold either to the bank for purchase price or to other players for agreed price.

SALE of horses and races

Sale of horses and races follows these rules:

1. If you own the whole stable with at least **one occupied race** you can sell to one opponent only the whole stable for any price you wish. **So you can sell the whole stable with races only to one player**. It is not possible to sell only a part of the stable if it is occupied with a race.
2. You give back any number of races to the bank and get back **half the purchase price** for these races.
3. You can sell horse cards to more players for an agreed price or **to the bank for the original price**.

You decide yourself which of these options or their combinations you will go for.

The game is over if you run out of means to settle your debts. If you finish the game with a debt even after selling off all your property, it is **the bank that finishes the settlement** and the player is eliminated.

GAME END and determining the winner

Winner is the player who is the last in the game. It is possible to agree on a time limit as well. Then the winner is the player who is able to gather the biggest fortune during the allotted time. The property is determined by adding the sum of money and purchase prices of individual cards and races.

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