Hold Your Horses™

Game

Rules of Play

Game Components:
(1) Folding game board
(1) Deck of playing cards
(2) Game dice
(11) Race horse discs
(60) Betting tokens
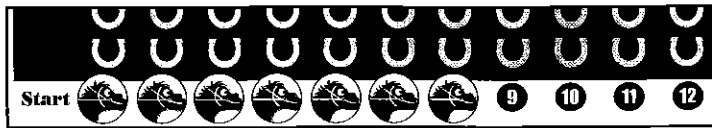
Race Horse Discs   *Betting Tokens*

PLAYERS **2+**   AGES **8+**

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Objective: To be the player with the most "Betting Tokens" scored after 5 "Races".

Game Set Up:
- Unfold the game board and place in the center of the group.
- Place one each of the 11 "Race Horse Discs" on numbers 2-12 at the bottom of the game board where indicated. (see below)

- Divide the "Betting Tokens" evenly among all players. It is OK to add coins should more tokens be required for a larger group of players.
- Remove the Aces, Kings and Jokers from the deck of cards (they will not be needed) and deal the remaining cards to all players. It does not matter if some players have more cards than others. Note that the Jack refers to horse number "11" and the Queen refers to horse number "12".

Starting the Game:

- Before the race begins, 4 horses need to be eliminated (scratched) from the race. The youngest player is the first to roll, and whatever number is rolled, that horse is taken from its numbered space at the bottom of the board and moved onto any one of the 4 "Scratch" spaces at the left side of the board.

Scratch Spaces

- Then, all players holding cards in their hand matching the number rolled put one "Betting Token" into the pot for each card in their hand that matches the number rolled.
- All players then discard that numbered card(s) from their hand into a separate discard pile.
- The dice then pass to the left, with that roll determining which horse is next "scratched". If that player rolls the number of a horse that has *already* been scratched, that player continues to roll until they roll a horse number not yet scratched.
- Please note that after the 4 scratched horses are identified, then no further discards occur for the rest of the game.

Example:
- **The number "5" is rolled by the youngest player.**
- **The Race Horse disc covering "5" at the bottom of the game board is moved into the "Scratch" area.**
- **Every player holding a "5" in their hand puts a corresponding number of "Betting Tokens" into the pot, and discards the "5's" from their hand into a separate discard pile. Therefore, if a player holds two-5's in their hand, they put 2 Betting Tokens into the pot.**

Playing the Game:
- After 4 horses are "scratched", the dice return to the youngest player who rolls. If a number is rolled that matches a horse already "scratched", then that player contributes one "Betting Token" into the pot.
- If any other number is rolled, the corresponding "Race Horse" is advanced one space along the board toward the Finish Line and no tokens are placed in the pot by any player. Play then passes to the left.

- Once a horse crosses the "Finish Line" and lands in the Box marked ($), the Race is over! Players holding cards in their hand that match the number of the winning horse, split the pot according to the number of cards they hold that match the winning horse number. If the amount does not divide evenly, the remainder stays in the pot for the next round.

Example:

- Horse "7" crosses the Finish Line ($) first and at that time there are 22 "Betting Tokens" in the pot.

- Lois and Sherre are each holding a single "7" in their hand, earning each of them 25% of the pot. Greg holds two "7" cards, earning him 50% of the pot. Max has none.

- Lois and Sherre each receive 5 "Betting Tokens", Greg receives 10 and the remaining 2 tokens stay in the pot for the next race.

- The # of "Tokens" won by each player during that Race are recorded on a separate sheet of paper as shown below.

Player	Race 1	Race 2	Race 3	Race 4	Race 5	TOTAL
Greg	10					
Lois	5					
Max	0					
Sherre	5					

Scoring Grid

At the end of each race, and prior to the start of the next race, all game tokens are again evenly divided among all players.

Winning the Game:

The game is played as described above over 5 races. The player with the highest score after 5 races is the winner of the game!

Note: The reason horses have different "Finish Lines" is based upon the probability of that number being rolled with 2 dice.

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