

Race Your Bets

Be the first player to reach the checkered flag by betting on which horse will get there first.

Equipment:

- Printed Board
- Two Standard (D6) Dice - different colours
 - Decide which is 'A' and 'B'.
- Coloured counters - 1 colour per player, 10 counters each colour
- Six Horse Counters - can be identical

Setup:

Place a Horse Counter on the Horse logo at the start of each track.

The tracks are numbered 1 to 6.

Each player places one of their coloured counters at the start of the Score Track.

Randomly choose a player to go first.

Playing the Game:

Players take turns clockwise to either.

1. Bet on a Horse

- Place a counter in the closest empty space to the finish of that horse's track.

- You may not place a counter on or behind the horse.

2. Pass

- Score 1 point and move your marker 1 space along the track.
- You may not cross the finish line by doing this.

3. Cheer a Horse

- Declare which horse you are cheering for.

Note: If a player rolls before doing one of the actions, they pass.

And then roll both dice and move the horse shown by each dice 1 space forward.

Move dice 'A' before dice 'B'.

If the player cheered a horse, and that horse was not already rolled this turn, then move it next.

When the Horses Cross the Line:

When the first and second horses cross the line, the players with the most counters on that track receive a certain number of points, and move their marker along the score track.

The number of points is shown by the medals at the end of the track. Gold for first, and silver for second.

If more than 1 player has equally the most counters, those players all receive the points. But for each player they share the prize with, they receive 1 fewer points.

eg. If three players share 9 points, they each receive 7

After the second horse has been scored, that race is over: Reset all of the horses and remove all Bet counters, leaving the Score Counters in place.

Play continues clockwise.

Ending the Game:

As soon as any player's score counter reaches the Finish Line, they win the game.

- If two players cross the line at the same time, then the player who crossed by most, wins the game.

- If they cross by the same amount, then they Tie for the win.

- The points for the winning horse happen before the points for the second horse.