

BIG STAKES RACING



RULES

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GAME CONTENTS

62 HORSE CARDS. Horse Cards are distributed by color code in eight tiers, black (2) as the highest, followed by blue (8), green (8), yellow (8), red (9), orange (9), maroon (9), purple (9).

THREE DICE. Red, White, Blue (always read in that order).

HORSES. 80 Tokens.

JOCKEY / WHIP TOKENS. 41 Tokens distributed as follows: 7 (3), 8 (4), 9 (7), 10 (8), 11 (9), 12 (10).

RACE TRACK. Each furlong / 200 meters is represented by 12 spaces.

16 RACE CARDS. Race lengths from 5 furlongs to 1 ½ miles (12 furlongs) on dirt / turf with varying purses.

THE HORSE CARDS

Horses are rated for both their inherent **RUNNING ABILITY (RED ROW)** and **HEART (WHITE ROW)**. Each horse falls into a tier in overall rating from the lowest (**PURPLE**), to the highest (**BLACK**) as ranked based on its overall, inherent class over 12 furlongs on dirt. Each horse is rated and modeled to run like their real-world, historical equivalents.

RUNNING ABILITY (RED ROW) reflects the horse's normal, inherent ability without applying dice rolls or bonus spaces.

HEART (WHITE ROW), is only applied when "lucky" dice are rolled (adding the RED and WHITE dice together). Horses with better hearts will have more lucky rolls. Some horses have two heart ratings in a given round.

READING A HORSE CARD

Row 1: Name; Overall Running Ability (100 being highest)

Row 2: Sex; Color; Birth Year; State; Dirt Heart

Row 3: Starts; Win; Place; Show; Earnings; Turf+ Heart

Row 4: A trophy appears in a column if the horse won any of the following specific races: (1) Kentucky Derby; (2) Preakness Stakes; (3) Belmont Stakes; (4) Breeder's Cup (Open)(Any); (5) Kentucky Oaks; (6) Black Eyed Susan; (7) Acorn / Alabama Stakes; (8) Mother Goose Stakes; (9) Coaching Club American Oaks; (10) Breeder's Cup (Fillies and/or Mares) (Any); (11) Japan TC; (12) Japan Cup

Row 5: Round / furlong from 1 to 12+ (+ representing rounds 12+)

Row 6: Horse **RUNNING ABILITY**, for furlongs 1-11+.

Row 7: Horse **HEART**, for furlongs 1-11+.

Rows 9-12: Left: Trophies won by age; Right: Pedigree

Right Column: Total Horse Ability for specific distances read from top to bottom: 10f, 8f, 6f, 5f

SECRETARIAT [BEL]

H Ch 1970 VA
21 16 3 1 | \$ 1,316,808

100
2.5
0.0

1	2	3	4	5	6	7	8	9	10	11	+
8	9	9	9	9	8	8	8	8	8	8	8
7	7	7	7	7	7	7	7	7	7	7	7

2: *****
3: *****

1973: Won Triple Crown
World Record: 1 1/2 M (D) 2:24

NASRULLAH (GB)
BOLD RULER
SOMETHINGROYAL
MISS DISCO
PRINCEQUILLO (IRE)
IMPERATRICE

84
68
52
44



JOCKEY / WHIP TOKENS (OPTIONAL)

Jockey / Whip Tokens are used in multiple ways but are always optional as the horses are modeled to run correctly without them. Playing with Jockey / Whip Tokens adds an element of fun and luck, as it gives the opportunity to roll more bonuses.

Jockey / Whip Tokens are designed to provide bonus spaces to a horse's run during a race similar to the horse's **HEART**. If the Token Number is rolled (WHITE and BLUE dice combined), one space is gained.

Jockey / Whip Tokens are also used when a horse moves less than its full number of spaces, whether by choice or because of traffic. For each space "lost", a player gains three tokens that can be used in future rounds as one time use "whips".

Jockey / Whip Tokens can also be used to handicap races by using multiple tokens for a single horse. See the heart table in Appendix B for more detail (6F LB / 12F LB handicap calculations).



BASIC GAME

PRE-RACE

1. RACE PROGRAM. The players decide whether to follow a fixed race program or select a race program that is randomized. Races are not coded to horse sex but players are free to run such races, or any they want.

- The **DEFAULT** Big Stakes race program consists of five races run in the following order:

Race 1 – One Mile. Stakes. \$16 million purse.

Race 2 – 6 Furlongs. Stakes. \$12 million purse.

Race 3 – 1 ¼ Miles. Stakes. \$20 million purse.

Race 4 – 5 Furlongs. Stakes. \$10 million purse.

Race 5 – 1 ½ Miles. Stakes. \$24 million purse.

Fixed Race Program – Total Purses = \$82 million.

- **RANDOMIZED Race Program.** The RACE CARDS are either shuffled or selected from the deck. The five selected races are then run in the order selected, or by agreement, in a different order.

2. The HORSE CARDS are shuffled. Each player is dealt or selects seven cards from the shuffled deck, discarding two or trading them with others before play begins. In nine or ten player games, each player is dealt six cards, discarding or trading one. The five remaining horses are each player / owner's STABLE for the race program. One horse runs in each race. In charity type events, horses can be auctioned.

3. After the horses are selected, each player selects one of his five horses to run in the first race, placing the card face down on the table. Once all stables have selected a horse for the race, the cards are turned over and the race field announced.

4. JOCKEY (OPTIONAL). Before each race, the Jockey Tokens are mixed in a bag, and each owner randomly selects one Jockey Token for each horse he has in the race. The Token provides a bonus in any round it is rolled. After the race, tokens are returned to the bag and re-mixed for the next race.



RUNNING A RACE

POST POSITION

The **POST POSITION** is decided by shuffling the horses for the selected race face down. Each horse is then selected one-by-one, with the horse's owner picking the post position for their horse. Any available post position can be selected by a player. Players are not required to select the post position closest to the rail. Once all horses are placed behind the starting line, the race is ready to be run.

If the dual track (dirt / turf) is being used, then the first five horse line up first in lanes 1-5. After they have moved from the starting gate, the next five horses are loaded in the gate (post position 6 in lane 1, pp 7 in lane 2, pp 8 in lane 3, pp 9 in lane 4, pp 10 in lane 5, etc.). Those horses then move from the gate.

START OF THE RACE

THE STARTING GATE

HORSE MOVEMENT ORDER

The order that the horses run in the first round / furlong is run is determined as follows:

1. The first five **POST POSITION** horses move first. The horse with the highest **RUNNING ABILITY / RED ROW** number on its card in the first furlong / round 1 moves first. After the first five horses move from the gate, the same rules are applied for all remaining horses.
2. If there is a tie, i.e. two or more horses have the same red number for the first round, the horse with the inner rail moves first.
3. Each player throws the dice for their horse(s) in the order that they move in the round, reading the dice in the order: **RED, WHITE, BLUE**, and then moving the horse.

HORSE MOVEMENT

Each Horse card is checked, in the following sequence:

1. **RED DICE + RED ROW.** Add the **RED** dice roll to **RED ROW NUMBER** for the relevant round from the horse card. **RED + RED =** Maximum horse movement unless a bonus space is rolled.
2. **RED DICE + WHITE DICE.** Add the **RED** and **WHITE** dice together. If the number equals the **WHITE ROW NUMBER** on the card for the round (**HEART**), the horse gains **ONE** bonus space to its maximum movement. If a horse has an exponent next to its lucky number, on a turf or wet track it gains the number of spaces noted (2 or 3), not the ordinary 1 space. If the horse has a - next to its lucky number, then on turf / wet surface, there is no bonus if the lucky number is rolled.
3. **TRIPLE DICE.** If a player rolls triples 1-1-1, 2-2-2, 3-3-3, 4-4-4, 5-5-5, 6-6-6, one space is gained.
4. **BLUE DICE + WHITE DICE (optional).** If a Jockeys are being used, add the **WHITE** and **BLUE** dice together, and if they match the Jockey lucky number, one bonus space to movement is gained. If a "Whip" Token is used and the number matches, one bonus space is gained. The maximum Jockey / Whip bonus in a round is 2 spaces - one for the Jockey, one for the whip.



HORSE MOVEMENT

The owner then moves his horse up to the maximum spaces he has rolled.

MOVEMENT follows these basic rules:

1. A horse must move straight in the first space it moves in a round.
2. After the first space it moves, a horse can move diagonally (change lanes) in subsequent spaces.
3. A horse can move diagonal / change lanes a **maximum of three lanes** in any round. As part of a three-lane change, a horse can move in and out of a lane.
4. A horse cannot stop directly in front of another horse. At least one space must be left in front of a horse when stopping in the same lane in front of another horse.
5. A horse cannot move diagonally / cut in front of another horse. At least one space must be left open in front of another horse when moving diagonally.
6. Horses cannot diagonally move in and out of spaces marked in the corners with the white borders.
7. A horse is not required to move all spaces rolled in the round. A player can choose to move his horse fewer spaces than the maximum. For each space less than the maximum moved, the player obtains three random Jockey Tokens that can be used as "Jockey Whips" in later rounds.
8. Multiple "Jockey Whips" can be used in the same round, but they must be different numbers. A Jockey lucky number and a Whip lucky number can stack for a double bonus (2 spaces gained).

INQUIRIES

The next player then rolls and moves his horse as above if there are no INQUIRY challenges lodged.

Any player can use an INQUIRY to challenge horse movement in a round. If an inquiry is lodged, then the horse movement is checked a second time to determine if the player moved their horse:

1. too many spaces and/or lanes;
2. made a restricted lane change in a corner;
3. cut diagonally in front of another horse without leaving an empty space;
4. stopped in front of another horse without leaving a space. If any rules were violated, the player that lost the inquiry must return his horse to the original spot, and re-do the round complying with the rules.

Note: If a player loses two inquiries in a single race because he improperly moved his horse, his horse is then disqualified.

Note 2: To prevent misuse of inquiries, if a player losses two inquiry challenges lodged against others in any given race, all the horses that player is running in the race are disqualified.

SECOND FURLONG / ROUND AND BEYOND

After all the horses are successfully out of the starting gate and positioned on the track, the next round of the race is ready to be run. All rules remain the same. The only difference is determining what order the horses roll in and using the relevant numbers on the horse card.

The order of horse movement is determined as follows:

1. The horse in the lead / that has moved the greatest number of spaces on the track goes first;
2. If two or more horses have moved equally as far on the track, the horse on the inner rail moves first.

Play then continues, with each player rolling the dice and moving their horses, with the lead horse moving first each round.



THE FINISH

Players roll the dice round-by-round until one or more horses pass the finish line.

The order of finish is determined as follows:

1. the horse that has moved the most spaces past the finish line in the earliest round places first.
2. Simply because a horse passes first in a round does not make it the winner, all other horses must complete the round.
3. **PHOTO FINISH.** if there is a tie with two (or more) horses reaching the same number of spaces past the finish line in the same round, a PHOTO FINISH occurs.

The horse that moved the greatest number of spaces on the final round when crossing the finish line is the winner by a nose.

4. **DEAD HEAT.** If two horses tie both in terms of the number of spaces past the finish line, and the number of spaces moved in the final round, then the race is deemed a dead heat.

5. If one (or more horses) finish a round, but others remain on the track having not passed the finish line yet, the other players roll their dice, round-by-round until their horses pass the finish line.

POST RACE

Purse money is distributed / recorded on a piece of paper according to the order of finish as set forth on each race card.

OPTIONAL: Players calculate finishing times and length of victory from APPENDIX A based on finishing position and the round that the horses finished.

WINNER

The winning player / stable is the player that won the most prize money in the five-race meet.

OPTIONAL

CALCULATING HORSE TIMES / LENGTHS OF VICTORY

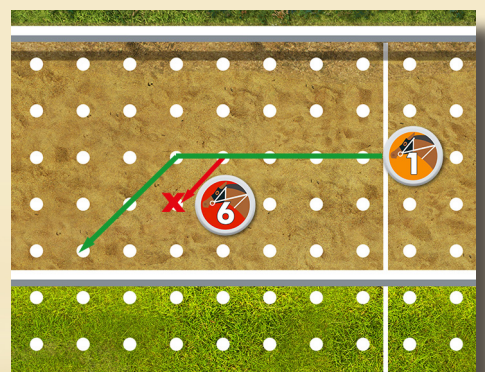
APPENDIX A provides calculated horse times. Although determining length of victory and timing races is optional, the horses in the game have all been rated to reproduce results similar to real horse racing.

MOVEMENT EXAMPLES

BASIC MOVEMENT EXAMPLE

EXAMPLE 1. A horse's first space move must be straight, but any subsequent move can be diagonal while not cutting immediately in front of another horse.

EXAMPLE 1



MOVEMENT EXAMPLES

STARTING GATE MOVEMENT EXAMPLES

EXAMPLE 2. The start is decided based on **RUNNING ABILITY** and **POST POSITION**. Here, Horse 5 moves first as it has a 10 for its running strength. Horse 5 is then followed by Horse 1 and then Horse 4. Although Horse 1 and 4 are tied for **RUNNING ABILITY** (9 each), Horse 1 has the inner rail and moves second. Horse 2 moves 4th, followed by Horse 3, as they both have 8 **RUNNING ABILITY**.

EXAMPLE 3. Horses 6-10 are loaded into the starting gate after Horses 1-5 have left the gate. Here, Horse 6 moves first (highest **RUNNING ABILITY**), followed by Horse 10. They are followed by Horse 8, then Horse 9. Finally, Horse 7 moves last, as he has the lowest **RUNNING ABILITY**.

SPECIAL CORNER MOVEMENT EXAMPLES

Certain spaces in the corners are marked with white borders. **Horses cannot cross over (move in or out) of the white lines.**

Movement in and out of these spaces is limited to force horses in outer lanes to take additional spaces, causing their horse to lose time/ground while eliminating artificial bobbing and weaving in attempts to avoid the “double” penalty spaces. The track is designed such that a horse racing on the rail has the advantage.

Examples below illustrate the movement restriction in these special spaces.

EXAMPLE 4. Here, the horse moves seven spaces, changing one lane. In this example, the player avoids the restricted spaces, by switching lanes before entering them.

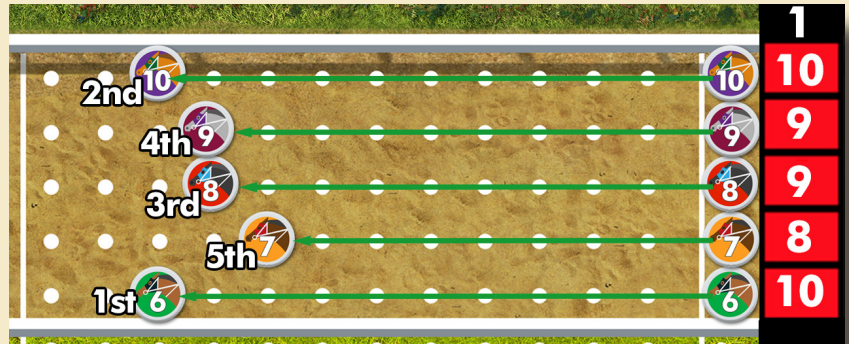
EXAMPLE 5. Unlike Example 3, here the player cannot switch lanes, as another horse blocks the inside and is forced to enter the special restricted four space white bordered “chute” as moving to the outside poses no benefit.

Once the horse enters the white bordered “chute”, it must remain inside and cannot change lanes until after the white lines end, when the horse can again move normally, including diagonally out of the white bordered chute.

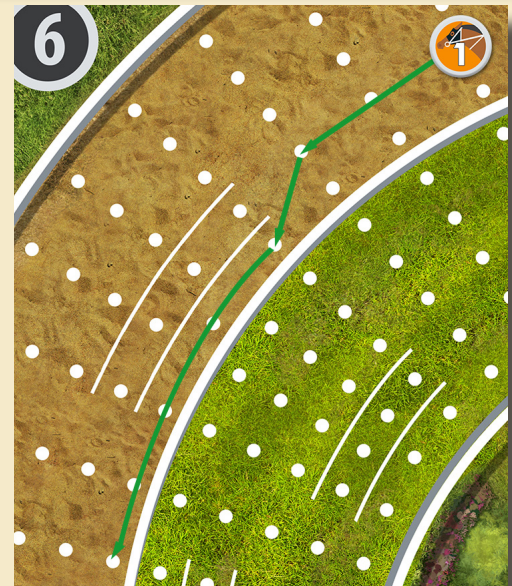
EXAMPLE 2



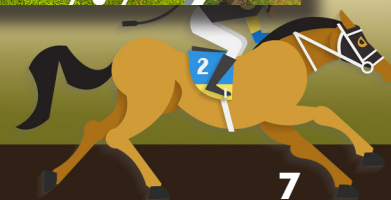
EXAMPLE 3



EXAMPLE 4



EXAMPLE 5



BREEDING

To breed a horse, print a blank horse card from the company website and take the following steps:

RANDOM: the player separates the Horse cards into Colts / Horses and Fillies / Mares. The player then shuffles the deck, places the decks face down and randomly selects a Sire from the male horse stack and a Dam horse from the female deck.

MATCHED: the player selects a Sire and Dam of their choice to breed a horse.

RUNNING ABILITY / HEART

1. The player rolls the three dice, consulting the Sire and Dam cards. This process is repeated a total of eight times, four times for the RUNNING ABILITY, and four times for HEART.

- A roll of 4-6 on a dice roll results in the Running Ability and/or Heart being selected from the Sire card.
- A roll of 1-3 on a dice results in selection of the ability from the Dam card.

2. Reading the dice red-white-blue, a roll of the three die determines three stats, beginning with the Red numbers / Running Ability in Rounds 1-3. This process is repeated for Rounds 4-6, 7-9, 10-12. The number from the Sire or Dam card is recorded for each round.

3. Once the horse's running ability is determined for all 12 rounds, the process is then followed four more times to determine the horse's Heart rating.

4. Overall ratings for 5 furlongs, 6 furlongs, one mile, 1 ¼ miles and 1 ½ miles can be calculated by simply adding the horse's Running Abilities together for the appropriate distance. The horse's top right corner number is its overall class adding all 12 columns.

5. The Heart rating can be calculated by adding together the individual probabilities for each heart rating. (APPENDIX B)

6. Once the Running Ability and Heart have been determined, the Red and White dice are rolled one last time to determine Sex and Color. **4-6 = sire / sire color | 1-3 = dam / dam color**

7. If a horse' Running Ability exceeds 100, then the breeder must "trim" the horse's rating to 100. The breeder is permitted to trim one or multiple numbers to reduce the Running Ability to 100 at the breeder's choice.

8. The horse is then ready to be named and run!

OPTIONAL PACE RULE

In races of 1 1/4 miles or less, a horse with total Running Ability of more than 15 on its card for the final two furlongs can adjust its pace by shifting all Running Ability points above 15 to any earlier round in the race. In the example of Secretariat who has 16 Running Ability total for his final two rounds, he can shift 1 point to any round in races of 1 1/4 or less. A horse with a 17 Running Ability would be able to shift 2 points, etc.

OPTIONAL TRACK CONDITIONS

Roll the Red and White dice before the meet begins. If the total is 2-3, the track is slow / yielding. If the total is 11-12 it is fast / firm. If the track is slow, reduce every horse's first round roll by one. If it is fast, increase every horse's first round roll by one.



APPENDIX A - HORSE TIME CHART

D	RD	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
2	2	0:23.8	0:23.4	0:23.2	0:23.0	0:22.8	0:22.4	0:22.0	0:21.6	0:21.4	0:21.2	0:20.8	0:20.4	0:20.2	0:20.0	0:19.8	0:19.6	0:19.4	0:19.2
3	3	0:35.8	0:35.4	0:35.2	0:35.0	0:34.8	0:34.4	0:34.0	0:33.6	0:33.4	0:33.2	0:32.8	0:32.4	0:32.2	0:32.0	0:31.8	0:31.6	0:31.4	0:31.2
4	3	0:43.1	0:43.0	0:42.9	0:42.8	0:42.7	0:42.6	0:42.5	0:42.4	0:42.3	0:42.2	0:42.1	0:42.0	0:41.9	0:41.8	0:41.7	0:41.6	0:41.5	0:41.4
4	4	0:47.8	0:47.4	0:47.2	0:47.0	0:46.8	0:46.4	0:46.0	0:45.6	0:45.4	0:45.2	0:44.8	0:44.4	0:44.2	0:44.0	0:43.8	0:43.6	0:43.4	0:43.2
4	5	0:52.0	0:51.6	0:51.2	0:50.8	0:50.4	0:50.0	0:49.6	0:49.4	0:49.0	0:48.6	0:48.4	0:48.2	0:48.1	0:48.1	0:48.1	0:48.0	0:48.0	0:48.0
5	4	0:55.1	0:55.0	0:54.9	0:54.8	0:54.7	0:54.6	0:54.5	0:54.4	0:54.3	0:54.2	0:54.1	0:54.0	0:53.9	0:53.8	0:53.7	0:53.6	0:53.5	0:53.4
5	5	0:59.8	0:59.4	0:59.2	0:59.0	0:58.8	0:58.4	0:58.0	0:57.6	0:57.4	0:57.2	0:56.8	0:56.4	0:56.2	0:56.0	0:55.8	0:55.6	0:55.4	0:55.2
5	6	1:04.0	1:03.6	1:03.2	1:02.8	1:02.4	1:02.0	1:01.6	1:01.4	1:01.0	1:00.6	1:00.4	1:00.2	1:00.1	1:00.1	1:00.1	1:00.0	1:00.0	1:00.0
6	5	1:07.1	1:07.0	1:06.9	1:06.8	1:06.7	1:06.6	1:06.5	1:06.4	1:06.3	1:06.2	1:06.1	1:06.0	1:05.9	1:05.8	1:05.7	1:05.6	1:05.5	1:05.4
6	6	1:11.8	1:11.4	1:11.2	1:11.0	1:10.8	1:10.4	1:10.0	1:09.6	1:09.4	1:09.2	1:08.8	1:08.4	1:08.2	1:08.0	1:07.8	1:07.6	1:07.4	1:07.2
6	7	1:16.0	1:15.6	1:15.2	1:14.8	1:14.4	1:14.0	1:13.6	1:13.4	1:13.0	1:12.8	1:12.4	1:12.2	1:12.1	1:12.1	1:12.1	1:12.0	1:12.0	1:12.0
7	6	1:19.1	1:19.0	1:18.9	1:18.8	1:18.7	1:18.6	1:18.5	1:18.4	1:18.3	1:18.2	1:18.1	1:18.0	1:17.9	1:17.8	1:17.7	1:17.6	1:17.5	1:17.4
7	7	1:23.8	1:23.4	1:23.2	1:23.0	1:22.8	1:22.4	1:22.0	1:21.6	1:21.4	1:21.2	1:20.8	1:20.4	1:20.2	1:20.0	1:19.8	1:19.6	1:19.4	1:19.2
7	8	1:28.0	1:27.6	1:27.2	1:26.8	1:26.4	1:26.0	1:25.6	1:25.4	1:25.0	1:24.8	1:24.4	1:24.2	1:24.1	1:24.1	1:24.1	1:24.0	1:24.0	1:24.0
8	7	1:31.1	1:31.0	1:30.9	1:30.8	1:30.7	1:30.6	1:30.5	1:30.4	1:30.3	1:30.2	1:30.1	1:30.0	1:29.9	1:29.8	1:29.7	1:29.6	1:29.5	1:29.4
8	8	1:35.8	1:35.4	1:35.2	1:35.0	1:34.8	1:34.4	1:34.0	1:33.6	1:33.4	1:33.2	1:32.8	1:32.4	1:32.2	1:32.0	1:31.8	1:31.6	1:31.4	1:31.2
8	9	1:40.2	1:39.8	1:39.4	1:39.0	1:38.6	1:38.2	1:37.8	1:37.4	1:37.0	1:36.8	1:36.6	1:36.4	1:36.2	1:36.2	1:36.1	1:36.1	1:36.0	1:36.0
8	10	1:45.2	1:44.8	1:44.4	1:44.0	1:43.6	1:43.2	1:42.8	1:42.4	1:42.0	1:41.6	1:41.2	1:40.8	1:40.6	1:40.6	1:40.5	1:40.5	1:40.4	1:40.4
9	8	1:44.3	1:44.2	1:44.1	1:44.0	1:43.9	1:43.8	1:43.7	1:43.6	1:43.5	1:43.4	1:43.2	1:43.2	1:43.0	1:29.9	1:42.8	1:42.7	1:42.6	1:42.5
9	9	1:47.8	1:47.6	1:47.4	1:47.2	1:47.0	1:46.8	1:46.6	1:46.4	1:46.2	1:46.0	1:45.8	1:45.6	1:45.4	1:45.2	1:45.0	1:44.8	1:44.6	1:44.4
9	10	1:52.2	1:51.8	1:51.4	1:51.0	1:50.6	1:50.2	1:49.8	1:49.4	1:49.0	1:48.8	1:48.6	1:48.4	1:48.2	1:48.2	1:48.1	1:48.1	1:48.0	1:48.0
9	11	1:57.2	1:56.8	1:56.4	1:56.0	1:55.6	1:55.2	1:54.8	1:54.4	1:54.0	1:53.6	1:53.2	1:52.8	1:52.6	1:52.6	1:52.5	1:52.5	1:52.4	1:52.4
10	9	1:58.1	1:58.0	1:57.9	1:57.8	1:57.7	1:57.6	1:57.5	1:57.4	1:57.3	1:57.2	1:57.1	1:57.0	1:56.9	1:56.8	1:56.7	1:56.6	1:56.5	1:56.4
10	10	1:59.9	1:59.8	1:59.7	1:59.6	1:59.5	1:59.4	1:59.3	1:59.2	1:59.1	1:59.0	1:58.9	1:58.8	1:58.7	1:58.6	1:58.5	1:58.4	1:58.3	1:58.2
10	11	2:04.2	2:03.8	2:03.4	2:03.0	2:02.6	2:02.2	2:01.8	2:01.4	2:01.0	2:00.8	2:00.6	2:00.4	2:00.2	2:00.2	2:00.1	2:00.1	2:00.0	2:00.0
10	12	2:09.2	2:08.8	2:08.4	2:08.0	2:07.6	2:07.2	2:06.8	2:06.4	2:06.0	2:05.6	2:05.2	2:04.8	2:04.6	2:04.6	2:04.5	2:04.5	2:04.4	2:04.4
11	10	2:10.1	2:10.0	2:09.9	2:09.8	2:09.7	2:09.6	2:09.5	2:09.4	2:09.3	2:09.2	2:09.1	2:09.0	2:08.9	2:08.8	2:08.7	2:08.6	2:08.5	2:08.4
11	11	2:11.9	2:11.8	2:11.7	2:11.6	2:11.5	2:11.4	2:11.3	2:11.2	2:11.1	2:11.0	2:10.9	2:10.8	2:10.7	2:10.6	2:10.5	2:10.4	2:10.3	2:10.2
11	12	2:16.2	2:15.8	2:15.4	2:15.0	2:14.6	2:14.2	2:13.8	2:13.4	2:13.0	2:12.8	2:12.6	2:12.4	2:12.2	2:12.2	2:12.1	2:12.1	2:12.0	2:12.0
11	13	2:21.0	2:20.6	2:20.2	2:19.8	2:19.4	2:19.0	2:18.6	2:18.2	2:17.8	2:17.4	2:17.0	2:16.6	2:16.5	2:16.5	2:16.4	2:16.4	2:16.3	2:16.3
12	11	2:23.1	2:23.0	2:22.9	2:22.8	2:22.7	2:22.6	2:22.5	2:22.4	2:22.3	2:22.2	2:22.1	2:22.0	2:21.9	2:21.8	2:21.7	2:21.6	2:21.5	2:21.4
12	12	2:24.9	2:24.8	2:24.7	2:24.6	2:24.5	2:24.4	2:24.3	2:24.2	2:24.1	2:24.0	2:23.9	2:23.8	2:23.7	2:23.6	2:23.5	2:23.4	2:23.3	2:23.2
12	13	2:29.0	2:28.6	2:28.2	2:27.8	2:27.4	2:27.0	2:26.6	2:26.4	2:26.2	2:26.0	2:25.8	2:25.6	2:25.5	2:25.4	2:25.3	2:25.2	2:25.1	2:25.0



APPENDIX B - HEART PROBABILITIES

Heart probabilities can be used to handicap races by adding multiple Jockey / Whip Tokens to horses.

For example, if a player wanted to provide a horse with a 10 lb weight advantage in a 6f race, consulting the chart shows that Jockey Tokens 8, 9 and 10 should be collectively used.

Another example is providing a 10 lb weight advantage in a 12f race. Consulting the chart demonstrates multiple choices to achieve the same result -- from a sole 7 token, to a combination of 10, 11 and 12.

DIE	COMB	PROB	1	5	6	8	10	12	6F LB	12F LB
7 8 9 10 11 12	21	58.33%	0.58	2.92	3.50	4.67	5.83	7.00	17.5	35.0
7 8 9 10 11	20	55.56%	0.56	2.78	3.33	4.44	5.56	6.67	16.7	33.3
7 8 9 10	18	50.00%	0.50	2.50	3.00	4.00	5.00	6.00	15.0	30.0
7 8 9	15	41.67%	0.42	2.08	2.50	3.33	4.17	5.00	12.5	25.0
8 9 10 11 12	15	41.67%	0.42	2.08	2.50	3.33	4.17	5.00	12.5	25.0
8 9 10 11	14	38.89%	0.39	1.94	2.33	3.11	3.89	4.67	11.7	23.3
8 9 10	12	33.33%	0.33	1.67	2.00	2.67	3.33	4.00	10.0	20.0
7 8	11	30.56%	0.31	1.53	1.83	2.44	3.06	3.67	9.2	18.3
7 9	10	27.78%	0.28	1.39	1.67	2.22	2.78	3.33	8.3	16.7
9 10 11 12	10	27.78%	0.28	1.39	1.67	2.22	2.78	3.33	8.3	16.7
7 10	9	25.00%	0.25	1.25	1.50	2.00	2.50	3.00	7.5	15.0
8 9	9	25.00%	0.25	1.25	1.50	2.00	2.50	3.00	7.5	15.0
9 10 11	9	25.00%	0.25	1.25	1.50	2.00	2.50	3.00	7.5	15.0
7 11	8	22.22%	0.22	1.11	1.33	1.78	2.22	2.67	6.7	13.3
8 10	8	22.22%	0.22	1.11	1.33	1.78	2.22	2.67	6.7	13.3
7 12	7	19.44%	0.19	0.97	1.17	1.56	1.94	2.33	5.8	11.7
8 11	7	19.44%	0.19	0.97	1.17	1.56	1.94	2.33	5.8	11.7
9 10	7	19.44%	0.19	0.97	1.17	1.56	1.94	2.33	5.8	11.7
7	6	16.67%	0.17	0.83	1.00	1.33	1.67	2.00	5.0	10.0
8 12	6	16.67%	0.17	0.83	1.00	1.33	1.67	2.00	5.0	10.0
9 11	6	16.67%	0.17	0.83	1.00	1.33	1.67	2.00	5.0	10.0
10 11 12	6	16.67%	0.17	0.83	1.00	1.33	1.67	2.00	5.0	10.0
8	5	13.89%	0.14	0.69	0.83	1.11	1.39	1.67	4.2	8.3
9 12	5	13.89%	0.14	0.69	0.83	1.11	1.39	1.67	4.2	8.3
10 11	5	13.89%	0.14	0.69	0.83	1.11	1.39	1.67	4.2	8.3
9	4	11.11%	0.11	0.56	0.67	0.89	1.11	1.33	3.3	6.7
10 12	4	11.11%	0.11	0.56	0.67	0.89	1.11	1.33	3.3	6.7
10	3	8.33%	0.08	0.42	0.50	0.67	0.83	1.00	2.5	5.0
11 12	3	8.33%	0.08	0.42	0.50	0.67	0.83	1.00	2.5	5.0
11	2	5.56%	0.06	0.28	0.33	0.44	0.56	0.67	1.7	3.3
12	1	2.78%	0.03	0.14	0.17	0.22	0.28	0.33	0.8	1.7
ANY TRIP	6	2.78%	0.03	0.14	0.17	0.22	0.28	0.33	0.8	1.7



APPENDIX C - HORSE INDEX / GUIDE

Included in this first set are seventy of the greatest champions of all time, broken into eight tiers based on overall class. The cards are color coded based on the horse's ability over a mile and half distance. But simply because a horse is the best at a mile and half does not mean it is the best or right choice for a short sprint race. Many of the best sprinters are included in the lowest color class of horse - purple.

For example, four of the top ten fastest rated for 6 furlongs are purple horses, but that number decreases to only one by a mile. At a mile and a quarter and beyond, the entire top ten is comprised of green, blue or black color-coded horses.

BLACK	SECRETARIAT (100); SPECTACULAR BID (99)
BLUE	AFFIRMED (98); ALYDAR (97); CITATION (97); COUNT FLEET (96); MAN O' WAR (97); SEATTLE SLEW (98); WAR ADMIRAL (96); WHIRLWAY (97)
GREEN	ASSAULT (94); GALLANT FOX (94); OMAHA (94); RACHEL ALEXANDRA (93); OMAHA (94); RACHEL ALEXANDRA (93); SHAM (95); SIR BARTON (95)
YELLOW	AFFECTIONATELY (90); BAYAKOA (A90); DARK MIRAGE (92); MOM'S COMMAND (92); OPEN MIND (92); SYSONBY (91); UPSET (92); ZEV (93)
RED	BEN ALI (87); CICADA (87); DANCER'S IMAGE (89); DAY STAR (87); INTERCONTINENTAL (88); LIEUT. GIBSON (89); LOST CODE (88); SWEEP (87); WISE DAN (88)
ORANGE	ARISTIDES (86); ARTFUL (84); CARDMANIA (84); CARESSING (85); GALLANT BOB (86); GUILTY CONSCIENCE (85); INTENTIONALLY (85); REGRET (86); VINDICATION (86)
MAROON	CHINOOK PASS (81); EILLO (80); GROOVY (80); GROUPIE DOLL (80); MIDNIGHT LUTE (82); QUEENA (81); ROSEBEN (82); RUBIANO (82); TANYA (83)
PURPLE	KINGMAN (79); KONA GOLD (76); GOLD BEAUTY (76); HOUSEBUSTER (77); LOST IN THE FOG (76); PHONE CHATTER (78); TA WEE (76) VERY SUBTLE (79); XTRA HEAT (76)

There is an art and skill to selecting what horse is best for any given race in a five-race program.

The coded numbers in the lower right-hand corner of the horse cards are intended as a useful guide to determine what horse is best for any given distance race.

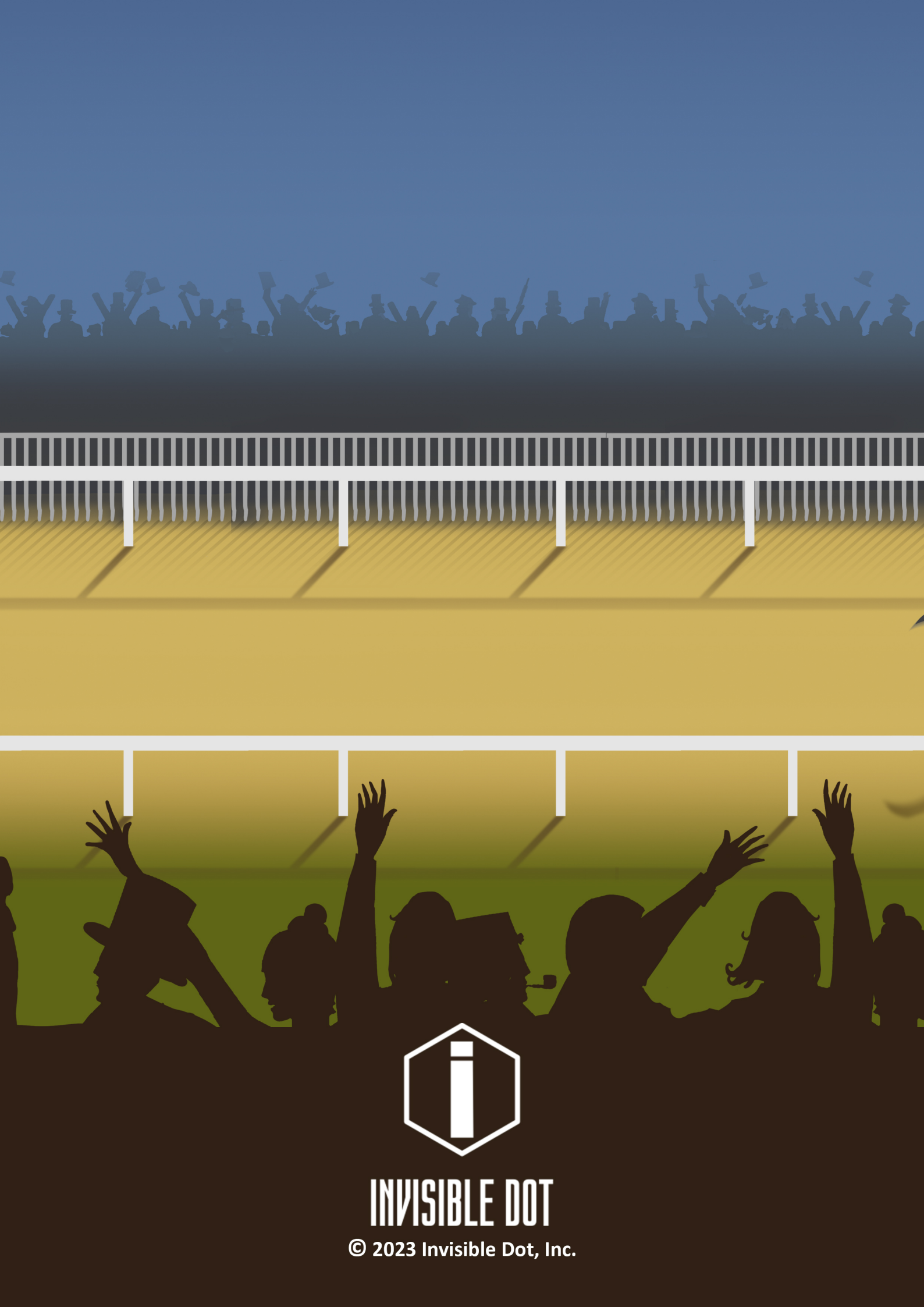
The horses in this first set range from stakes winning sprinters to triple crown winners.

Over the course of their careers, the horses in this first set won a combined 925 races and \$67,111,025 in purse money.

Future expansions will include other racing champions. Currently over 1,000 champions have been individually rated and will be available in expansion decks.







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