

# BIG STAKES RACING



## RULES

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## GAME CONTENTS

**HORSE CARDS.** 62 Horse Cards 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); and purple (9).

**DICE SETS.** 3 Dice (Red, White, Blue - Standard), 6 Dice (West Coast) or 9 Dice (Japanese).

**HORSES.** 100 Horse Tokens (numbered 1-10 in ten different colors).

**JOCKEY TOKENS.** 22 Jockey Tokens.

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

**RACE CARDS.** 16 cards, race lengths from 5 furlongs to 1 ½ miles (12 F) on dirt / turf with varying purses.

## THE HORSE CARDS

Each horse is rated for **RUNNING ABILITY (RED ROW)** and **HEART (WHITE ROW)**, and is assigned to a tier based on overall class—ranging from **PURPLE** (lowest) to **BLACK** (highest)—reflecting performance over 12 furlongs on dirt as a base. Horses are modeled to reflect their real-world, historical counterparts.

**RUNNING ABILITY (RED ROW):** Represents the horse's baseline performance without bonuses or dice effects.

**HEART (WHITE ROW):** Triggers only on "lucky" rolls (sum of **RED** + **WHITE** dice). Horses with stronger hearts will have more lucky rolls. Some horses have two lucky numbers 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]												100
H	Ch	1970	VA									2.5
21	16	3	1	\$ 1,316,808								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												
BOLD RULER												84
NASRULLAH (GB)												68
MISS DISCO												52
SOMETHING ROYAL												44
PRINCEQUILLO (IRE)												
IMPERATRICE												



## JOCKEY TOKENS

A Jockey Token is earned whenever a horse moves fewer spaces than its full movement roll, whether due to player choice or traffic on the track. For each space not used, the player receives one Jockey Token.

### Using a Jockey Token

At any point in a future round, the player may spend a Jockey Token to gain bonus movement. Before rolling, the player must declare whether they are using a Jockey Token. If the combined result of the **WHITE** + **BLUE** dice is in the same band as the token (Low 2-6 or High 8-12), gains +1 space. A roll of 7 always succeeds. If the roll exactly matches the number on the token, gains +2 spaces instead. Only one Jockey Token may be spent per roll.

It is rarely optimal to deliberately slow a horse to gain a token. However, in certain tactical situations—such as congestion, or impending forced losses on a turn—it may be advantageous to hold a horse back and bank a token for more favorable conditions.



## BASIC GAME (PRE-RACE)

**1. RACE PROGRAM.** Players choose whether to follow a fixed or randomized race program. Races are not assigned by horse sex—players may run any horses they wish.

- **DEFAULT Race Program** – \$82 million total purse:

**Race 1** – One Mile -- \$16 million.

**Race 2** – 6 Furlongs -- \$12 million.

**Race 3** – 1 ¼ Miles -- \$20 million.

**Race 4** – 5 Furlongs -- \$10 million.

**Race 5** – 1 ½ Miles -- \$24 million.

- **RANDOMIZED Race Program.** Shuffle or select five **Race Cards** from the deck. Run them in drawn order or any agreed order.
- **FIXED Race Program.** For fastest play, use a pre-made Fixed Race Program and run the races in the listed order.

**2. HORSE SELECTION & STABLES.** Shuffle the Horse Cards. Each player receives 7 cards, discards or trades 2, and keeps 5 horses as their stable. With 9 or 10 players, each receives 6 cards, discarding or trading 1. One horse is entered per race. For charity-style games, horses may be auctioned.

**3. RACE ENTRY.** Before each race, players secretly choose one horse from their stable and place it face down. Once all horses are chosen, cards are revealed and the field is announced.

**4. JOCKEYS (OPTIONAL).** Before each race, each player rolls the **WHITE** and **BLUE** dice to get a Jockey Number (2-12). During the race, if the **WHITE** and **BLUE** dice roll matches the horse's Jockey Number, it gains +1 space. A 7 is the best Jockey (most likely to hit), while 2 or 12 are the least likely. This rule speeds up races and adds excitement.

(See **Appendix B** for optional Jockey-based handicapping rules, including weight allowances.)

**5. TRACK CONDITIONS (OPTIONAL).** Before the meet, roll the **RED** and **WHITE** dice. If a 2 is rolled, the track is Slow / Yielding → All horses subtract 1 space from their first round roll. If a 3 is rolled the track is wet.



## RUNNING A RACE

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### POST POSITIONS

To determine **POST POSITIONS**, shuffle the selected race's horse cards face down. One by one, each card is revealed, and the owner chooses any open post position. Players are not required to select the inside rail. Once all horses are placed behind the starting line, the race is ready.

If using the dual track (dirt/turf) setup, the first five horses start in lanes 1–5. Once they leave the gate, the next group enters: Post 6 → Lane 1; Post 7 → Lane 2; Post 8 → Lane 3; Post 9 → Lane 4; Post 10 → Lane 5. . . and so on. These horses move once the first group clears the gate.

## START OF THE RACE

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### THE STARTING GATE: HORSE MOVEMENT ORDER

Movement order in the first round is determined as follows:

- 1. First Group:** The first five horses (Post Positions 1–5) move first. Among them, the horse with the highest Running Ability (Red Row) for Round 1 moves first, followed by the next highest, and so on.
- 2. Ties:** If two or more horses share the same Red number, the horse on the inside rail goes first.
- 3. Second Group:** After the first five have moved, the same rules apply to the remaining horses (Post Positions 6+).
- 4. Rolling Dice:** Each player rolls in movement order, reading the dice Red, White, Blue, then moves their horse.

## HORSE MOVEMENT CHECK (IN ORDER)

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- 1. Base Movement – Red Die + Red Row:** Add the Red die to the horse's Red Row number for that round. This total is the horse's base movement (unless bonuses apply).
- 2. Heart Check – Red + White Dice:** Add the Red and White dice. If the total matches the horse's Heart number (White Row) for that round, the horse gains +1 bonus space.  
  
If there's an exponent (<sup>2</sup> or <sup>3</sup>) next to the Heart number, the horse gains +2 or +3 spaces on turf or wet tracks. If there's a minus sign (–), no bonus is awarded on turf or wet tracks, even if the Heart number is rolled.
- 3. Triple Dice:** If all three dice show the same number (e.g. 1-1-1, 2-2-2), the horse gains +1 bonus space.
- 4. Jockey Bonus (Optional):** If Jockeys are used, add the **WHITE + BLUE** dice. If the total matches the horse's **Jockey number**, gain +1 space.

If a **Jockey Token** is spent and the roll matches the chosen range (high or low), gain +1 space.

A maximum of 2 Jockey bonus spaces can be gained per round.





## HORSE MOVEMENT

The owner moves their horse up to the maximum number of spaces rolled following these rules:

1. The **first space** moved each round must be **straight forward**.
2. **After the first space**, a horse may move **diagonally** (change lanes).
3. A horse may change lanes up to **three times per round**. This includes any combination of in-and-out movements. Under **West Coast Rules (double rounds)**, the limit is **six lane changes**. And, Under **Japanese Rules (triple rounds)**, the limit is **nine lane changes**.
4. A horse **cannot stop directly in front** of another horse in the same lane—there must be **at least one empty space** between them.
5. A horse **cannot cut diagonally in front** of another horse—there must be **one open space ahead** of the other horse when changing lanes.
6. Horses **cannot move diagonally through** spaces marked with **white borders** in the corners.
7. A horse is **not required** to use its full movement. For each **unused space**, the player gains one **Jockey Token**.

## INQUIRIES

Before the next player rolls and moves, other players may lodge an **Inquiry** to challenge the previous horse's movement. An Inquiry may be used to review whether a horse was moved **illegally** in that round. Movement is re-checked to determine if any of the following occurred:

1. The horse moved **too many spaces** or **changed lanes more than allowed**.
2. The horse made an **illegal lane change in a corner**.
3. The horse **cut diagonally** in front of another horse without leaving **one space of clearance**.
4. The horse **stopped directly in front** of another horse in the same lane without leaving **one empty space**.
5. The horse **took a Jockey Token without justification** (i.e., held back movement when not forced to).

If a violation is confirmed, the player must return the horse to its original position and **re-do the movement correctly**.

**Penalties:** A player who **loses two Inquiries** (i.e., is found to have broken movement rules twice in a single race) is **disqualified** from that race.

To discourage frivolous challenges: if a player **loses two Inquiries lodged against others** in the same race, **all horses that player is running in that race are disqualified**.

## SECOND FURLONG / ROUND AND BEYOND

Once all horses have left the starting gate and are on the track, the next round begins. All movement rules remain the same, but the **order of play** is now based on position.

### Horse Movement Order:

1. The horse **furthest ahead** on the track moves first.
2. If two or more horses are tied, the one **closest to the inner rail** goes first.

Play proceeds in order, with each player rolling and moving their horse. **The lead horse always moves first** in each round..



## THE FINISH

Players continue rolling round-by-round until one or more horses cross the finish line. Final placement is determined as follows:

1. The horse that moves **farthest past the finish line** in the **earliest round** places first.
2. A horse crossing first in a round is **not automatically the winner**—all horses must complete the round..
3. **PHOTO FINISH:** If two or more horses finish with the same number of spaces past the line in the same round, the horse that moved the **most spaces in that final round** wins by a nose.
4. **DEAD HEAT:** If tied horses have equal distance past the finish line and moved the same number of spaces in the final round, the race is a dead heat (tie)..
5. Any horses that have not yet crossed the finish line continue to roll round-by-round until they do.

## POST RACE

### Purse Distribution:

Prize money is awarded and recorded based on the order of finish shown on each Race Card. Use paper or a score sheet to track totals.

### Optional – Calculating Times & Margins:

Players may use **Appendix A** to calculate **finishing times** and **lengths of victory** based on placement and the round in which each horse finished. All horses are rated to produce results consistent with real-world racing performance.

## WINNER

The winning player or stable is the one that earns the most prize money over the five-race meet.

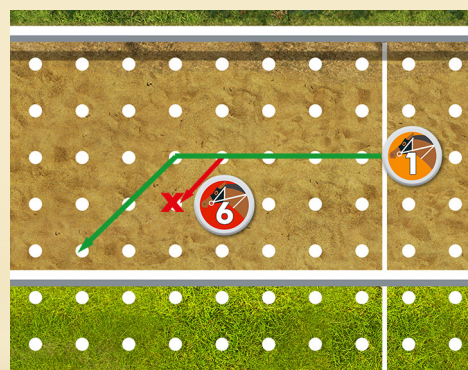
If using a **FIXED Race Program** with odds and betting, the winner is determined by total purse earnings plus betting winnings.

## MOVEMENT EXAMPLES

### BASIC MOVEMENT EXAMPLE

**EXAMPLE 1.** A horse's **first move** must be straight; after that, it may move **diagonally**—as long as it doesn't cut directly in front of another horse.

### EXAMPLE 1





## MOVEMENT EXAMPLES

### STARTING GATE EXAMPLES

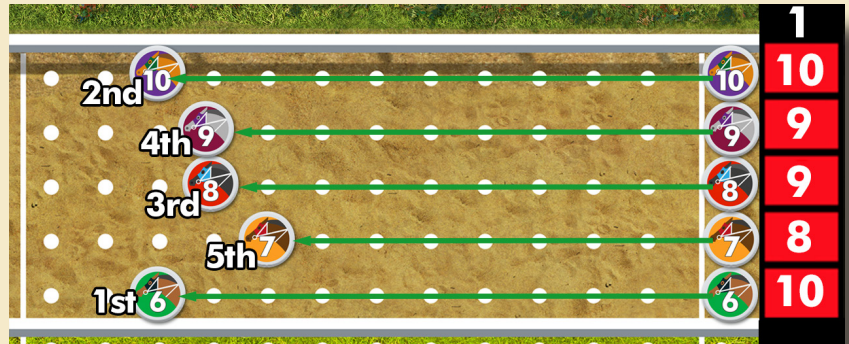
**EXAMPLE 2:** Starting order is based on **Running Ability** and **Post Position**. Here, Horse 5 moves first (Running Ability 10). Horses 1 and 4 are tied at 9, but Horse 1 moves second due to the inner rail, followed by Horse 4. Horse 2 and 3 both have 8, so Horse 2 moves next due to the inner rail, followed by Horse 3.

**EXAMPLE 3.** After Horses 1–5 leave the gate, **Horses 6–10** are loaded. Horse 6 moves first (highest Running Ability), followed by **Horse 10**. Next are **Horses 8, 9**, and finally **Horse 7**, who has the lowest Running Ability.

EXAMPLE 2



EXAMPLE 3

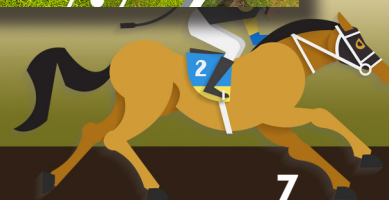


EXAMPLE 4



EXAMPLE 5

**EXAMPLE 5:** Unlike in Example 4, the inside is blocked by another horse. Here, there is no benefit to moving outside. So the horse enters into the four-space white-bordered chute and must stay inside it until it ends. Once past the white lines, the horse may resume normal diagonal movement.



## TACTICAL PACE RULE

In races of **1¼ miles or less**, a horse with more than **15 total Running Ability points** across the **final two furlongs may shift the excess** to earlier rounds. This allows front-loading pace in shorter races for better tactical flexibility. Example: A horse with 16 points in the final two furlongs may shift 1 point to any earlier round. A horse with 17 points may shift 2 points, and so on.

## BREEDING

To breed a horse, print a blank Horse Card from the company website and follow these steps:

### STEP 1: SELECT PARENTS

**Random Method:** Separate the Horse Cards into Colts/Stallions and Fillies/Mares. Shuffle each deck and randomly select one Sire and one Dam.

**Matched Method:** Choose any Sire and Dam pair of your choice.

### STEP 2: DETERMINE RUNNING ABILITY & HEART

- Roll **three dice** (Red-White-Blue) and consult the Sire and Dam cards.
- Repeat the process **eight times** total:
  - **Four rolls** for **Running Ability**
  - **Four rolls** for **Heart**
- For each roll:
  - **4–6** = use stat from **Sire**
  - **1–3** = use stat from **Dam**
- Each 3-dice roll (read Red-White-Blue) determines one group of stats:
  - First four rolls: Running Ability for Rounds 1–3, 4–6, 7–9, and 10–12
  - Next four rolls: Heart ratings for those same rounds

### STEP 3: CALCULATE RATINGS

- **Distance Ratings:** Add the Running Ability values for the appropriate number of furlongs (e.g., 5, 6, 8, 10, or 12 spaces).
- **Overall Class:** Add all 12 Running Ability values (top-right corner number on card).
- **Heart Rating:** Add probability values for the selected Heart numbers (see Appendix B).

### STEP 4: DETERMINE SEX & COLOR

- Roll Red and White dice:
  - **4–6** = Sire's sex and color
  - **1–3** = Dam's sex and color

### STEP 5: TRIM EXCESS (IF NEEDED)

- If the total **Running Ability exceeds 100**, reduce it to exactly 100. The breeder may adjust any combination of values to reach this total.

### STEP 6: NAME AND RACE

- Name your new horse and add it to your stable—it's ready to run!





## 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	1:43.3	1:43.2	1:43.0	1:42.9	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
12	14	2:37.4	2:37.0	2:36.6	2:36.2	2:35.8	2:35.4	2:35.0	2:34.6	2:34.2	2:33.8	2:33.4	2:33.0	2:32.6	2:32.2	2:31.8	2:31.4	2:31.0	2:30.6
12	15	2:42.6	2:42.4	2:42.0	2:41.6	2:41.2	2:40.8	2:40.4	2:40.0	2:39.6	2:39.2	2:38.8	2:38.4	2:38.0	2:37.9	2:37.8	2:37.7	2:37.6	2:37.5



## APPENDIX B - HEART PROBABILITIES

Heart probabilities can be used to handicap races using the **WHITE + BLUE** dice. If a horse receives a weight allowance, the player records the corresponding lucky number(s) along the horse's Jockey number (if Jockeys are in use). The owner selects which lucky number set to use for the allowance.

This is the only situation where a duplicate lucky number can result in +2 bonus spaces.

**EXAMPLE:** A horse has a Jockey number of 7 and receives a 5 lb weight allowance. If the owner selects 7 as the weight allowance number (matching the Jockey number), a roll of **WHITE + BLUE** = 7 results in +2 spaces instead of 1.

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



## APPENDIX C - HORSE INDEX / GUIDE

This first set includes 62 of the greatest champions of all time, divided into eight tiers based on overall class. Cards are color-coded according to each horse's performance over 1½ miles.

However, a top-tier distance runner may not be ideal for a sprint. Many of the best sprinters appear in the lowest color tier—purple.

For example, 4 of the top 10 horses at 6 furlongs are purple, but that drops to one by 1 mile. At 1¼ miles and beyond, the entire top 10 is made up of green, blue, or black horses.

<b>BLACK</b>	<b>SECRETARIAT (100); SPECTACULAR BID (99)</b>
<b>BLUE</b>	<b>AFFIRMED (98); ALYDAR (97); CITATION (97); COUNT FLEET (96); MAN O' WAR (97); SEATTLE SLEW (98); WAR ADMIRAL (96); WHIRLAWAY (97)</b>
<b>GREEN</b>	<b>ASSAULT (94); COUNT FLEET (96); GALLANT FOX (94); OMAHA (94); OMAHA (94); RACHEL ALEXANDRA (93); SHAM (95); SIR BARTON (95)</b>
<b>YELLOW</b>	<b>AFFECTIONATELY (90); BAYAKOA (A90); DARK MIRAGE (92); MOM'S COMMAND (92); OPEN MIND (92); SYSONBY (91); UPSET (92); ZEV (93)</b>
<b>RED</b>	<b>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)</b>
<b>ORANGE</b>	<b>ARISTIDES (86); ARTFUL (84); CARDMANIA (84); CARESSING (85); GALLANT BOB (86); GUILTY CONSCIENCE (85); INTENTIONALLY (85); REGRET (86); VINDICATION (86)</b>
<b>MAROON</b>	<b>CHINOOK PASS (81); EILLO (80); GROOVY (80); GROUPIE DOLL (80); MIDNIGHT LUTE (82); QUEENA (81); ROSEBEN (82); RUBIANO (82); TANYA (83)</b>
<b>PURPLE</b>	<b>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)</b>

Selecting the right horse for each race in a five-race program requires both art and strategy. The coded numbers in the lower right corner of each horse card serve as a guide to match horses with the appropriate race distance.

This first set features a mix of stakes-winning sprinters and Triple Crown champions, combining for 925 career wins and over \$67 million in purse earnings.

Future expansions will feature additional champions—over 1,000 horses have already been individually rated for upcoming decks.





## WEST COAST TRACK RULES (FAST PLAY)

Gameplay is identical to the standard version, with one key difference: Players typically roll for **two furlongs at a time, using six dice per round** (two red, two white, two blue), instead of the standard three-dice roll for a single furlong.

### Odd-Distance Adjustment

For races with odd-numbered furlongs (e.g. 5F, 7F, 9F, 11F), the final furlong is resolved using three dice, as in standard play.

This fast-play format results in quicker races, and increases the chance of bonus movement due to additional opportunities to match Heart (White Row) values.

### RUNNING ABILITY

Add the Red Dice + Red Row values for each round rolled.

- **Example:** If a horse has 10 in both Round 1 and Round 2, the base movement is 20, plus the total of the two Red Dice..

### HEART (WHITE ROW) BONUSES

Players may mix and match dice pairs (Red + White) to maximize Heart bonuses.

If the horse has different Heart ratings for the two furlongs, the player may attempt to match each one.

- **Example 1:** A horse has 7 in both furlongs. Matching a 7 once = +1 space; twice = +2 spaces.
- **Example 2:** A horse has 7 in Furlong 1 and 8 in Furlong 2. Matching both = +2 total bonus spaces.

### DICE THROW TABLE

Players normally roll 6 dice per round. In races with odd distances, the final furlong is resolved with the standard 3-dice roll.

(Refer to the table below for race-specific throw breakdowns.)

DISTANCE	ROUND						
	1-2	3-4	5-6	7-8	9-10	11-12	12+
5F	6 dice	6 dice	3 dice				
6F	6 dice	6 dice	6 dice	3 dice			
7F	6 dice	6 dice	6 dice	3 dice	3 dice		
8F	6 dice	6 dice	6 dice	6 dice	3 dice		
9F	6 dice	6 dice	6 dice	6 dice	3 dice	3 dice	
10F	6 dice	6 dice	6 dice	6 dice	6 dice	3 dice	3 dice
11F	6 dice	6 dice	6 dice	6 dice	6 dice	3 dice	3 dice
12F	6 dice	6 dice	6 dice	6 dice	6 dice	6 dice	3 dice



## JAPANESE TRACK RULES (FASTEST PLAY)

Gameplay is the same as standard rules, with one major change:

Players roll for three furlongs at once, using nine dice per round (three red, three white, three blue).

### Odd-Distance Adjustment

For races with odd-numbered furlongs (e.g. 5F, 7F, 9F, 11F), the final furlong(s) are rolled using 3 or 6 dice, as needed.

This is the fastest format, increasing the chance of bonus movement through additional opportunities to match Heart (White Row) values.

### RUNNING ABILITY

Add the Red Dice + Red Row values for each of the three rounds.

- **Example:** If a horse has 10 in each of the first three rounds, base movement is 30, plus the total of the three red dice..

### HEART (WHITE ROW) BONUSES

Players may mix and match Red + White dice pairs to maximize Heart bonuses.

Matching once = +1 space, twice = +2 spaces, three times = +3 spaces.

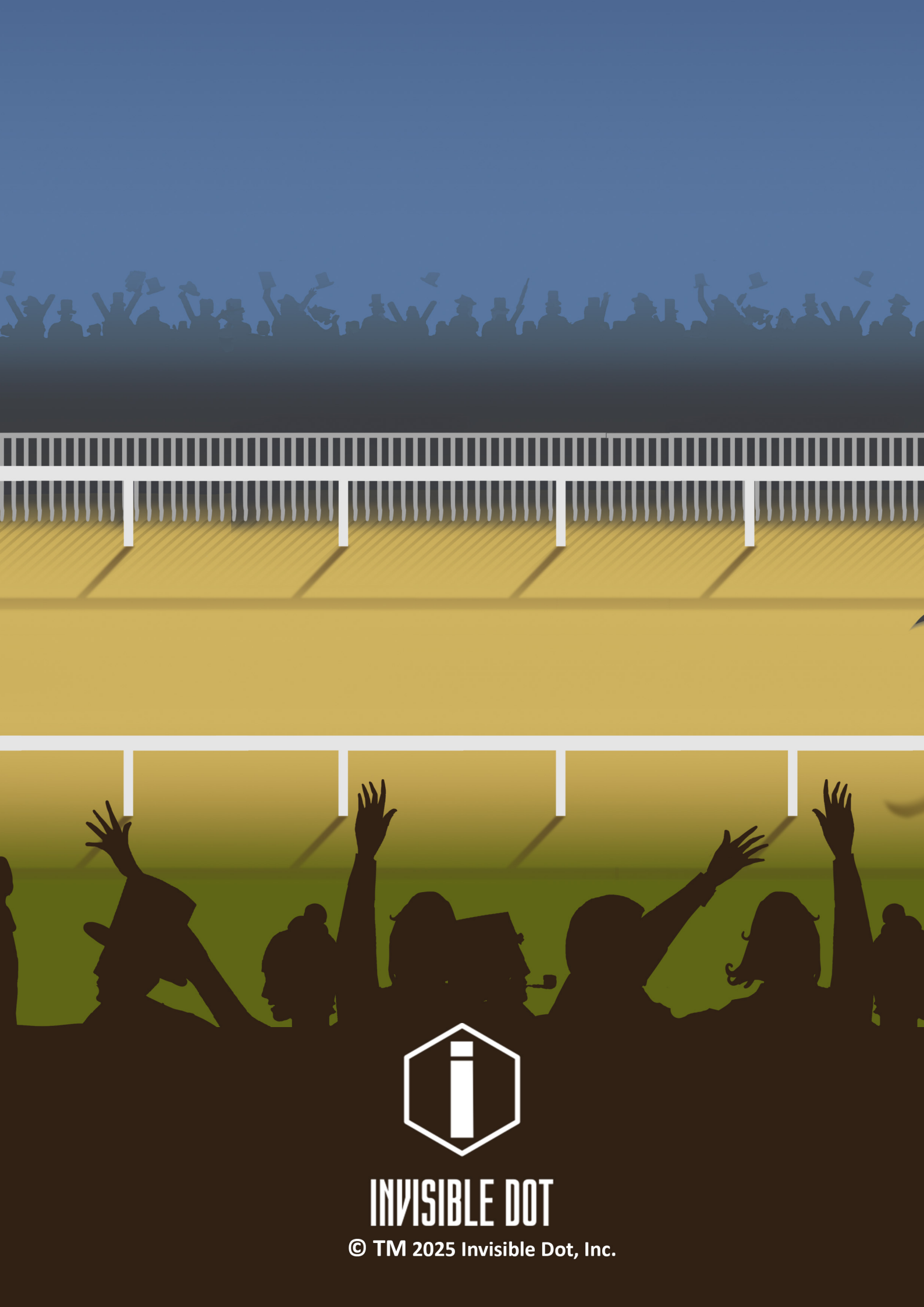
- **Example 1:** Heart rating is 7 for all three rounds. Match once, twice, or all three for up to +3 bonus spaces.
- **Example 2:** Heart rating is 7, 7, 8. Matching two 7s and one 8 also yields a +3 total bonus.

### DICE THROW TABLE

Players usually roll 9 dice per round. For odd-distance races, the final furlong is resolved with 3 or 6 dice, depending on how many furlongs remain. (See table for details.)

DISTANCE	ROUND					
	1	2	3	4	5	6+
5F	9 dice	6 dice	3 dice			
6F	9 dice	9 dice	3 dice			
7F	9 dice	9 dice	3 dice	3 dice		
8F	9 dice	9 dice	6 dice	3 dice		
9F	9 dice	9 dice	9 dice	3 dice	3 dice	
10F	9 dice	9 dice	9 dice	3 dice	3 dice	3 dice
11F	9 dice	9 dice	9 dice	6 dice	3 dice	3 dice
12F	9 dice	9 dice	9 dice	9 dice	3 dice	3 dice





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