

LONG SHOT

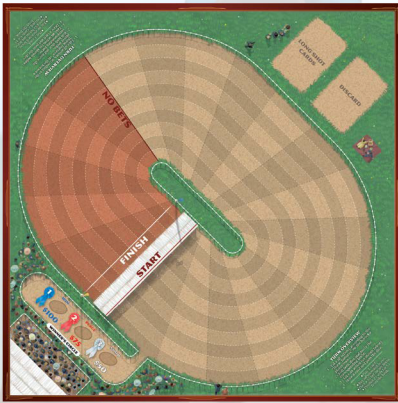
BY
CHRIS HANDY

Long Shot is an exciting horse racing game in which players buy, bet, and manipulate horses throughout a race around the track.

The object of Long Shot is to have more money than any other player at the end of the race.

3-8 PLAYERS ♦ AGE 10+ ♦ 45-60 MINUTES

EQUIPMENT



Long Shot game board



10 Horse cards



70 betting chips



104 "Long Shot" cards



8 "Reroll" tokens



10 plastic horses
in 3 colors



Paper money



2 dice
1 green "Move" d6 die
1 "Horse" d10 die

RULEBOOK

perpleet™

LONG SHOT CARDS



SET UP

Choose a player to be the banker/bet keeper.
 The banker/bet keeper plays and bets just as the other players do, except he also handles all bank and betting transactions... so choose an honest player!
 Place all horse pieces behind the start line and stack the betting chips and money near the side of the board.
 Place all Horse cards face up in a line next to the board.



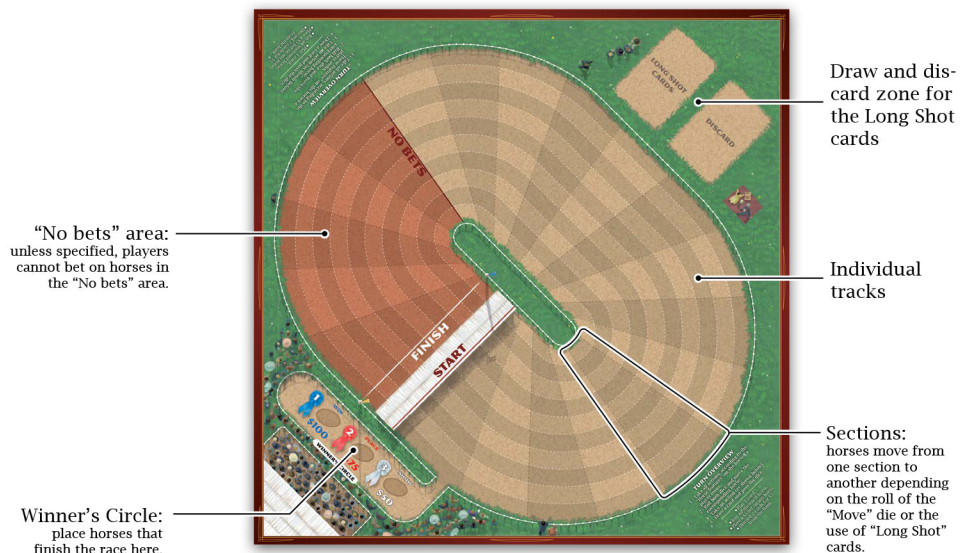
HORSE CARDS



Each player begins the game with \$25 (three \$5 bills, one \$10 bill), three randomly dealt "Long Shot" cards, and one brown "Reroll" token. Place the rest of the "Long Shot" cards face down in the corner of the game board to be used as a draw pile. Discarded cards will be played there as well.

Each player rolls the horse die (10-sided die) to see who takes the first turn (highest roll goes first). After determining the first player, the other players will take turns in clockwise order.

GAME BOARD



TURN SEQUENCE

1. Take all actions, which apply, according to the "Horse features" on the horses a player owns.
2. Roll both dice and move the corresponding horse.
3. Take an action (1 of 4 as shown below).
4. Draw a card.
5. Pass the dice to the next player (clockwise).

A player may do 1 (and only 1 per turn) of the following 4 actions:

- ◆ Play 1 "Long Shot" card, and take the action written on the card.
- ◆ Buy an unowned horse from the bank for the amount shown at the top right corner of the horse card.
- ◆ Place a \$5 bet on any horse that is NOT in the "No bets" area. Players may ONLY bet \$5 per turn.
- ◆ Discard 2 cards (do not perform text action) for \$5 from the bank. Only 2 cards may be discarded in this way per turn.

TURN SEQUENCE DEFINED

1. Horse Features

A player begins his turn by taking advantage of all horse features that may apply on the horses HE OWNS.

2. Dice Roll

The player then advances the horse that is shown on the horse die, the number of spaces shown on the move die. A horse rolled on the horse die advances, regardless of who owns it. If a horse rolled on the horse die during this part of the turn has finished the race, the die must be rerolled until a horse that hasn't finished is rolled.

Example: Michelle rolls a "7" on the horse die and a "3" on the move die. She then advances horse #7 three spaces on the track, regardless of whether she owns that horse or not.

In addition, the player whose turn it is may also move ALL HORSES HE OWNS that have the horse number just rolled in each of his horse's "Movement bar," the number of spaces shown on the move die. The "Movement bar" is located at the bottom of each of the horse cards. Players may advance horses they own in this way ON THEIR TURN ONLY.

Example: Gary rolls a "6" on the horse die and a "1" on the move die. He advances horse #6 (Six Gun) one space on the racetrack. He owns "Last Chance (7)" and "Sure Lee (5)." "Sure Lee" has a "6" in its Movement bar. Gary may also advance "Sure Lee" one space (the number shown on the move die).

Players may advance more than one horse they own in this way, provided each horse has the number just rolled in its movement bar.

If a "0" is rolled on the move die (during a player's initial die roll only), the horse rolled on the horse die does not advance. Instead, the player who just rolled the dice may steal a card at random from the owner of the horse just rolled on the horse die if they have at least 1 card.

If the horse just rolled on the horse die is unowned (owned by the bank), the player whose turn it is may draw a card from the draw pile. No horses advance when a "0" is rolled on the move die. Horses containing the number in the Movement Bar just rolled on the horse die, also do not get to advance as a result of the "0" being rolled.

3. Take an action

a) Play a "Long Shot" card

"Long Shot" cards are played to perform the effect listed in their text. Any cards which allow bets to be made on horses, regardless of where they are on the race track, may still be played, provided the horse in question has NOT FINISHED the race.

b) Buy an unowned Horse

When buying an unowned horse from the bank, you must pay the full amount shown on the top right corner of the horse card.

Horse Card prices correspond to the amount of movement numbers contained in their "movement bar." The more movement bar numbers, the higher the horse price.

c) Bet on a Horse

When placing a \$5 bet on a horse, place \$5 in front of you and place a "horse chip" on top of the bet that corresponds with the horse you wish to place a bet on.



The player bets on horse #10, that he does not own.

You MAY bet on your own horse in the same way. Instead of using a horse chip, simply place the bet UNDER the horse you own in which you'd like to place a bet.



The player bets on his horse #5.

You MAY NOT bet more than \$5 per turn.

Bets MAY accumulate on horses.

Once a horse is IN the "No bets" area, players may NOT place \$5 bets on that particular horse. Players may still bet on other horses as usual. Additionally, if a horse is in the "No bets" area but is later forced back outside of it, players may place additional bets on it.

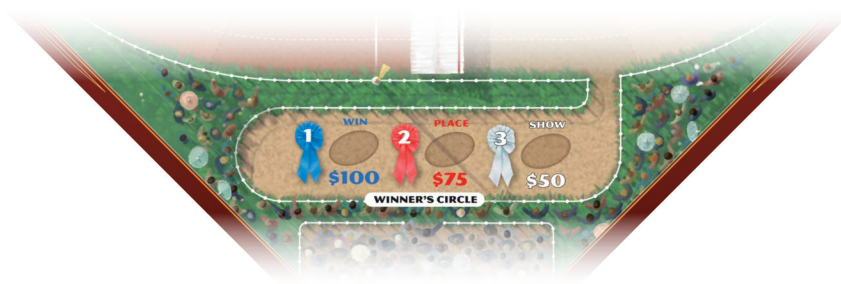
4. Draw a card

If all of the cards in the draw pile have been drawn before the game ends, players skip the draw phase of their turn, and no more cards may be drawn.

A player may choose to pass on their turn, and choose no action.

ENDING THE GAME

Game play ends immediately after a third horse crosses the finish line. All players discard the cards left in their hand, and discard all bets unrelated to the 3 horses that have finished the race. Horses that do not “win,” “place,” or “show” make no money, and are returned to the bank. No more cards may be played, and



the current player’s turn may be cut short. Players may keep any money left in their hand (money that is NOT bet on a horse). Place the winning horses in the Winner’s Circle as each one crosses the finish line.

Horse Winnings:

- 1st place horse receives \$100 cash from the bank.
- 2nd place horse receives \$75 cash from the bank.
- 3rd place horse receives \$50 cash from the bank.

Bet Winnings:

There are 3 sets of odds for each horse located on the bottom left half of each of the horse cards. The “win” (BLUE) odds are used to determine payout if the horse comes in first place, the “place” (RED) odds are used to determine payout if the horse comes in second place, and the “show” (WHITE) odds are used to determine payout if the horse comes in third place. If players have placed a bet on one of the horses that has crossed the finish line, they receive their bet amount multiplied by the odds of the horse in which the bet was placed.



First the bet is paid to the bank, and then the winnings are paid to each player for the each relevant bet. It’s best to do this transaction one bet at a time to minimize confusion.

Example: If Craig has \$15 bet on “Slow Jenn (4)” and this horse finished 2nd (it “placed”), Craig would make \$90, which is his \$15 multiplied by Slow Jenn’s 2nd place odds (6-1).

All bets placed on horses that do NOT cross the finish line (there will be 7) are given to the bank. No winnings are paid out on these bets. Players then combine their winnings with the cash in their hand for a final game total. Owned horses are worth nothing. The player with the most money wins the game.



“REROLL” TOKEN

At any time during the game, a player may trade in his “Reroll” token to reroll ONE of the two dice immediately after their initial turn roll. A player must decide whether he will use his “Reroll” token before players use other cards that correspond to the roll.

For example: If a player rolls a “7” on the “Horse” die and a “1” on the “Move” die and is happy with the roll, a “Lucky Numba 7” card, for example, can be played. If, however, the player trades in his Reroll token to reroll the “Horse” die, and then rolls a “4”, a “Lucky Numba 4” card can be played. The “Lucky Numba 7” card could not be played.

The new die roll, together with the other unchanged die, become the new die outcome. Horse movement follows as usual. Once a player uses his “Reroll” token, it is removed from the game. Players may NOT use a “Reroll” token in conjunction with a “Long Shot” card. Unused “Reroll” tokens are worth nothing at the end of the game.

CLARIFICATION OF RULES

“Long Shot” cards take precedence over the rules in most cases. However, there are a few cases in which a rule precedes over a card action:

- Some cards allow players to bet on horses in the “No bets” area, or advance them across the finish line. In all cases, the card text directs players on what is allowed.
- A player may NOT place a bet of any amount on a horse that has finished the race, even if they choose to play a card in which the text allows it.
- Once ONE horse has finished the race, there is no longer a lead horse or a lead space. All “Long Shot” cards that apply to the “lead horse,” “lead space” and “in the lead,” (also distinguished with Winner’s Circle icon) are no longer valid and may not be used. However, these cards may be discarded with other cards to collect \$5 as a turn action. Also, the Horse Cards such as “Wonder Bred (1),” and “Hangin’ 10 (10),” whose “horse features” contain the word “lead” cannot be used when a horse has finished the race.
- Once a horse has finished the race, it may never be moved. Additionally, NO BETS (including ones allowed by cards) are permitted on that horse.

· If a roll would cause 2 horses to finish the race at the same time, the horse rolled on the horse die (initial turn roll) moves first, then any other horses owned by a player with that same number finishes after. If several horses that a player owns finish at the same time (after the horse on the horse die has finished), the player may choose which horses finish, and in what order.

FINAL SCORING EXAMPLE

Brad owns “Last Chance (7)”, “Slow Jenn (4)”, and “Eight’s Enough (8)”.

He has a bet of \$10 dollars on his horse, “Slow Jenn (4)”.

He also has a bet of \$15 on “Nine Lives (9)”, a bet of \$5 on “Wonder Bred (1)”, and a bet of \$5 on “Sure Lee (5)”.

The race ends with :

- WIN (1st) : “Last Chance (7)”.
- PLACE (2nd) : “Slow Jenn (4)”.
- SHOW (3rd) : “Sure Lee (5)”.

- Brad receives \$0 for “Eight’s Enough (8), which he owns, because it did not place 1st, 2nd, or 3rd.

- Brad receives \$135 for “Slow Jenn (4)”. He receives \$75 because he owns it and it placed 2nd. Additionally, he had a \$10 bet on it, and “Slow Jenn’s (4)” odds for placing 2nd are 6:1. Brad’s \$10 bet is multiplied by 6. $\$60 + \$75 = \$135$.

- Brad receives \$0 for bets placed on horse 9. His \$15 bet is given to the bank.

- Brad receives \$20 for bets placed on “Sure Lee (5)”. His \$5 bet is multiplied by “Sure Lee’s (5)” SHOW (3rd) odds - 4:1.

Brad’s total gains are \$155.

Credits

Long Shot Game Design by Chris Handy

A special thanks to Jennifer Handy (Slow Jenn), Michelle Salvador, Christian Montague, Colleen Handley, Zev Shlasinger, and Karim Chakroun.

Graphic design and Illustration by Karim Chakroun

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For any comments, questions, suggestions, please contact info@perplext.com