

EXPERIENCE ALL THE THRILLS OF THE SPORT OF KINGS!

HIGH ROLLER

HORSE RACING

Congratulations -- you are now the proud owner of a racetrack that will host the greatest American race-horses of all time! Yes, Secretariat is back! Whether you decide to play just for fun, where the players are ranked by ending bankrolls and the winner is the player who owns the most money, or make it more financially real, like a

home poker game, you can expect to be gripped with excitement all night long. Just like actual horse racing, you'll experience highs and lows as you buy, bet, and ride on real legendary racehorses. The winning players will be need a little luck as owners, but they must also be skilled and efficient jockeys and make smart decisions at the betting window. Now, collect your money, study the tip sheet, and let's go to the auction. The Derby awaits!

RULES

1 GAME SET-UP

- (1) Assign one player as the "Trackmaster" (game manager).
- (2) Give a Horse Report and \$4000 (six \$500 bills + ten \$100 bills) to each player. If less than 6 players, give \$5000 each.
- (3) Each player "seeds" the BETTORS PURSE by depositing \$200 into it, or just \$100 if it's a full 8-player game.

HORSE	JOCKEY	BETTOR1	BETTOR2
MAN O' WAR	Kevin	Bella	Reese
SECRETARIAT	Blake	Kevin	Blake
CITATION	Reese	Garrett	Tiffany
SEATTLE SLEW	Tiffany	Blake	Reese
ZENYATTA	Scott	Reese	Reese
DR. FAGER	Garrett	Garrett	Blake
AMERICAN PHAROAH	Kevin	Bella	Reese
NATIVE DANCER	Bella	Tiffany	Brian

After betting is done, prop the active toteboard up at a right angle and slide the rest of the sheet under the game board for visibility.

2 HORSE AUCTION

The Trackmaster, acting as the Auctioneer, shuffles the Title cards and place them in a stack, face down. Starting with the top card, auction one horse at a time, using the minimum bid listed on its Title Certificate. Using an "open outcry" format, where anyone (including the Auctioneer) can yell out a higher bid at any time, a horse isn't sold until the bidding stalls and the Auctioneer declares "\$x going once, \$x going twice . . . SOLD!" Deposit all auction proceeds into the Owners Purse.

3 POST POSITION DRAW

Blindly draw the mini horses one at a time to determine post positions — the order in which the horses will roll out of the Starting Gate — and stack them behind the green line. **Each owner picks his horse's starting lane AFTER he rolls the die to leave the Starting Gate.** But first, place your bets!



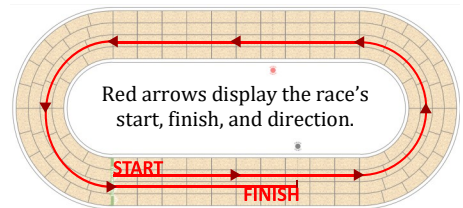
EXAMPLE: Citation was the first horse drawn. Zenyatta was the last horse drawn, so her owner bets first. All horses begin their run from the green line, in any lane they choose.

4 PLACE YOUR BETS! → the other way you can make money!

- (1) The owner of the horse with the last post position gets to bet first, and on *any one* horse he chooses. Then the owner of the #7 horse bets, then the owner of the #6 horse, and so on.
- (2) If they have enough money, each player must make at least one bet, and each bet = \$400.
- (3) No horse may receive more than 2 bets. A player may only bet on 1 horse at a time, BUT he may place 2 bets on that horse (if available) to lock out anyone else from betting on it.
- (4) After each bet is placed, the Trackmaster writes that bettor's name on the Toteboard underneath the horse's name and deposits the bettor's money into the BETTORS PURSE.
- (5) Continue circulating until every player is done betting. (so, after the owner of the #1 horse has bet, you go back to the owner of the #8 horse and repeat the same betting order.)

5 THE RACE

- (1) Each owner rolls the die for his own horse and the first round of die rolling starts with the horse at the #1 post position and proceeds



until the #8 horse has finally rolled. After that, each rolling round begins with the horse in the lead and follows in that order from front of the pack to the back, until every horse has rolled. Then start a new round. If the horses are tied neck and neck, the horse closest to the inside rail rolls first.

- (2) Each turn, the owner (who is also the jockey), chooses his jockey style by rolling either the white or green die:



RIDE: the safe, and usually the best, choice



DRIVE: +1 to the RIDE value, but risky

The DRIVE risk: if a "1" is rolled while DRIVING, then that horse is disqualified from the race, removed from the track, and the owner pays a \$400 fine to the OWNERS PURSE.

The number in each column represents **what you add (or subtract) to the die roll** to determine the # of movement points your horse is allowed to use for that turn. For the front half of the race, you'll use the horse's SPEED column. For the back half the race, you'll use the horse's STAMINA column.

EXAMPLE: In the front half of the race, Seattle Slew rolls a 4 with the white RIDE die, but his +1 RIDE-SPEED rating allows him to use 5 movement points.



+1 = 5

SEATTLE SLEW		CERTIFICATE = TITLE			
STALLWART		MIN. BID	FAIR PRICE	SPEED	STAMINA
		0000	0000	RIDE +1	DRIVE +2
				DRIVE -1	RIDE -2

Seattle Slew was the first horse in history to win the Triple Crown while undefeated. Even Man O' War.



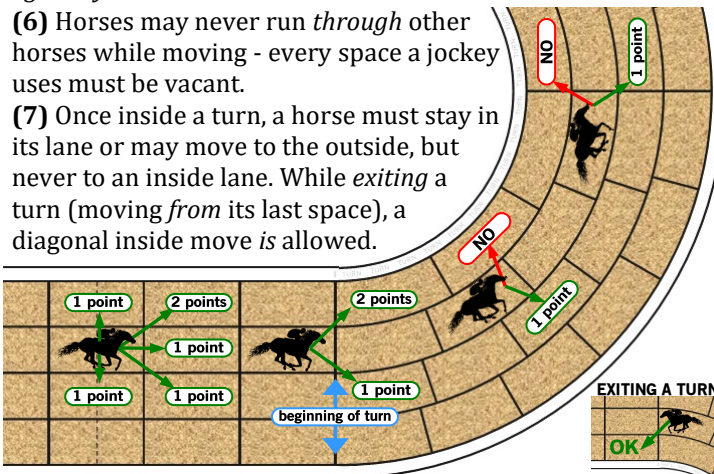
- (3) Minimum movement: Any time a die roll yields no movement points for a horse, it still receives 1 point anyway (after all, even the slowest-running horses still *run*, right?).

(4) A horse has entered the back half of the race once its head has crossed the red & white poll at the dotted MIDWAY line, which means you'll begin using its STAMINA column on its next turn, and for the remainder of the race.

(5) 1 movement point = 1 space to move, with a single exception: moving *diagonally to the inside* costs 2 movement points. All other moves cost just 1 point: sideways, forward, and *diagonally to the outside*. Horses can never move backwards.

(6) Horses may never run *through* other horses while moving - every space a jockey uses must be vacant.

(7) Once inside a turn, a horse must stay in its lane or may move to the outside, but never to an inside lane. While *exiting* a turn (moving *from* its last space), a diagonal inside move *is* allowed.



(8) You don't have to use all the points awarded to your horse during a turn. In fact, you might be able to save those points for later *if* you have a patient horse, as indicated by its PATIENCE rating. PATIENCE rating = **the maximum # of PATIENCE chips this horse may hold at any one time**. When saving movement points, take the appropriate # of Patience chips and place them on the horse's title card to be redeemed during (added to) any later move. You may use up and re-fill that bank as often as you want throughout the race.



EXAMPLE#1: In the front half of the race, Zenyatta rolls a 5 with the green DRIVE die, so her 0 DRIVE-SPEED rating = 5 movement points. Her jockey decides to use 3 of those points to settle in behind Seattle Slew in the #1 lane, and then bank 2 patience chips to be used as movement points later in the race.
EXAMPLE#2: A player banks 2 chips with Native Dancer, then banks 1 more chip the next turn, then uses them all the next turn, then banks 1 chip next turn.

(9) Re-roll chips: each horse comes with anywhere from 0-2 Re-roll chips at Auction. If your horse has Re-roll chips to use and you're not happy with your roll and want to erase it, then you may redeem a chip (place back in center of track) and roll again. One exception: you may NOT re-roll a green "1" (DQ)!

6 THE WINNER

(1) The first horse to cross the FINISH line triggers the *winning round*, but it may or may not be the winner, because all the other horses who have not yet moved *in that round* still get to roll (it's only fair, right?). The horse who gets the farthest # of spaces *beyond* the finish line during the *winning round* is the winner of the race.

(2) The same rule applies to PLACE (2nd place) and SHOW (3rd place) finishes as well, so keep rolling until those places are decided too.

(3) Finished in a tie? Have a roll-off with one die and award the "photo finish" to whoever rolls the highest number.

7 PAYOUTS

From the BETTORS PURSE, pay the winning bettors according to the PAYOUT TABLE for BETTORS, which is printed on the Toteboard sheet. Then, total up the OWNERS PURSE and pay the WIN, PLACE, and SHOW owners according to the PAYOUT TABLE for OWNERS, also printed on the Toteboard sheet. *Just FYI: the Owners payout % is 58-28-14 for Win, Place, and Show.*

CLARIFICATIONS

AUCTION

Q: How do I run an auction? Just be lively. Repeat each bid after it's been declared, coax other bids, just have fun with it.

MOVING

Q: Is it OK to make a diagonal "blocking" move to the outside when running down the home stretch? No, that's obviously a dishonest move. In fact, we suggest that both outside *and* inside diagonal moves during the late-race, home stretch run toward the finish line only cost 1 movement point.

Q: What space exactly does the horse need to fill to win the race? Any lane along, or beyond, the column of spaces that contain the dotted finish line. Remember, however, that once the first horse reaches or surpasses that space, it just means that the winning ROUND is upon you. For example, if Secretariat crosses the finish line first but some other horses still haven't rolled in that round, then they still get their turn to roll to see if they can either catch him or even pass him. Whoever finished the *most # of spaces* (count them!) beyond the finish line, *during the winning round*, is your winner!

MONEY & BETTING

Q: If a player passes on his chance to bet, does he get another chance to bet when it's his turn again? No, once you pass on a chance to bet, you're done betting.

Q: When do I get to bet if I don't own a horse? You bet last, and you will continue to bet last in each betting round.

Q: If someone owns multiple horses with very late post positions, will they receive multiple betting chances before some players even get their first chance to bet? Yes, it happens, and that's their "compensation" for bad posts.

Q: What if nobody bet on a horse that won money in the race? Then split it up equally to the other bettors of the other top-3 horses. The # of bets each person made does not matter. So, for instance, if a longshot won and nobody bet on it, then pay each bettor of the PLACE and SHOW horses equally. Any odd bills go to the first bettor of the top horse.

Q: What if I don't have enough money to pay DQ fines? Then you must pay whatever you have left (the Trackmaster writes down your debts) and then pay the remaining from whatever you profited from bets after the race is over. If you didn't make any money on bets, then you must sacrifice any money you might have made from any other horses you own. If your other horse(s) *did* finish in the top 3 spots, then the money it made is divided up equally between the owners of the other two successful horses.

Q: Do I have to bet on my own horse? Absolutely not. You may bet on any horse you want. In fact, most finance experts will tell you that diversification (spreading your money around) is the key to a successful investment portfolio!

Q: Do I get paid if I bet on a horse that finished PLACE or SHOW? Sometimes. Betting payouts depend on the class of horse that won the race.

HORSE-SPECIFIC RULES

The following special abilities are printed on each horse's title card, but this section will provide more clarification:

Man O' War's Re-Roll: if Man O' War rolls a 1 or 2 with the white die *at any point* before he has physically entered the first turn, then he is awarded 1 Re-roll chip, but he's not allowed to use that chip until after he's entered the back half of the race. He's only allowed to collect a maximum of 1 Re-Roll chip for the race.

Secretariat's Re-Roll: if Secretariat rolls a 1 with the white die *at any point* before he has physically entered the first turn, then he is awarded 1 Re-roll chip, but he's not allowed to use that chip until after he's entered the back half of the race. He's only allowed to collect a maximum of 1 Re-Roll chip for the race.

Dr. Fager's Second Wind: The magic number is 2 for Dr. Fager, but only on the BACK half of the race. On the BACK half of the race, rolling a 2 during a RIDE = 3 movement points, and rolling a 2 during a DRIVE = 4 movement points.

OPTIONAL RULES

The following rules should be treated more like *ideas* and, like all rules in High Roller Horse Racing, they are open for editing to make your own house rules.

1 DIVERSIFICATION

When most of the players diversify their investments by betting on other players' horses, it typically leads to a more interesting game because jockeys are faced with more multi-dimensional decisions (for example, "maybe I should ensure that I don't block the horse right behind me because I put 2 bets on him"). Therefore, consider using this rule where players are simply NOT ALLOWED to bet on their own horses. Think of it this way: as the horses's owner, you're already very heavily invested, so spreading your cash around just increases your chances of making money from the race.

2 RESTRICTED OPEN OUTCRY AUCTION

If you run and enjoy the auctions, but realize you're having problems because there is usually one crazy dude who wants to spend all of his money at the auction without holding back any money to make bets or pay potential fines, (which presents a problem for everyone else who just want to pay a reasonable sum for a horse(s) they like) then try one of these two different solutions (which can also work with the "Ordered Auction" described in the next section):

(a) Limit the amount of money that players can spend on assembling their stable to \$3000. This would allow someone to buy a Favorite and a Longshot at Fair Price, but not for too much more than Fair Price. The rest of their money would be reserved for making bet(s) and/or paying fine(s). This rule makes for a more fun game because it leads to more betting too.

(b) Once a player has purchased a horse, he can not bid *above* the Fair Price for a second horse until everyone has purchased at least one horse. Once everyone owns a horse, then the gloves come off and anyone can bid whatever they want.

3 ALTERNATIVES to OPEN OUTCRY AUCTION

Open outcry auctions can be very fun, but if you prefer a less frantic, more structured process for assembling your stables, you can try one of these two alternatives:

(a) ORDERED AUCTION: The Trackmaster nominates one horse of his choosing and declares a bid of any dollar amount at or greater than the horse's minimum bid. In clockwise order, action moves to the next player, who then decides if he wants to bid any higher amount, or pass. If he passes, he cannot re-enter the bidding later on. The chance to bid continues clockwise until all players but one have passed. The highest bidder then pays what he bid to the Owners Purse, and the player to his left starts the bidding for the next horse, and on any horse he chooses. Repeat this process until all the horses have been purchased.

(b) DRAFT: Everyone rolls the die once with the highest roller buying the horse of his choice, and a "snake order" draft then advances in a clockwise direction around the table, with each player picking one horse, and paying the Fair Price listed on the horse's title card. Continue moving around the table until all horses have been purchased. Snake order drafts are run so that after the first round of drafting is finished, the second round begins in reverse order, so that the last person to pick in the first round becomes the first person to pick a horse in the second round (and the next-to-last person to pick in the first round becomes the second pick of the second round, and so on). Remember, deposit all revenues from the auction into the Owners Purse in the center of the track.

INVESTMENT STRATEGY

AUCTION: That "Fair Price" listed for each horse is simply just a typical market price in a 4-player game, but you can expect horses to sell for a little more at an auction as the # of players increases. At an auction, those Fair Prices are just a guideline, so go with the flow, but that doesn't mean you should pay a ridiculously high price for any horse. Try to have at least \$400 in reserve to pay for a possible Disqualification fine, and at least another \$400 to make one bet. That seed money everyone places into the Bettors Purse at the game's setup is like a bonus, so make as many smart bets as you can (but don't "force" a bet if you don't like it). In any case with any # of players, spending more than \$3000 at the Auction is simply too much.

BETTING: If you're highly confident in a particular horse and you're afraid someone else will bet on it (and both betting slots are open for that horse), go ahead and "lock it up" by placing 2 bets on it so that you don't have to split up your winnings with a second bettor. On the other hand, save some money and just put 1 bet on it if you don't think anyone else will bet on it.

MORE EXAMPLES

Just in case you're having trouble understanding some of the finer details of the game, please check out these examples:

POST POSITIONS & RACE START

- 1 After the blind draw for post positions, Citation drew the #1 post and rolls first. He rolls a white ("RIDE") 3 and naturally wants to stay in the most inside lane of the track (called "the rail," in horse racing terms), because it will save space around the turns:
- 2 Man O' War then rolls a white 4, so his +1 SPEED-RIDE rating awards him 5 movement points, which he uses to blow by Citation in the second lane.
- 3 Native Dancer then rolls a white 5, so his -1 SPEED-RIDE rating awards him 4 movement points. He decides to break out of the gate on "the rail" and use 2 of those points to settle in behind Citation, then he takes 2 patience chips to be used as points later in the race.
- 4 Dr. Fager then rolls a white 4, so his +2 SPEED-RIDE rating awards him 6 movement points. He decides to break out of the second lane, then uses an *inside diagonal* move (which costs 2 points) to grab a spot on the rail just inside of Man O' War.



Keep going until every horse has rolled his opening turn. If available, you may choose to not move a horse out of the gate at all and instead opt to take Patience chips. This is commonly done with patient horses that roll poorly in their first move and want to stay on the rail.

RACE FINISH

- 1 The most recent rolling round ends and now we have some horses really close to the finish line. It feels like the race is about to be decided!
- 2 Seattle Slew was in the lead at the end of the rolling round and, thus, begins the new rolling round. He rolls a white 3, so his -1 STAMINA-RIDE rating awards him 2 movement points, which he uses as just enough gusto to cross the finish line.
- 3 Man O' War then rolls a **green** ("DRIVE") 4, so his +1 STAMINA-DRIVE rating awards him 5 movement points, which he uses to blow by Seattle Slew at the finish line.
- 4 Zenyatta then rolls a **green** 5, so her +2 STAMINA-DRIVE rating awards her 7 movement points, which she uses to edge out Man O' War for the WIN!



If no other horses cross the finish line before this rolling round ends, then this will be your official race result — Zenyatta WINS, Man O' War PLACES, and Seattle Slew SHOWS. Owners of the WIN, PLACE, and SHOW horses always get paid, but the payout for the *bettors* depends on the class of horse that won the race. WIN bettors always collect, but the PLACE and SHOW bettors only sometimes collect. Read on . . .

PAYOUTS

The Owners' payouts are very simple — just count up the total amount of money in the Owners Purse and pay those owners according to the bottom right table on the toteboard. WIN owners collect twice as much as PLACE owners, and PLACE owners collect twice as much as SHOW owners (approximately). You might, however, get a little bit confused when consulting the *Bettors* chart. Let's use the finish from above, where Zenyatta won, Man O' War placed, and Seattle Slew showed.

PAYMENT TABLE FOR BETTORS															
Pay the bettor(s) from the BETTORS PURSE, based on Total # of Bets on the Toteboard.															
If a FAVORITE wins the race, pay the WIN, PLACE, and SHOW bettor(s) the following amounts:															
TOTAL # OF BETS MADE	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
WIN bettor payout	\$12	\$14	\$16	\$18	\$20	\$22	\$24	\$26	\$28	\$30	\$32	\$34	\$36	\$38	\$40
PLACE bettor payout	\$6	\$7	\$8	\$9	\$10	\$11	\$12	\$13	\$14	\$15	\$16	\$17	\$18	\$19	\$20
SHOW bettor payout	\$6	\$7	\$8	\$9	\$10	\$11	\$12	\$13	\$14	\$15	\$16	\$17	\$18	\$19	\$20
If a STALWART wins the race, pay the WIN and PLACE bettor(s) the following amounts:															
TOTAL # OF BETS MADE	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
WIN bettor payout	\$18	\$21	\$24	\$27	\$30	\$33	\$36	\$39	\$42	\$45	\$48	\$51	\$54	\$57	\$60
PLACE bettor payout (remainder)	\$6	\$7	\$8	\$9	\$10	\$11	\$12	\$13	\$14	\$15	\$16	\$17	\$18	\$19	\$20
If a LONGSHOT wins the race, pay the WIN bettor(s) the following amounts:															
TOTAL # OF BETS MADE	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
WIN bettor payout	\$24	\$28	\$32	\$36	\$40	\$44	\$48	\$52	\$56	\$60	\$64	\$68	\$72	\$76	\$80

outs since the winner, Zenyatta, is classified as a Stalwart. Let's say you count 12 total bets on the toteboard, so Zenyatta's bettor will collect \$4200. If there were two different bettors on Zenyatta, then each bettor collects half of that — \$2100. Whoever bet on Man O' War now collects \$1400, since he was the PLACE horse. If there were two different bettors on Man O' War, then each bettor collects half of that — \$700. In this case, there is no money for SHOW bettors. If Man O' War had won that race instead of Zenyatta though, you would've used the top chart to direct the payouts since Man O' War is classified as a Favorite, and since Favorites have the smallest WIN payout, that would've left enough money to pay the SHOW (Seattle Slew) bettors.