

JOCKEY CLUB EXPANSION

HIGH ROLLER

HORSE RACING

The “Jockey Club” expansion to High Roller Horse Racing adds more intrigue to the game, and it’s a simple but more interesting alternative to the optional “Diversification” rule. These cards lead to more choices and decisions for the players, without bogging the game down with unnecessary complexities.

RULES (very simple!)

- (1) Shuffle the Horse and Action decks separately. You should have 16 Horse Cards and 16 Action cards.
- (2) When handing out the money and Horse Reports at the beginning of the game, also deal 2 Horse cards and 2 Action cards face-down to each player, and each player looks at their own cards but keeps them secret from the rest of the table.
- (3) Move forward with the Auction, Post Position Draw, Betting, and then start the Race.
- (4) At any point during the race, a player may play any combination of 1 Horse card + 1 Action card in his hand and apply that Action to the Horse displayed on the card, as long as (1) he does NOT own that particular horse, (2) it’s that horse’s turn, and (3) that horse is not physically *starting* his turn in the “front stretch” of the race track, which is the part of the track between the Starting Gate and first turn. *To be clear, you can only affect a horse which is owned by another player. Also, horses run through the Front Stretch twice (when starting the race and finishing it), and they can not be affected by cards either time.*



- (5) Cards must be played AFTER a horse owner has rolled the die for that horse, but BEFORE he is done moving his horse.
- (6) A player may only play 1 card combo per race, so he must discard his other combo after playing the first one.
- (7) Only 1 card combo may be played on a single horse during a single turn. If two different players want to affect the same horse on the same turn, then the first player to speak up and show his cards gets to use them, and the other player must put his cards back in his hand. If they both spoke up at the same time, then they roll a die and the higher # gets to use his cards while the other players simply puts his cards back in his hand.
- (8) If an owner/jockey refuses to use an Action card played on his horse (as allowed by some of the cards), then the player who played those cards must immediately discard all 4 of his cards.



CLARIFICATION

When adding or subtracting movement points to a horse, apply those points to the horse’s final movement allowance and not the die roll. Most of the time, the net effect is the same but sometimes it’s not. For example, if Seattle Slew rolls a “1” on the back half of the race, then his -1 STAMINA rating would yield 0 movement points, but the minimum movement rule stipulates that he is still awarded 1 movement point anyway. Correctly applying a +2 POINT card would give him 3 movement points. On the other hand, incorrectly applying that card to the DIE ROLL would make his die roll = 3 and allow him just 2 movement points (because of the aforementioned -1 STAMINA rating).

WHAT THIS EXPANSION DOES

This expansion encourages bettors to diversify their investments and when there are multiple, different interests around the table, it just makes jockeying more intriguing. There are more “help” cards than “hurt” cards, so there’s a good chance a player will be able to help another owner’s horse. He’ll only want to do this, of course, if he has a bet on that horse. Also, an owner may not want to bet on his own horse because if he leaves those betting slots open for one or two other players to gain a financial interest in his horse (through betting), then those players may help him win the race!