

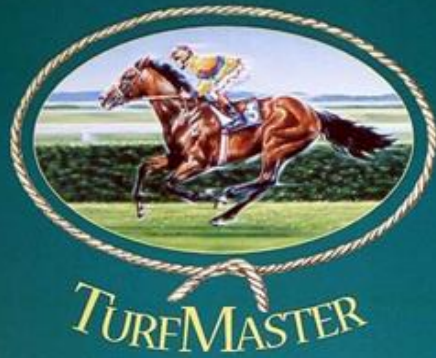
TURFMASTER

# ALL TIED HORSES

Inside Horse  
+1 Movement

(Performed before die roll)

(1)



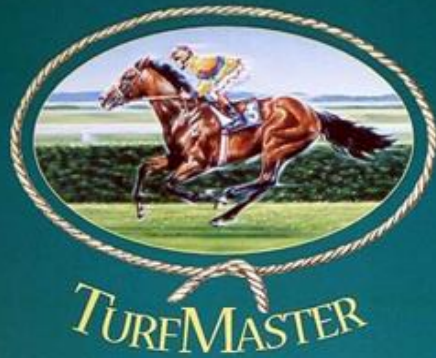
TURFMASTER

# ALL TIED HORSES

Inside Horse  
+1 Movement

(Performed before die roll)

(2)



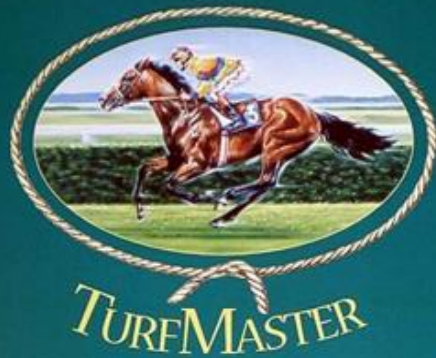
TURFMASTER

# ALL TIED HORSES

Inside Horse  
+1 Movement

(Performed before die roll)

(3)



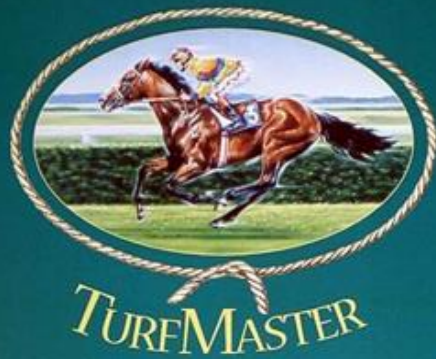
TURFMASTER

# ALL TIED HORSES

Inside Horse  
+1 Movement

(Performed before die roll)

(4)



TURFMASTER

## ALL TIED HORSES

Outside Horse  
+1 Movement

(Performed before die roll)

(5)



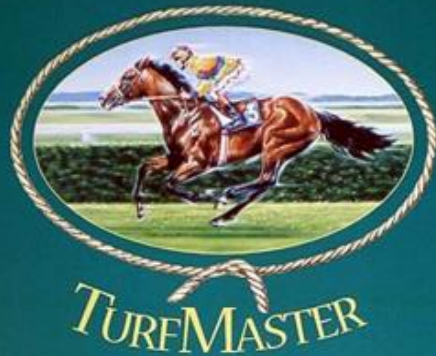
TURFMASTER

## ALL TIED HORSES

Outside Horse  
+1 Movement

(Performed before die roll)

(6)



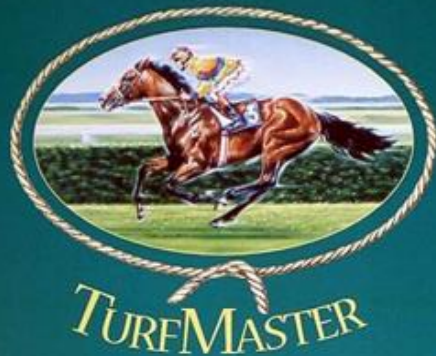
TURFMASTER

## ALL TIED HORSES

Outside Horse  
+1 Movement

(Performed before die roll)

(7)



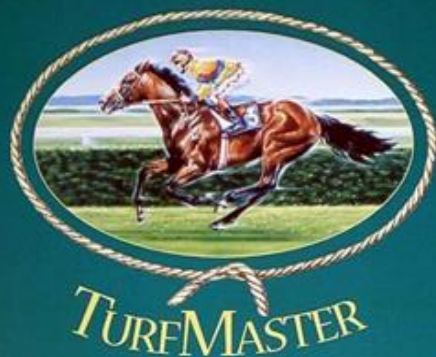
TURFMASTER

## ALL TIED HORSES

Outside Horse  
+1 Movement

(Performed before die roll)

(8)



TURFMASTER

## PUSHING HARD

Last Place Horse  
+1 Mov. for the rest of  
the Race

(Added to die roll)

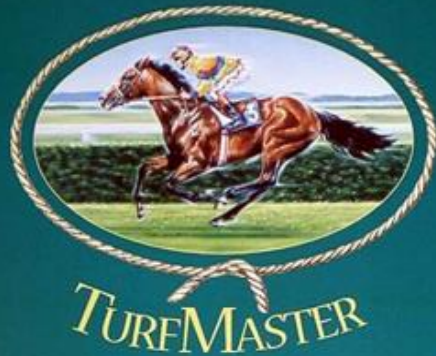


TURFMASTER

## SEEING VICTORY

1<sup>st</sup> Position Horse  
+1 Movement

(Performed before die roll)

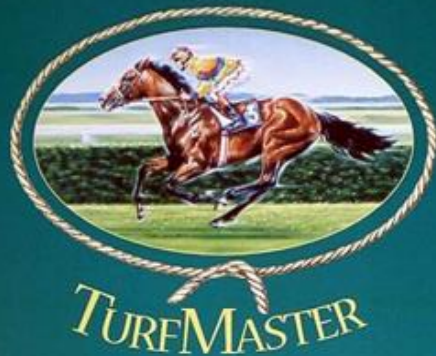


TURFMASTER

## THE CHALLENGER

2<sup>nd</sup> Position Horse  
+1 Movement

(Performed before die roll)

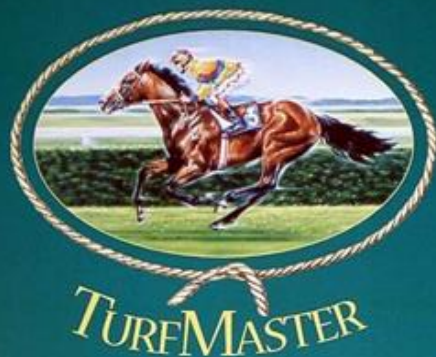


TURFMASTER

## HOPE RISING

3<sup>rd</sup> Position Horse  
+1 Movement

(Performed before die roll)

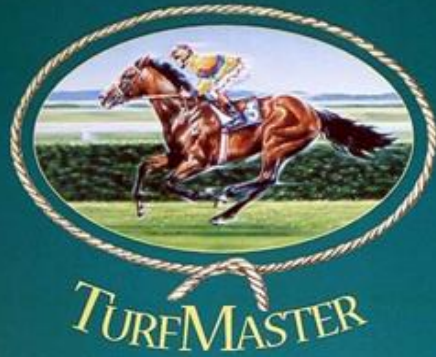


TURFMASTER

## GOT THE POSITION

4<sup>th</sup> Position Horse  
+1 Movement

(Performed before die roll)

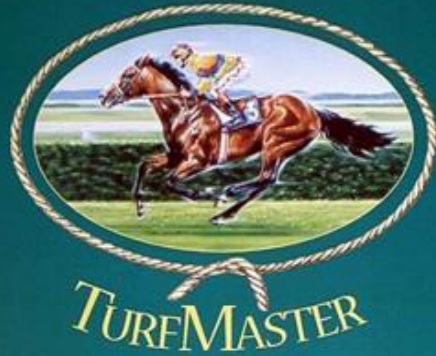


TURFMASTER

## I'M IN IT

5<sup>th</sup> Position Horse  
+1 Movement

(Performed before die roll)

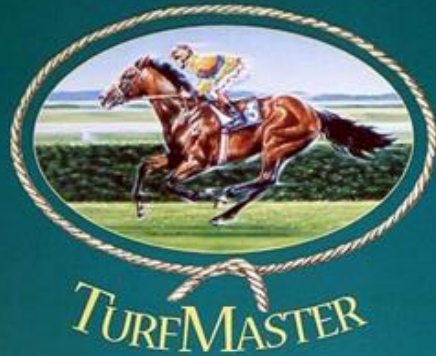


TURFMASTER

## DON'T COUNT ME OUT!

6<sup>th</sup> Position Horse  
+1 Movement

(Performed before die roll)

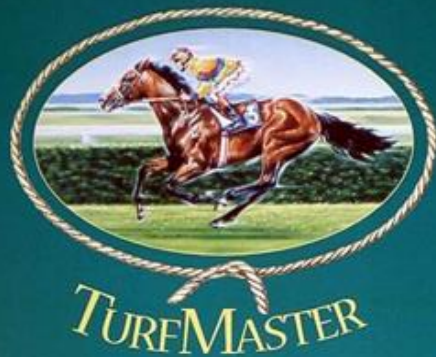


TURFMASTER

## IT'S TIME

7<sup>th</sup> Position Horse  
+1 Movement

(Performed before die roll)

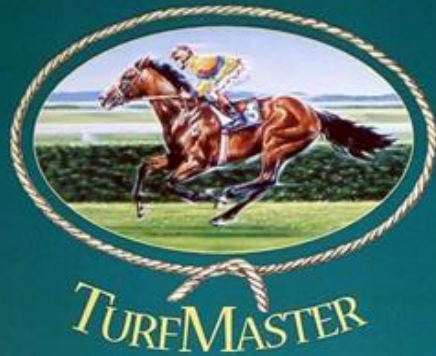


TURFMASTER

# GOT TO FIND A WAY

8<sup>th</sup> Position Horse  
+1 Movement

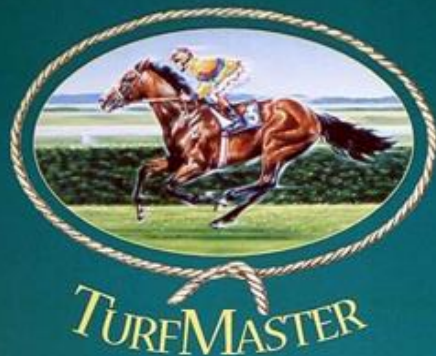
(Performed before die roll)



TURFMASTER

# STEADY NOW

Horses Hold Position  
No Bonus Movement



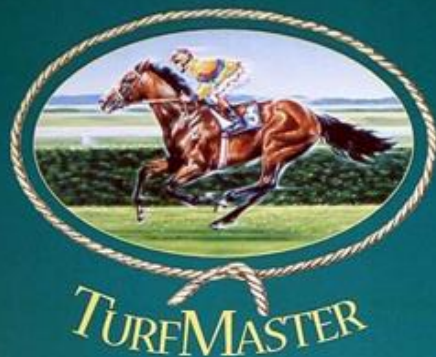
TURFMASTER

# FIRE GIPSY

Red

Race Favorite  
+1 Movement

(Added to die roll)



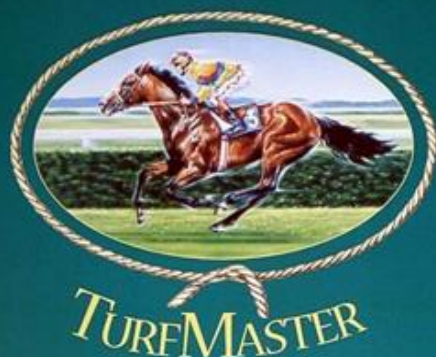
TURFMASTER

# GREEN GIANT

Green

Race Favorite  
+1 Movement

(Added to die roll)



TURFMASTER

## SEATTLE GLUE

Yellow

Race Favorite  
+1 Movement

(Added to die roll)



TURFMASTER

TURFMASTER

## MISTY HAZE

Purple

Race Favorite  
+1 Movement

(Added to die roll)



TURFMASTER

TURFMASTER

## BLACK WIDOW

Black

Race Favorite  
+1 Movement

(Added to die roll)



TURFMASTER

TURFMASTER

## TENNESSEE BELLE

White

Race Favorite  
+1 Movement

(Added to die roll)



TURFMASTER

TURFMASTER

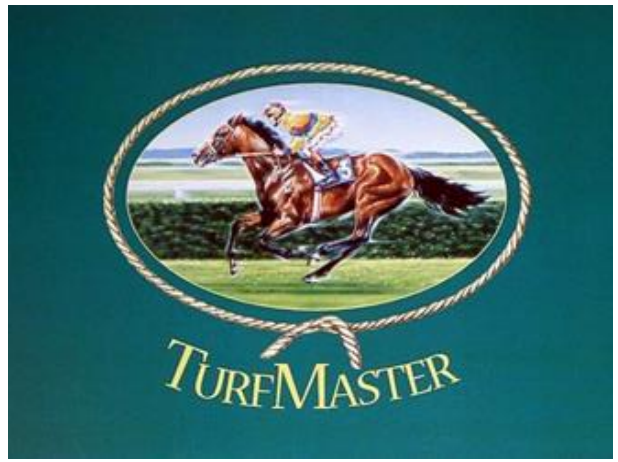
# HORIZON WATCH

Blue

Race Favorite

+1 Movement

(Added to die roll)



TURFMASTER

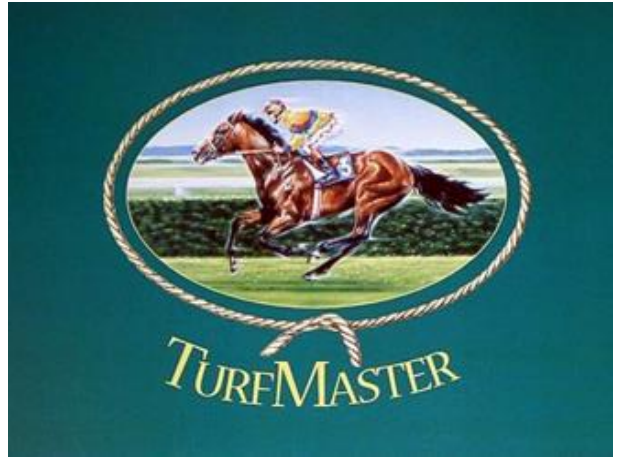
# KENTUCKY HEAT

Orange

Race Favorite

+1 Movement

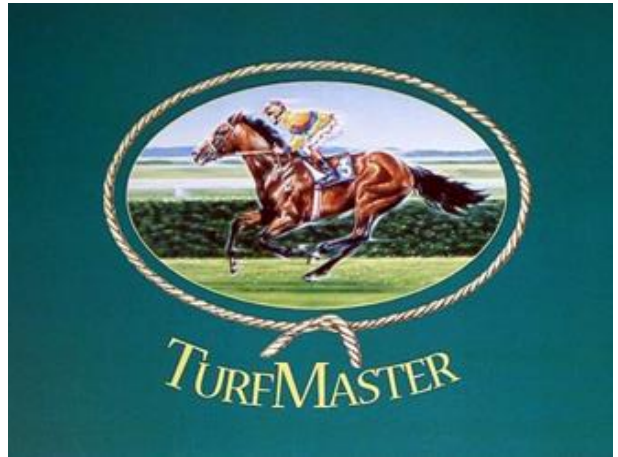
(Added to die roll)



TURFMASTER

### OUT OF THE GATE

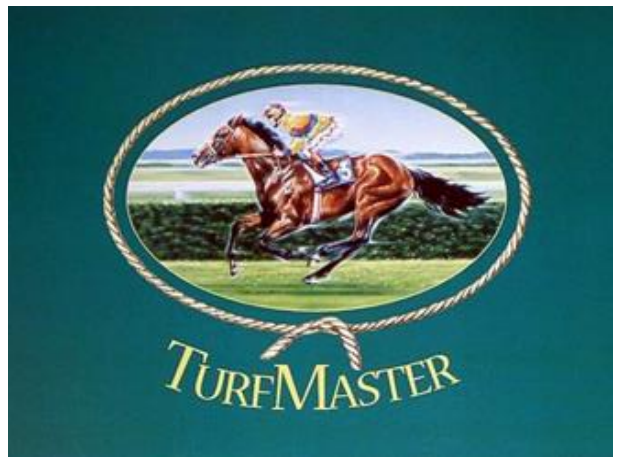
Movement	Die Roll
3	18-20
4	14-17
6	11-13
7	6-10
8	1-5



TURFMASTER

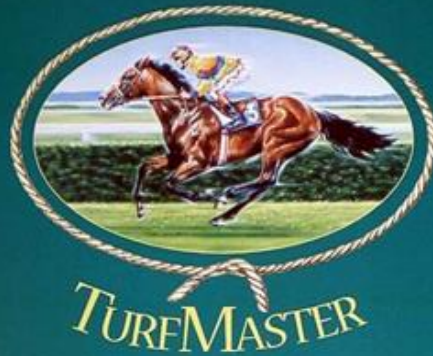
### HANDICAP MOVEMENT

Movement	(8) Handicap 9 Die Roll
3	20
4	18-19
6	16-17
7	9-15
8	1-8
9	-
10	-



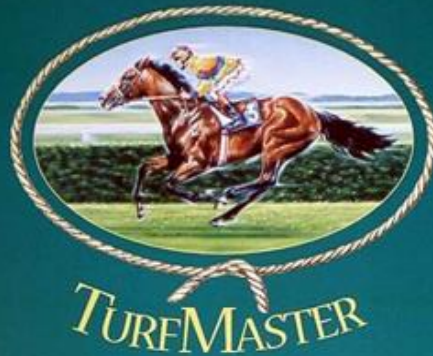
TURFMASTER

HANDICAP MOVEMENT	
Movement	(10) Handicap 11 Die Roll
3	20
4	19
6	18
7	14-17
8	9-13
9	5-8
10	1-4



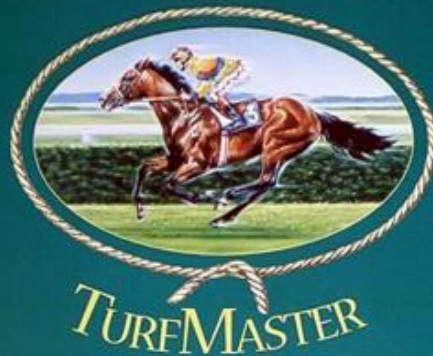
TURFMASTER

REGULAR MOVEMENT	
Movement	Die Roll
3	20
4	19
6	18
7	14-17
8	10-13
9	7-9
10	4-6
11	2-3
12	1



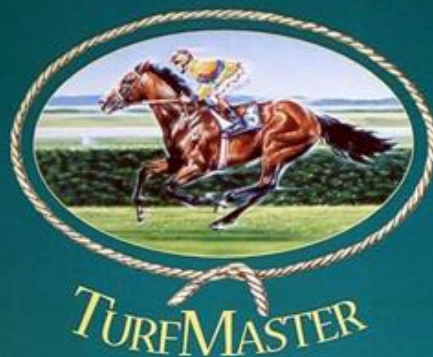
TURFMASTER

WHIPPING MOVEMENT	
Movement	Die Roll
3	20
4	19
6	15-18
7	13-14
8	11-12
9	9-10
10	7-8
11	5-6
12	1-4



TURFMASTER

HANDICAP MOVEMENT	
Movement	(9) Handicap 10 Die Roll
3	20
4	19
6	17-18
7	12-16
8	6-11
9	1-5
10	-



TURFMASTER

## ALL TIED HORSES

Inside Horse  
+1 Movement

(Performed before die roll)

(9)



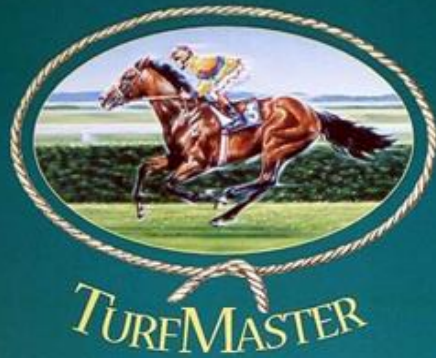
TURFMASTER

## ALL TIED HORSES

Inside Horse  
+1 Movement

(Performed before die roll)

(10)



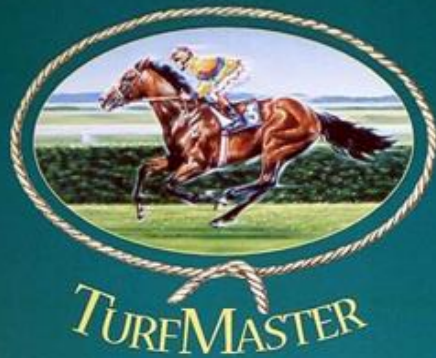
TURFMASTER

## ALL TIED HORSES

Inside Horse  
+1 Movement

(Performed before die roll)

(11)



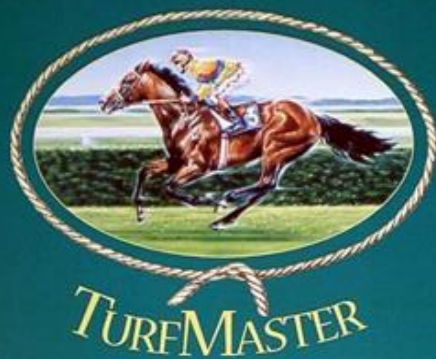
TURFMASTER

## ALL TIED HORSES

Inside Horse  
+1 Movement

(Performed before die roll)

(12)



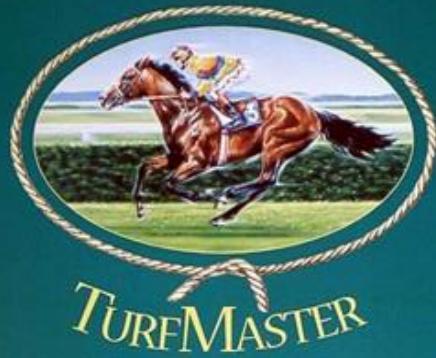
TURFMASTER

## ALL TIED HORSES

Outside Horse  
+1 Movement

(Performed before die roll)

(13)



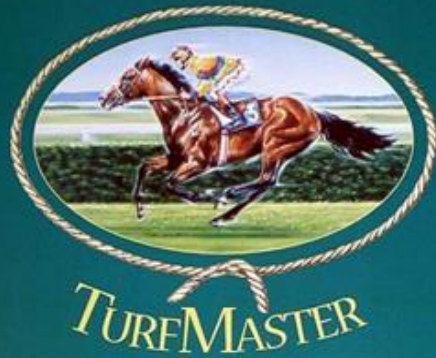
TURFMASTER

## ALL TIED HORSES

Outside Horse  
+1 Movement

(Performed before die roll)

(14)



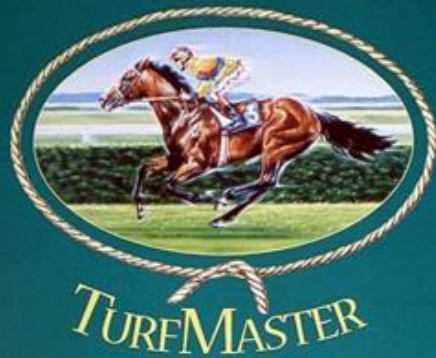
TURFMASTER

## ALL TIED HORSES

Outside Horse  
+1 Movement

(Performed before die roll)

(15)



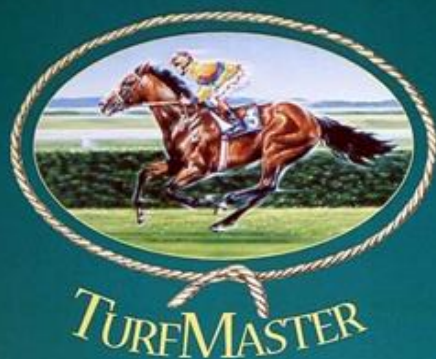
TURFMASTER

## ALL TIED HORSES

Outside Horse  
+1 Movement

(Performed before die roll)

(16)

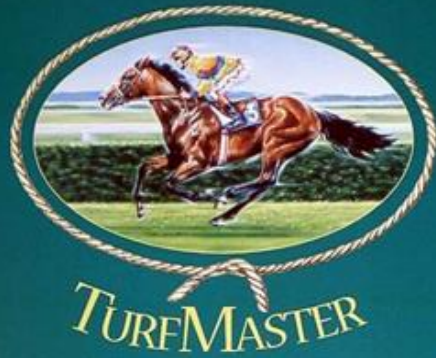


TURFMASTER

## PUSHING HARD

Last Place Horse  
+1 Mov. for the rest of  
the Race

(Added to die roll)

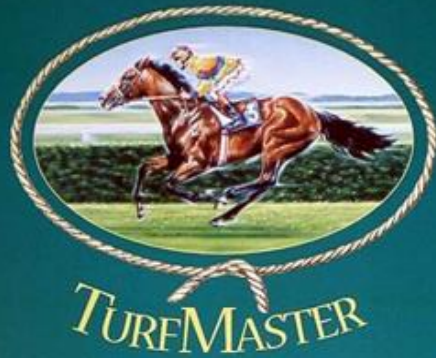


TURFMASTER

## INTO THE POINTS!

9<sup>th</sup> Position Horse  
+1 Movement

(Performed before die roll)

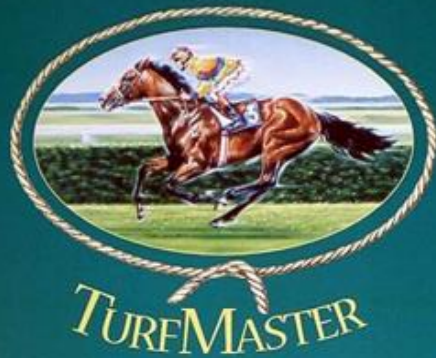


TURFMASTER

## JUST TRYING

10<sup>th</sup> Position Horse  
+1 Movement

(Performed before die roll)

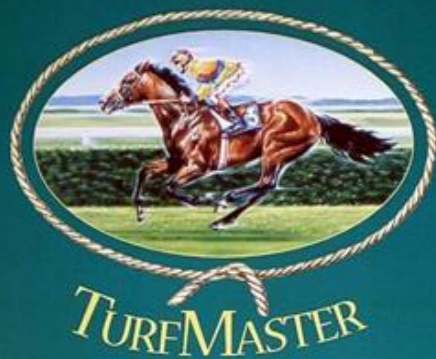


TURFMASTER

## ONE LAST EFFORT

11<sup>rd</sup> Position Horse  
+1 Movement

(Performed before die roll)



TURFMASTER

## STILL GOT ENERGY

12<sup>th</sup> Position Horse  
+1 Movement

(Performed before die roll)

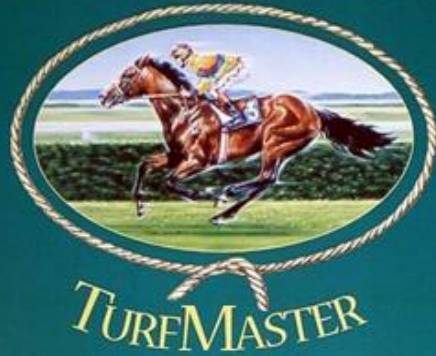


TURFMASTER

## RISKED BET

13<sup>th</sup> Position Horse  
+1 Movement

(Performed before die roll)

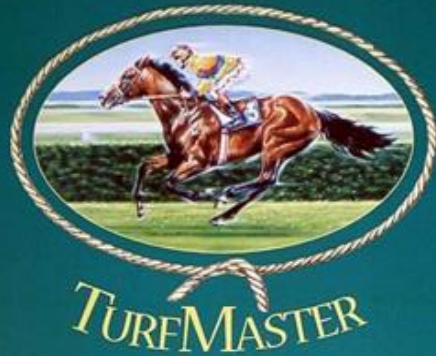


TURFMASTER

## EPIC COMEBACK

14<sup>th</sup> Position Horse  
+1 Movement

(Performed before die roll)

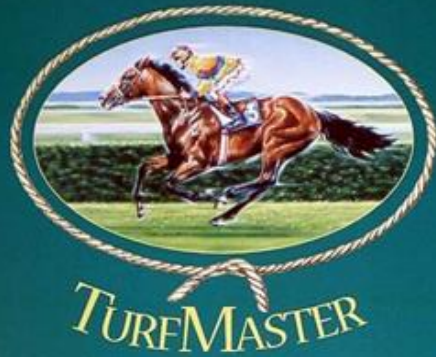


TURFMASTER

## COULD IT BE?

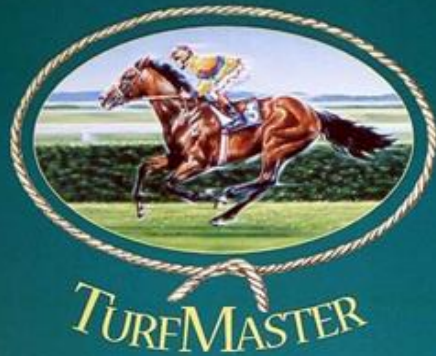
15<sup>th</sup> Position Horse  
+1 Movement

(Performed before die roll)



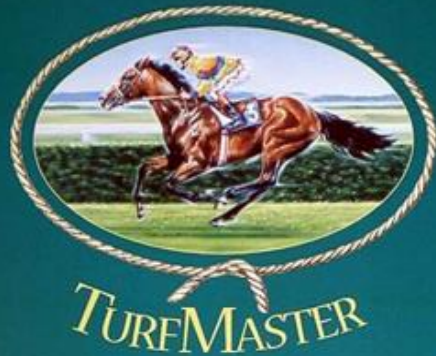
TURFMASTER

ALL LOST?  
16<sup>th</sup> Position Horse  
+1 Movement  
(Performed before die roll)



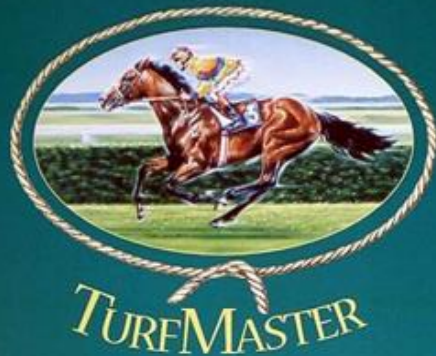
TURFMASTER

STEADY NOW  
Horses Hold Position  
No Bonus Movement



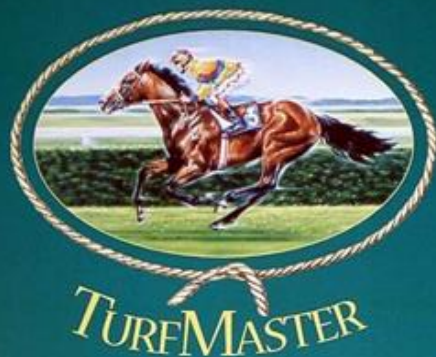
TURFMASTER

RED RUM  
Red  
Race Favorite  
+1 Movement  
(Added to die roll)



TURFMASTER

MAN O'WAR  
Green  
Race Favorite  
+1 Movement  
(Added to die roll)



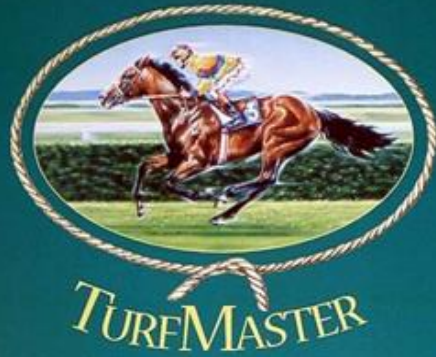
TURFMASTER

## FLYING FOX

Yellow

Race Favorite  
+1 Movement

(Added to die roll)



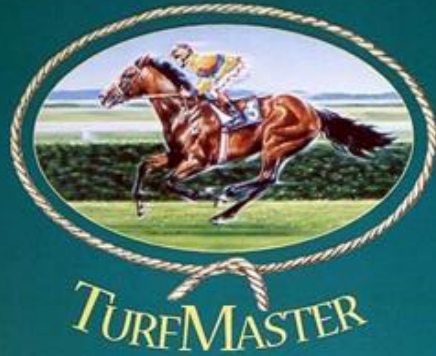
TURFMASTER

## SECRETARIAT

Purple

Race Favorite  
+1 Movement

(Added to die roll)



TURFMASTER

## SEA THE STARS

Black

Race Favorite  
+1 Movement

(Added to die roll)



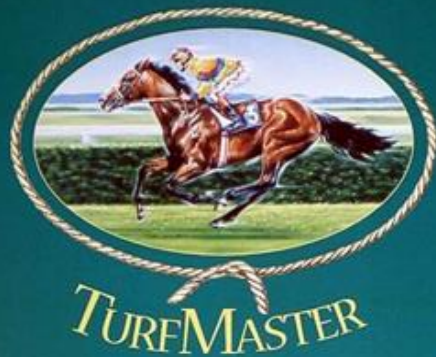
TURFMASTER

## NIJINSKY

White

Race Favorite  
+1 Movement

(Added to die roll)



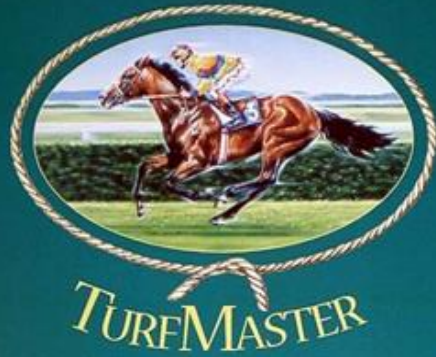
TURFMASTER

# MAKYBE DIVA

Blue

Race Favorite  
+1 Movement

(Added to die roll)



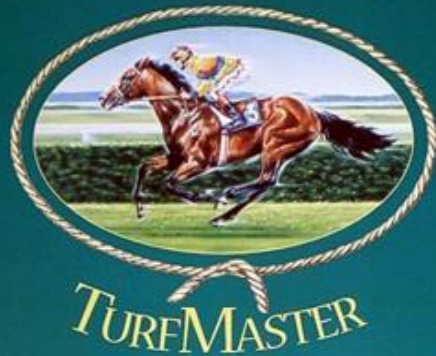
TURFMASTER

# SEABISCUIT

Orange

Race Favorite  
+1 Movement

(Added to die roll)

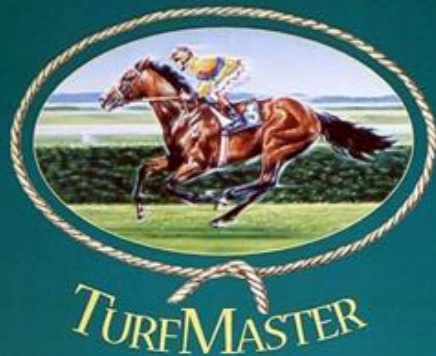


TURFMASTER

# BAD STEP

Draw Horse card  
-1 Movement

(Subtracted from die roll)



TURFMASTER

# GOOD MOMENTUM

Draw Horse card  
+1 Movement

(Added to die roll)

