

“Change Horses” Quick Start

Object:

Be the player whose horse is last when the first horse crosses the finish line.

Setup:

- 1) **Place board and line the horses up:** random order, facing for a counter-clockwise race around the track. All 6 horses used, regardless of number of players.
- 2) **Cards:** each player gets 1 Racing form card, 1 set of horse movement cards (15 per set), 2 wild horse cards, and 1 ownership certificate face down with color of your horse (2 for a 2 player game).
- 3) **Carrots cards:** each player gets 11 carrots times the # of players (only in advanced version)

How to Play:

- 1) **Select Cards:** Choose 3 horse movement cards and place them face down in front of you. When all players are ready, the cards are turned over.
- 2) **Play Cards:** On your turn, select 1 of the 3 cards and place it on the tote board. After each player has played a card the horses are moved.
- 3) **Moving the Horses:** The **total** of each horse color showing on the tote board is counted. If there is an **even number** of horses of 1 color, that horse will not move this round. If there is an **odd number** the horse of that color is moved that many spaces. Move each horse, starting with the horse on the inside track. If 2 horses are on the same track, the one in front is moved first.
- 4) **Turn order:** (basic game) In every round, turn order is determined anew. The 1st time draw Racing Form cards from face down pile. Remaining rounds, the player holding the highest number card from previous round is given the #1 card – all others draw randomly.
(advanced version) since the person who plays his horse movement cards last in the round has an advantage, the order of play is ‘auctioned’ in each round. You bid carrots. Player with #1 card bids first, #2 second and so on. Must bid at least 1 carrot, if you bid more you can keep bidding, if you bid less you drop out. Winner gets highest # Racing form card. Other players get cards according to their bid. If you don’t have enough carrots, give up remaining carrots & from then on take the lowest Racing form card. There is no way to earn additional carrots. Left over carrots are a tiebreaker at the end, in case of a ‘photo finish’.
- 5) **Playing Cards:** As in #2, this time from a selection of the 2 remaining cards
- 6) **Moving the Horses:** As in #3. **All** cards on the tote board are counted
- 7) **Clearing the Tote Board:** The tote board is complete and cards are cleared from game.
- 8) **Determine Turn order:** As in #4
- 9) **Selecting New Cards:** Add 2 more cards to the 1 remaining in front of you – 1st face down, then turn them over.
- 10) **New Double Round:** The steps 2 – 10 are repeated.

Wild Horse Cards: (each player has 2 of these ‘jokers’ to use one at a time during the game). You play a wild horse card only on your turn **before** you play your horse movement card onto the tote board.

- a) Stumble: Cancels a card on the tote board by covering it up
- b) Slippery Track: Move any 2 horses 1 space sideways to block other horses
- c) Fast Track: All horses in the last 2 rows race ahead 2 lengths (except blocked horses).
- c) Change Horses: Allows you to change horses, put at bottom of pile, take top card.

Ending & Winning the Game:

- Game ends in 2 ways: 1 horse crosses the finish or all players have only 1 card left
- Reveal Ownership Certificates, the last horse wins the race, next to last is 2nd, etc..