DERBY CHALLENGE

A horse racing game for up to 20 players!

Introduction

Derby Challenge is an exciting simulation of a day at the horse races. You will select your horse and jockey silk, place your wagers and, if you are lucky, win the race!

Game Contents

Your Derby Challenge game contains the following:

1x	Horse race track game mat
20x	Race horses, various colors
24x	Jockey silk cards
20x	6-sided dice - wager odds dice
4x	20-sided dice (color number 1) - zone movement dice
2x	20-sided dice (color number 2) - 1 space movement dice
1x	Mud die - for deciding mud fate
1x	Accelerator die - for deciding accelerator movement
200x	Wagering chips (color number 1) - use for value of $1
50x	Wagering chips (color number 2) - use for value of $10

Game Setup

Place the horses on their corresponding numbered circle on the track infield. Each player should be given a 6-sided die and $8 in wagering chips. Set the remaining wagering chips aside to use for paying out winning wagers after each race.

Playing The Game

Derby Challenge simulates a day at the races. A full game is composed of 3 races. The game can be shortened or extended by running fewer or more races. Decide on the number of races to be run before starting.

Running a Race

Each race has 5 phases:
1. Race Setup
2. Placing Wagers
3. Race Time Scratches (Optional)
4. Running the Race
5. Wager Payout

Each phase is described below.

Phase 1: Race Setup

Select a race caller (or race announcer) to roll the dice and call out the horse movements. The race caller can also be a participating racer. Give the race caller all six of the 20-sided dice - these are the movement dice that decide which horses move on each turn.

Each player selects a jockey silk card of their choosing. They then select a horse, moving their horse to the start line, and placing their jockey silk on the numbered square corresponding to their horse as shown below.
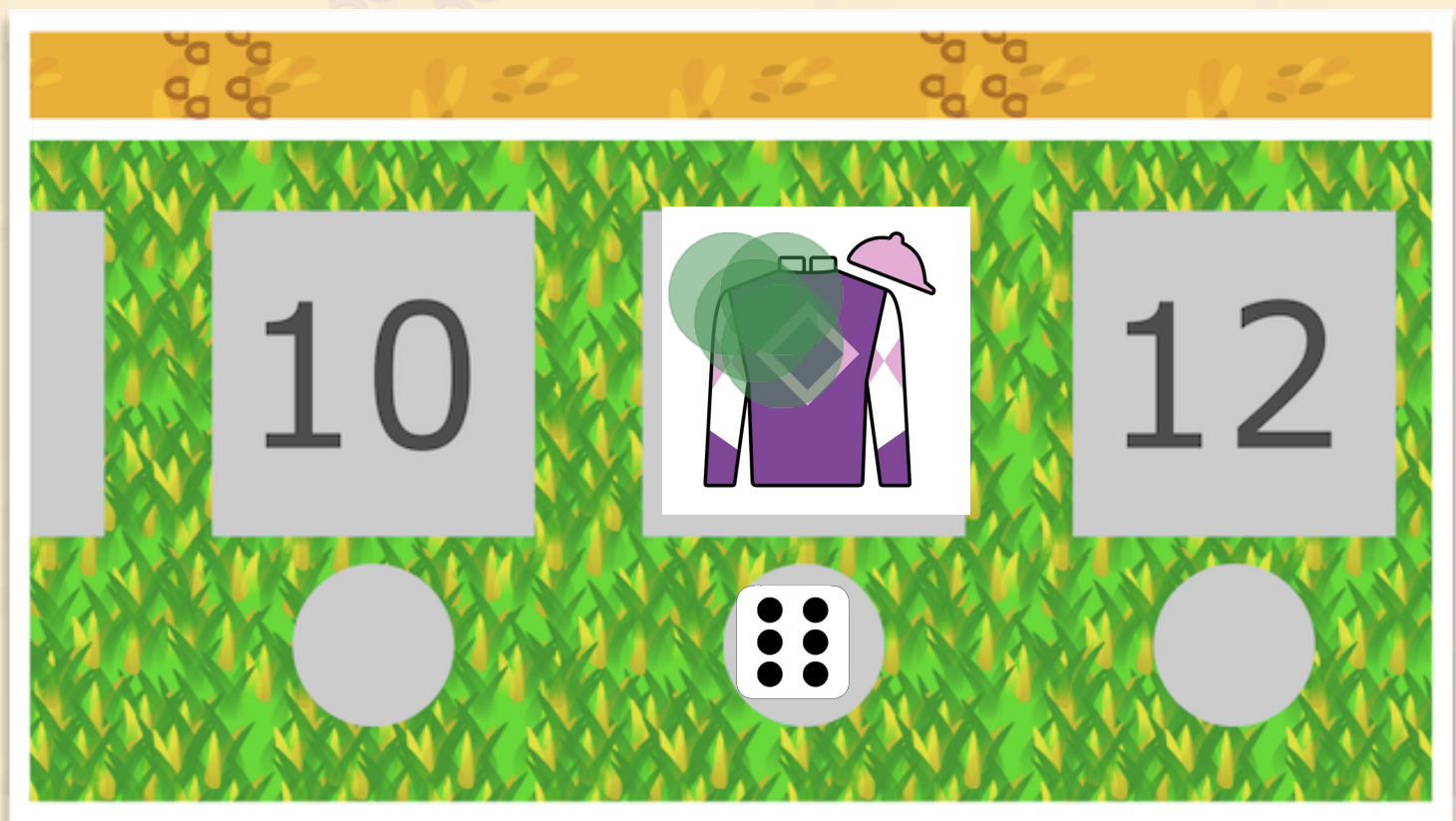
Phase 2: Placing Wagers

The first step in wagering is to determine the payout odds for each horse. In order to do this, each player should roll their 6-sided die (the wager odds die) and place it on the circle next to their jockey silk and wager. This die will be used to calculate the wager payout for winning horses. Each player should make a wager on their horse. Wagers can be anywhere from 0-$3. If there will only be one race, then the players can wager their full $8.

Phase 3: Race Time Scratches (Optional)

Decide if race time scratches will occur. A horse that is scratched will not get to run the current race and the player's wager will be lost. First, decide how many scratches there will be. When playing with 10 or fewer players, we recommend only one scratch. If playing with more than 10 players, then we recommend no more than 2 horses being scratched.

To determine the scratched horses, the race caller will roll a 20-sided die (one for each scratch). The race caller will announce the scratched horses. For example, "Horse 12 has been scratched from the race!" When a horse is scratched, the wager for that horse should be removed from the jockey silk and wager area. The chips should be placed in the "bank". The jockey silk should be turned over to indicate the horse has been scratched, and the horse should be removed from the start line and placed on the overturned jockey silk card.

Phase 4: Running the Race

The race is ready to begin! Each player gathers around the race track. Players will move the horses as the race announcer calls out movement. It is not important for the player to move their own horse, everyone can help move nearby horses on the track.

To run a race, the race caller will roll the 20-sided dice and call out movement for the horses. A race is 1 and 1/4 laps, from the Start line, around the track, through the three zones, all the way to the Finish line, as shown below.
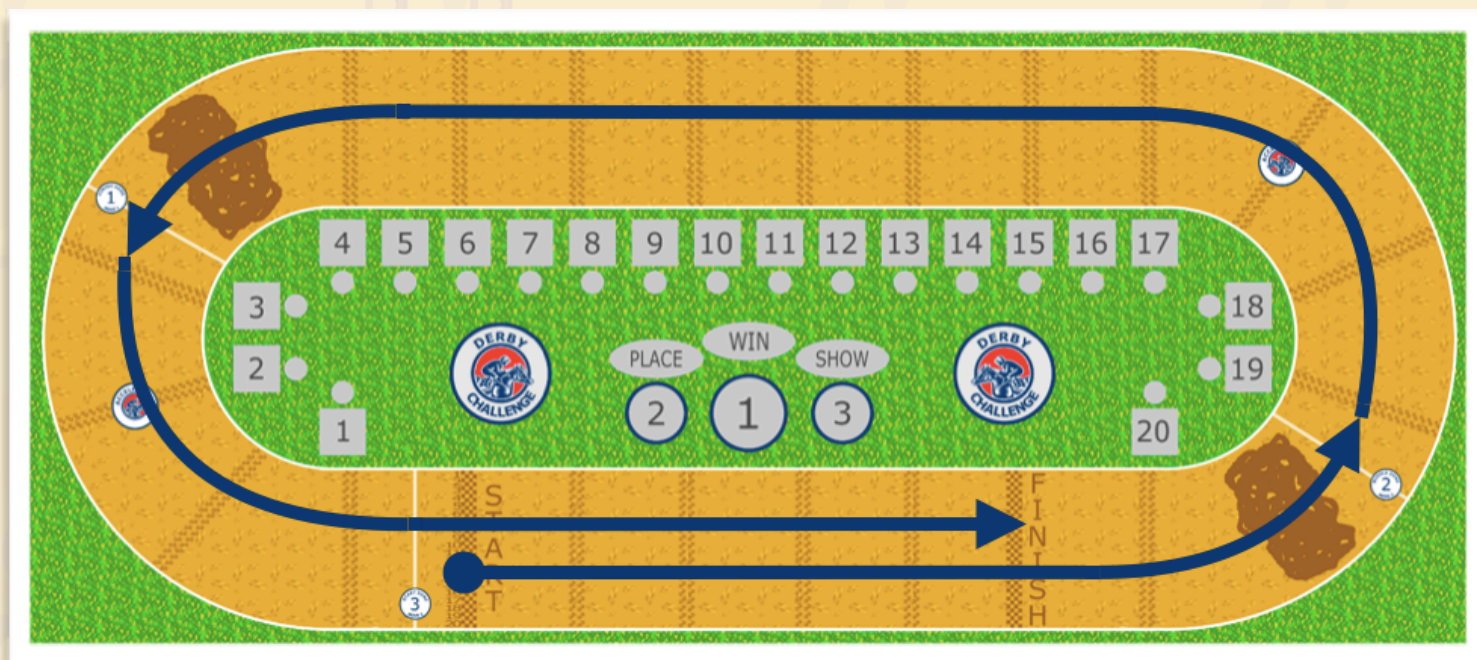
On each turn, the race caller will roll all six of the 20-sided dice (4 red and 2 blue). The numbers shown on the dice indicate which horses will move. There are two types of movement - single space movement and zone movement. Single space movement is indicated by the blue dice.

The single space horse movements should always be called out and executed first. The race caller calls the movements, for example "Horses 4 and 12 move 1". The two horses are then moved, each moving one space. If a horse lands on an accelerator space, then the accelerator roll should occur, see below for details. If a horse is on a mud space when the roller calls movement for that horse, the mud space roll should occur. See below for details. If both dice show the same number, that horse gets to move two spaces.

Once all actions and movement has completed for the single space movements, then the caller announces the zone movements, "horse 5 moves zone, horse 14 moves zone, horse 16 moves zone twice!". The term "moves zone" is used to indicate that the horse should move the number of spaces that is correct for the zone that the horse is starting the turn in.

Special Spaces

Mud spaces: If a horse ends its turn on the mud space, the next time the horse is called to move, the player will need to roll the mud die to see if the horse gets out of the mud. If the horse is called to do a single space movement, then the player has one chance to get out of the mud. The player for the horse rolls the mud die, if a horseshoe is rolled, the horse moves the one space. If a mud splat is rolled, the horse does not move, and the turn is over. If the horse is called for more than one space of movement, i.e. single move twice or zone movement, then the player gets multiple rolls of the mud die, if needed. For example, if a the horse is called for zone movement and it is on the first mud space, it is in the Start Zone and will have 3 chances to move. The player rolls the mud die, if it is a horseshoe, the horse is moved 3 as normal. If the die is a mud splat, the horse does not move. The player still has 2 chances, but with each roll the movement is reduced by 1 space. So on the second roll, a horseshoe is rolled, so the horse moves, but only 2 spaces. If the horseshoe is not rolled until the third try, the horse would only move 1 space.

Accelerator Spaces: If a horse ends its movement on an accelerator space, then the accelerator action is taken. If the horse moves across the space but does not end the movement on the

space, the accelerator action is not taken. To perform he accelerator, the player for the horse rolls the accelerator die. The horse is then moved the indicated bonus number of spaces - 1,2, or 3 spaces.

Single Space and Zone Movement: Single space movements should be completed fully before zone movements are applied. For example, if a horse is rolled for both single space and zone movement. If the single space movement lands the horse in the mud, it must stop there, and perform the mud space process on the zone movement. However, if the horse starts the turn one space before the mud and it moves zone, then the horse would move 3 through the mud, counting the mud as a space.

When a horse number is rolled on multiple zone dice t, the movement is executed according to zone the hose starts in. For example, if the horse is in zone 2 and the number comes up on 2 zone dice, the horse moves a total of 4 spaces.

The caller continues to roll the dice, calling single space movement and calling zone movement. The horses are moved along, performing mud and accelerator process as needed. Each line of horse tracks are a space, the Finish line is treated as a space as the horses pass it the first time. The mud is treated as a space. The Start line is treated as a space as it is passed coming into the home stretch. There are twenty-nine total spaces to pass in order to complete the race.

Finishing the Race

Each turn, move all the horses as the caller specifies. After all horses have been moved the correct number of spaces, if a horse is on or past the finish line that horse has completed the race. The first horse to complete the race is placed in the Win space on the infield. Play continues until 3 horses have completed the race. If two horses complete the race on the same turn, then the horse that is further past the finish line finishes higher. If the horses are 'tied' (both on the finish line or both on the same space after the finish line), Then play continues until a turn completes where one horse is further than the other. When the first, second and third place horses have all been determined, place the horses in the Win, Place and Show circles on the infield.

Remove all the other horses from the track.

Phase 5: Wager Payout

Remove all wagers for horses that did not finish in the top three. These wagers are now in the bank. Pay the top three finishers as follows:

First Place: 3 X Wagered Chips X Payout Die Value
Second Place: 2 X Wagered Chips X Payout Die Value
Third Place: 1 X Wagered Chips X Payout Die Value

To prepare for the next race, the top three finishers first decide if they want to keep their current horse and silk. Then all players select a horse and silk for the next race, determine odds, and place wagers. Setting their horse at the start line when wagering is complete.

Completing the Game

After wagers are paid and the winners collect their winnings. Then setup and prepare to run the next race. Repeat running races until the predefined number of races have been completed and paid out. The overall game winner is the player with the most chips after paying out the final race.