

Under City Horse Racing Bribing

PROTOTYPE: 3

In the city of Toronto eleven famed individuals have come together to prove their superiority. Care though, for all is not as it seems, as dastardly actions are afoot and the horses aren't as noble as they might seem...

This is a game where you bribe not the Jockeys but the Horses themselves in order to cut your way to first place. Why? Because it is your right, and how dare anyone else challenge your superiority!

Rules:

- **Play Time:** 5 min play time per race (total est. 10-30min)
- **Set Up:**
 - At the start of the game deal 4 cards to every player. (If a player is dealt 4 reaction cards they will immediately discard their entire hand and redraw 4 cards)
 - The race track will be placed in the middle of the table with the cards placed in a pile next to it and each player will select a horse and place them on the start line.

- **Play:** The game is played in a series of races until 1 player reached 30 victory points
 - Who goes first: The oldest player goes first for the first race then the winner of the previous race always goes first.
 - **Races:**
 - For races after the first, shuffle all the cards and hands are redeal 4 cards to each player and all horses are brought back to the starting line
 - Each player will select up to 3 horses to bet on and place their chosen betting tokens discreetly to the side. (more on scoring bets below)
 - The player who won the last race goes first. Play goes clockwise clockwise.

- You gain victory points equal to your horses location at the end of each race
- You can gain additional victory points through betting.

- **Ending a Race:**
 - A race immediately ends when a player ends a turn on past the finish line/ at 11 points. This is calculated after any reaction card goes into effect but before the next action card is played. It is also possible to win on someone else's turn (Can't gain more than 11 points from crossing the finish line) If multiple players end a turn on 11 they both get 11 points but only the first person to pass is considered the winner for starting the next race and for bets.
- **Turns:**
 - At the start of your turn draw back up to 4 cards if you don't already have 4 (if you end up with 4 reaction cards immediately redraw your whole hand)
 - During your turn you may play any action card in your hand. Before any part of the card goes into effect any other player may choose to place a reaction card from their hand which always takes effect first.
 - A turn is considered over after the reaction and action card effects are played. If no reaction card is played that turn then the turn ends once the action card's effects are finished.
- **Action Cards:**
 - On your turn you must play 1 action card from your hand (can't play more than 1 card per turn and can't play a reaction card on your own turn. If the card has any effects that apply to another player you may choose whether they apply to the player on your left or right (cannot choose any other player unless) exceptions are cards that affect all other players.
- **Reaction Cards:**
 - Only 1 reaction card may be played in a turn, if multiple players choose to play a reaction card in the same turn the first person to place their card on the table will be able to play the others must take their card back and wait for a later opportunity

- **Scoring:** A player can get victory points from their place in the race and from betting
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- **Betting:**
 - Additionally if a horse you bet on wins, you get additional points based on the number of horses bet on (no extra points for betting on a losing horse, or if multiple pass the finish line only the first to do so counts).
 - You may bet on 1, 2, or 3 horses at the start of each race.
 - 1 horse gain an additional 11 victory points if they win
 - 2 horse gain an additional 6 victory points if one of them wins
 - 3 horse gain an additional 4 victory points if one of them wins

Characters:

Our eleven famed individuals each fighting for superiority

- Josh
- Abigail
- Tony
- Emily
- Liam
- Olivia
- Mildred
- Dorothy
- Jack
- Eleanor
- Horsington