

HORSE FEVER

Back in 1928, in his sunset years, the greatest horse racing wagerer of all times, Boss, called the Boss, built a new straight racetrack near the city of Horseburg. He was determined to crown his successor. All the best bettors from all the corners of the globe took on the challenge and gathered in Horseburg, putting their honor at stake to be given the title of "Best Better of All Times".

Content

1 Racetrack board (a)

109 cards

- 25 Movement cards (b)
- 18 Action cards (c)
- 14 Assistant cards (d)
- 14 Target cards (e)
- 9 Horse cards (f)
- 6 Stable Owner cards (g)
- 6 Loan cards (h)
- 12 Character cards (i)
- 1 First player card
- plus 6 blank cards (without numbers or texts) for your own game ideas

6 Horse pawns

2 Sprint dice

Cardboard parts

- 1 Blackboard (l)
- 24 Bet tokens (m)
- 34 Victory Point tokens
(16 with 1 point, 7 with 3 points, 6 with 5 points, 5 with 10 points) (n)
- 1 Hourglass token (o)
- 6 Stable tokens (p)
- 6 Horse token (alternative to the Horse pawns)

Banknotes (r)

- 75 100-Danari banknotes
- 25 500-Danari banknotes
- 25 1000-Danari banknotes

Horse Fever

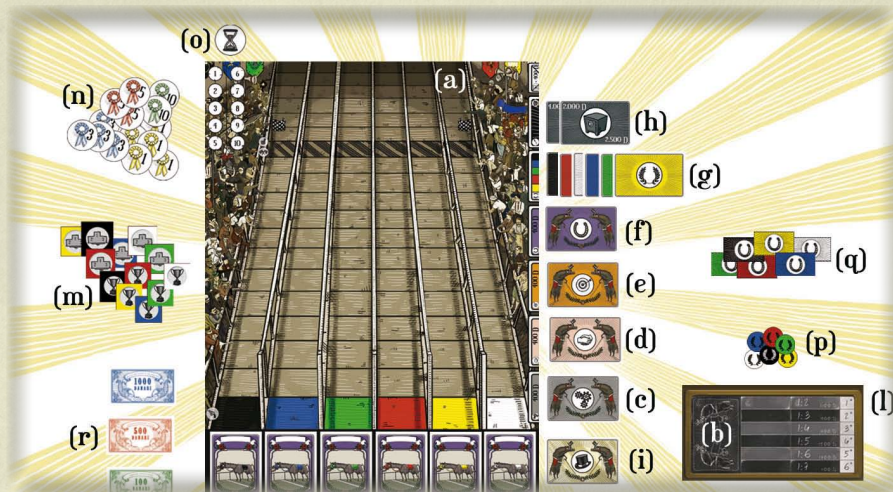
Horse Fever is a tactical game with luck elements that enables you to have a good time with your friends (being them four or forty), thus matching a complex board game with light-hearted betting.

Horse Fever offers three different ways of game play:

The Board Game (2 to 5 players): you will manage your horse stable, buy horses, fix races, bet and collect Victory Points. There are many winning strategies, but the object of the game is only one: to become the best wagerer of all times. **In order to become familiar with the basic game dynamics, we suggest playing the first match as the Family Game variant.**

The Family Game (2 to 5 players): suitable for playing with children or whenever you do not have time to start a "proper" match; it can be set up quickly and plays fast.

The Party Game (2 to any number of players): perfect when you want to challenge loads of friends in a whirl of screams and laughter, to turn even the most boring evening into great fun.



Board Game

Object of the game: each player is a wealthy bettor, determined to be recognized as the most skillful horserace wagerer and earn the title of Best Better Ever.

In a pre-determined number of turns (from 3 to 10) the players try to guess the best bets to gain Victory Points (VP) and Danari (the money used in Horse Fever). The player with the most VP is the winner.

To reach their goal, the players will fix races, buy horses and stables, pay assistants, win auctions and ask the Mob for loans, all by squandering or piling up their money.

Each game round consists of four phases:

- Purchase Phase:** when you decide your strategy by buying different cards;
- Betting Phase:** when each player can make their bets;
- Race Phase:** when the actual horserace takes place;
- Auction Phase:** when the players can buy or sell Vps.

Preparation

. Place the racetrack board in the center of the table and the Blackboard next to it.

. Put the banknotes where everyone can see them. This spot is the Bank. The player closest to the Bank is the appointed Banker who will be in charge of managing the Danari (in short: D); the Banker must not cheat.

. Place all the VPs on the table near the Banker. This will be the VP reserve. Each player now receives one starting VP from this reserve.

. Separate all cards into single stacks according to their backs. If you did not do so before, sort out the blank cards (= those without any text or numbers on them) and put them into the game box.

For your first games sort out all cards marked with a star in their upper left and put them back into the game box. Add these more complex cards in later games, when you are familiar with all rules. Shuffle all stacks separately.

. Place the Movement cards face-down on the corresponding space on the Blackboard

. Place the Action, Assistant, Horse, Stable Owner, Target, and Loan cards in face-down stacks beside their corresponding spaces on the racetrack. Put the Character cards aside for the moment.

. Take a number of Bet tokens equal to the **number of players minus one** of each color (e.g. with five players take four blue, four red, four green Bet tokens and so on) and then put them in a handy place for all. These are the Bet token reserve.

. Shuffle the 6 Stable tokens and place them randomly one at a time onto the Blackboard, in the Odds space starting from the lowest Odds (1:2) up to the highest (1:2).

. Each player draws a Character card and places it face-up in front of them. In turn, the players look up the Character's skill from the rules booklet (page 8) and receive the initial amount of Danari from the Banker as denoted for each Character card. The remaining Character cards are placed back into the game box.

. If you do not prefer another method to determine the First Player, you may throw a Sprint Dice and check the result on the Tie-breaker table (page 4). The Start Player will then take the First Player card and both Sprint Dice.

. The Hourglass token is placed on the Round Indicator space with the number of the agreed on game rounds (see table 1, pag. 8). At the start of each new round move the Hourglass token to the next lower number.

. Place the six Horse pawns on the Racetrack in each lane according to their respective color.

Each Round consists of four phases: Purchase Phase, Betting phase, Race Phase, Auction Phase. Following each Auction Phase you will start again with a new Purchase Phase. At the end of each Round the First Player card is handed over clockwise. During a game each player will be the First Player at least once.

The winner is the player who has collected the most VPs by guessing the right Bets and implementing the best strategy.

Horses and Stables

Each Stable token represents one of the six Stables of this game. When we refer to Stables in general we refer to the Stable token. When we refer to the Horses in general, we refer to the Horse pawns. Each Stable token is associated to a Horse pawn of the same color. We remind you that in Horse Fever the players are represented neither by a color nor by the pawns but they are simply the wagerers standing along the racetrack.

The Odds

At any time during the game each Stable token is associated to some odds that can be 1:2, 1:3, 1:4, 1:5, 1:6 and 1:7 (to be read as: one to two, one to three etc...). The Odds indicate how fast the Horse of each Stable is classed. The Horses and Stables with high odds will probably run faster than those with lower odds. When we talk about "High Odds" we refer to the three highest odds on the Blackboard (1:2, 1:3, and 1:4), i.e. those which guarantee likelier victories to their respective Horses. On the contrary, "Low Odds" refer to the three lowest odds on the Blackboard (1:5, 1:6 and 1:7). In the course of the game the odds of the Stables will change, and it is possible that more than one Stable token will have the same odds (thus empty odds spaces on the Blackboard are possible).

The game runs clockwise starting with the First Player for a variable number of rounds depending on the number of players and the time you wish to dedicate to the game (see table 1, page 8).

1.0

Purchase Phase

Starting with the First Player and carrying on clockwise, each player may purchase a card or pass. Once this first Purchase step has been completed, a second Purchase step will follow in the same player order.

The players making a purchase may shuffle the cards prior to picking their card, if they wish so.

In each of both Purchase steps a player chooses one of the following options (the cards are explained in detail at the end of this rule booklet)

1.1

PURCHASING TWO ACTION CARDS:

Action cards will most likely change the outcome of a horse race, as they influence the horses on which they are played in a positive or negative way.

Pay the Bank 400 D, draw 2 Action cards from their stack and take them on your hand. The other players must not look at your Action cards.

This is the only Purchase that can be made in both steps of the same Purchase Phase.

PURCHASING A TARGET CARD:

A Target card, if fulfilled, will grant additional VP at the end of the game.

Pay the Bank 400 D, draw 4 Target cards from their stack, choose one and place the remaining cards back under the Target card deck. Target cards must always be placed **face-down** in front of you so that everyone can see how many you have. Under no circumstance are you allowed to show your Target cards to the other players. The Target cards will belong to the player that has purchased them until the end of the game.

You may purchase a maximum of 1 Target card per Purchase Phase.

PURCHASING AN ASSISTANT CARD:

An Assistant grants permanent financial benefits. Pay the Bank 400 D, draw 4 Assistant cards from their stack, choose one and place the remaining cards back under the Assistant card deck. Keep the selected card face-up in front of you so that everyone can see its effects. The Assistant cards will belong to the player that has purchased them until the end of the game and, if not otherwise specified, their effect will be applied in each Game Round.

You may purchase a maximum of 1 Assistant card per Purchase Phase.

PURCHASING A HORSE CARD:

A horse grants benefits for the horse race. Pay the Bank 400 D, draw 4 Horse cards, choose one and place the remaining cards back under the Horse card deck. Keep the selected card **face-up** in front of you so that everyone can see the Horses owned by each player.

Attention: you may purchase Horse cards only if you have one or more Stable Owner cards.

You may purchase a maximum of 1 Horse card per Purchase Phase.

PURCHASE 1 STABLE OWNER CARD:

in the Purchase stage a player may buy one of the Stables still available. The price of a Stable Owner card always depends on its odds, i.e. in which odds square the Stable token is located when making the purchase. You can always check the price of a Stable Owner card on the Blackboard. Once you have selected the Stable you intend to buy, pay the Bank its value, take the Stable Owner card of the same color and place it in front of you. From now on you are the **Owner** of the Stable in that color.

Each Stable card owned by a player immediately counts as 1 VP for this player.

Ciascuna carta Proprietario di Scuderia vale 1 PV. **You may purchase a maximum of 1 Stable Owner Card per Purchase Phase.**

Example: the yellow Stable token is placed on the Blackboard in the 1:3 Odds square (the stable is therefore rated one to three). John uses a Purchase to buy it and pays the Bank 1900 D, takes the yellow Stable Owner card and places it in

front of him. John is now the Owner of the yellow Stable.

Attention: players are not obliged to bet on a Stable they own.

PASSING:

Instead of making a Purchase, players can decide to pass, i.e. not to buy any card. The Bank then gives such a player 400 D. A player may pass in both steps of the same Purchase Phase.

TAKING A LOAN CARD:

You may use one of your Purchases to ask for a Loan to receive Danari. In Horse Fever you may take two kinds of Loan cards: from the Bank or from The Mob, both kinds have to be paid back at the end of the game (including their appropriate interest).

The Loan card is placed in front of you with the chosen side facing up.

BUY FROM PLAYER:

In one of the two Purchase steps you may buy a card from another player. The player that sells has to agree, otherwise the purchase is not possible. Any kind of card may be bought from another player, except for Action cards.

In the case of a Target card, as these are placed face-down, the seller decides which Target card will be sold to the buyer.

You may ask at any time whether anyone is willing to buy and/or sell a card.

The price for a card bought from a player is always twice as high as the original value of the card. The Price is paid to the former owner of the card.

1.2

Once the first Purchase step has been completed, a second Purchase step will follow in the same player order..

1.3 Starting Lineup

Starting with the First Player all those having the Horse cards may place them face-up on a Horse space on the racetrack. You only may place a Horse on a space which has the color of a Stable you own. If a player owns more than one Stable, they may decide where to place each Horse card owned. You may not place more than one Horse card on the same Stable. If a player has two Horses but one single Stable, they must decide which Horse card to place.

When no Horse card is placed on a Horse space, the Horse printed on the racetrack game board will run in this lane for the Stable of the lane's color. This Horse does not have any special effects or powers.

2.0

Betting Phase

In this Phase all the players may make their bets and "prepare" the following race.

2.1 First bet

Starting with the First Player and then in clockwise order, each player **must** make a bet on a Horse, honoring the value of the Minimum Bet.

The Minimum Bet

The minimum amount that a player may bet is called Minimum Bet and is equal to the number of VPs owned at that moment multiplied by 100 (remember that Stables Owner cards in the possession of a player count as 1 VP each).

Example: should a player have 5 VPs, the Minimum Bet is 500 D, i.e. **each** Bet made must **at least** be 500 D.

Attention: should any player have no Ds to cover for a Minimum Bet, they will lose two VPs. If they do not have those two VPs they will lose the game.

How to bet

The player decides which Horse they wish to bet on and takes a Bet token in the same color from the reserve, if there are any (for each color, the tokens are always one less than the players).

The player decides how much they want to stake on the selected Horse remembering to honor the Minimum Bet. They put the Danari **in front of them** and place the Bet token right on them.

Each Bet token is two-sided showing two kinds of bet – Win or Show.

Bet to Win



This indicates that the player wins the Bet only if the Horse which they have bet on comes in **first**. If you succeed in a Bet to Win you will gain **3 VPs** and as many Danari as the Odds of the Stable you have bet on.

Example: The red stable is rated 1:4. Jack takes a red Bet token, puts 200 D in front of him and places the Bet token on the Danari with the Win side facing up. He has now bet 200 D on the Winning red Horse. At the end of the race the red Horse finishes first, Jack has won the Bet. Being the red Stable rated 1:4 he receives 800 D from the Bank. **(The Danari that are used for the bet count as property of the Bank and not of the player. Therefore, Jack will actually receive 600 D from the Bank plus he will get back the 200 D from his bet: 200 D + 600 D = 800 D).** Besides, he receives **3 VPs** from the reserve.

If the red horse had come in second, Jack would have lost the 200 D he had bet and he wouldn't have received the VPs.

Bet to Show



The player wins this Bet if the Horse which they have bet on finishes first, second, or third. If you guess a Bet to Show, you will get **1 VP** and the Danari at stake will **double**, regardless of the odds of the Stable.

Example: The blue stable is rated 1:5, James takes a blue Bet token. He puts 300 D in front of him and places the Bet token on them with the "to Show" side facing up. Hence he has bet 300 D on the blue Horse if placed. At the end of the race, the blue Horse is third. James has won the Bet. Being a Bet to Show the odds of the Stable are of no importance. James doubles his bet and gets 600 D.

(We remind you that the Danari that are used for the bet count as property of the Bank and not of the player. Therefore James will actually receive 300 D from the Bank and get back the 300 D he had bet: 300 D + 300 D = 600 D). Besides, James receives 1 VP.

If the blue Horse had come in first or second that wouldn't have made any difference to James: he would have won the 600 D and 1 Win Point.

If the blue Horse had been fourth, fifth or sixth, James would have lost the 300 D he had bet.

2.2 Race-fixing

Starting with the first Player those players who have Action cards may play them in order to attempt to change the race to their benefit.

Each Action card must be **always** played behind one Horse only. To do so, place the Action card behind the lane with the same color as the Horse you wish to influence.

All Action cards are always placed **face-down**. They may be played on any Horse and there is no limit to the number of Action cards played on the same Horse or the number of Horses you wish to influence.

They are played one at a time. After a player has placed their card, the following is placed by the player on their left and so on. If a player does not have any (more) Action cards, they will pass. Keep on placing the Action cards face-down until each player has played all his Action cards.

You may not keep them for the following Game Round.

The Action cards are explained in detail at the end of this rule booklet.

2.3 Second Bet

Starting with the last player in this turn (the one to the First Player's right) and **in counter-clockwise order**, all players may make their second bet.

Attention: During the second Bet, the First Player is the last to stake.

In this Bet the value of the Minimum Bet must also be honored.

It is allowed to skip the second Bet.

In games with 3 or more players it is possible that one player may bet twice on the same Horse; this is allowed, but in that case one Bet has to be "to Win" and the other "to Show".

3.0

Race Phase

3.1 Showing the Action cards

All the Action cards played behind the Horses are turned face-up and you have to check their effects.

3.2 Race

In a race the Horse pawns are moved, which represent the horse running in this particular lane.

. if no Horse card was placed, a "bad" horse will race in this lane (the horse without any effect or power, which is automatically owned by the Stable);

. if a Horse card was placed there, the horse depicted on the card runs for the Stable.

The Race consists of a consecutive set of Race Units (usually between 4 and 7) until all the horse pawns are placed in the ranking, i.e. until all Horses have finished.

Each Race Unit consists of the revealing of a Movement card and the throw of the Sprint dice.

Race Units

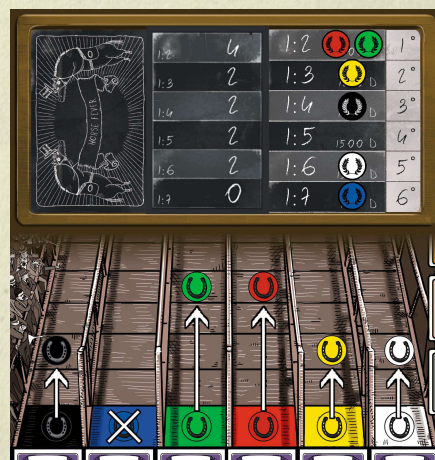
The First Player reveals the first card from the Movement card deck and places it in the associated space on the Blackboard. On each card is a string of numbers from 0 to 4, indicating the number of spaces all the Horses from the Stables with those odds must move forward. The odds are shown as a reference next to each number.

The Horses can move in any order. For game purposes all movements are considered to be **simultaneous**.

Example:

The red and green Stable are rated 1:2, the yellow one 1:3. The Movement card indicates the number 4 next to the Odds 1:2, while the number next to the Odds 1:3 is 2. The Horse pawns from the green and red Stables move forward 4 squares, whereas the yellow one moves forward 2 squares, etc...

After moving all the Horse pawns as indicated by the Movement cards, the First Player rolls both Sprint dice and applies their effect.



The Ranking

At the end of each Race Unit, check if there are any Horse pawns that have reached or crossed the Finish Line. If so, they are to be considered "finished".

The first Horse coming in is placed on the Blackboard on the space for No 1 in the Ranking, the second on the No 2 square and so on.

If at the end of a Race Unit more than one Horse has "finished", their placement order is determined following the Finish Line and Photo Finish rules.

Start, Sprint, Finish Line, Photo Finish

Start

The Start of a Race is the first Movement card that is revealed.

Sprint

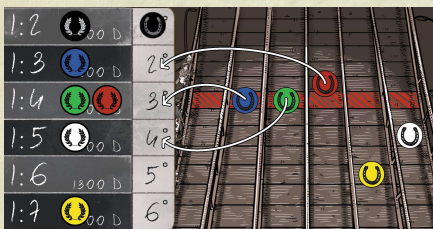
After all horse movements dictated by the Movement card have been carried out, the First Player rolls both Sprint dice. The colors on the dice show which Horse pawn(s) may sprint, i.e. which pawn moves forward **one** more square (even, if the horse just has reached or crossed the Finish Line). If both dice show the same color, the Horse pawn of that color moves **one square only**. If the dice show the color of a Horse that is already placed on the Blackboard, the sprint is lost.

Finish Line

The Finish Line is the striped row of spaces on the Racetrack. Each Horse reaching or crossing the Finish Line is considered as "finished". The Horses moving some squares beyond the Finish line are considered as "finished earlier" than the others for ranking purposes. The squares beyond the Finish Line are to be considered infinite.

Photo Finish

Should one or more Horses cross the Finish Line by the same number of squares, check who wins this tie by means of the "Photo Finish". If two Horses are tied, the winner is the one with the higher odds. If their Stables have the same odds, the First Player decides those Horses' order of placement.



3.3 Payoffs

Starting with the First Player, in turn each player declares which Bets they won and which they lost, and whether one or more Stables which they own has ranked first, second or third. The Banker takes the lost Danari (and puts them in the Bank!) and gives the players their gains according to the stakes made. The Banker then gives the related VPs and the cash prizes won by the Stables owned by the players (600 D to the Stable ranking first, 400 D to the second and 200 D to the third).

Also, money is received or has to be paid for any Assistant and/or Horse card.

Attention: Should the players have no Danari to pay, they lose two VPs. If they do not have these two VPs they lose the game.

3.4 New order of odds

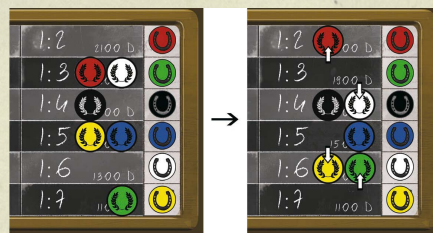
Once the payoffs have been completed, the new order of odds will have to be determined by, comparing the initial Odds of each Stable and the Horse ranking. The Odds of each Stable can vary in three ways:

If the Horse is placed higher in the Ranking than the Stable token of the same color, the latter goes up one odds row.

If the Horse is placed lower in the Ranking than the Stable token of the same color, the latter goes down one Odds row.

If the Horse is placed as high in the Ranking as the Stable token of the same color, the latter remains in the same Odds row.

We suggest that you start from the Horse ranked first to avoid any mix-up.



4.0

Auction Phase

In this Phase the players may buy and sell VPs in two auctions. The first is a Dutch auction to sell a VP to the bank and the latter is an English auction to buy a VP from the Bank.

4.1 Dutch auction to sell 1 VP

The Bank offers the lowest acceptable amount of Danari for a VP that the players are willing to sell (or: to lose). **The Bank buys only one Victory Point in each Auction Phase.**

Starting with the First Player the Bank offers 1000 Danari to buy one VP from a player. If the player refuses they are out of the Auction. If the player accepts (meaning that they are willing to sell one VP for 1000 D), the next player is asked if they accept selling a VP for a bid reduced by 100 D. The Auction runs on clockwise until all players pass except for the one who last accepted the Bank's bid and sells one VP for the appropriate sum. Once a player has decided not to take part in the Auction, they cannot join in it again. It may happen that there are no players willing to give away one VP in return for any Danari. In this case the Auction will end due to lack of bids.

Attention: It is not allowed to sell the VP granted by a Stable Owner card.

Example: John is the First Player followed by Jack, James and Jim. The Bank offers John 1000 D in return for his VP. John accepts, so they can move on to Jack on his left who decides not to sell his VP. Jack is therefore out of the Dutch Auction. It's James' turn who reduces the bid to 900 D. They move on to Jim that decides to leave the Auction. It's John's turn again and he bids 800 D. Jack is out, so they move on to James who reduces the price to 700 D. Jim is already out of the Auction and so it's John's turn again who is not willing to give away his VP in return for a meager 600 D. The best bidder is James who must now lose one Victory Point that is placed in the reserve. He receives 700 D from the Bank in return.

4.2 English Auction to buy 1 VP

The Bank offers a VP to the player that is willing to make the highest bid. **The Bank sells one Win Point only in each Auction Phase.**

Starting with the First Player the Bank offers 1000 Danari to sell one VP in return for 1000 D. If the player passes, they are out of the Auction and the offer goes to the next player. If the player accepts (being ready to pay the Bank 1000 D in return for one Victory Point) the next player may decide to raise the bid by 100 D or to pass. The Auction runs on clockwise until all players pass except for the one who made the highest bid and who receives the Victory Point from the Bank paying this sum. If a player decides at any time not to take part in the Auction, they cannot join in again later. It may happen there are no players willing to spend any Danari in return for a VP. In this case the Auction will end due to lack of bids.

4.3 End of the Game Round

After the Auction stage, the Turn is over. The First Player hands the First Player card and the Sprint dice to the player on their left. The Hourglass is moved on to the next lower Round indicator space. When the last Game Round is over, the Final stage starts, otherwise a new Game Round begins with a new First Player who starts a new Purchase Phase.

5.0

Final Stage

5.1 Loan paybacks

The players that have taken a Loan card **must** give it back to the Bank together with the amount of Danari owed. If the players do not have enough Danari to pay off the Loan they will automatically lose. Their VPs are not calculated. None of their cards is taken into account to calculate the Aims.

5.2 VP counting

The players in turn reveal the Target cards they have completed; the unfulfilled Target cards and any copies have to be kept **face-down**. Each player counts the VPs from their Target cards and their VPs they have gained during the game. The player with the highest number of VPs is the winner and will earn the title of Best Better of All Times (until the next game!). In case of a draw, throw the Sprint dice and compare the color on the dice with the Tiebreaker table below.

Green: The winner is the more short-sighted player.
Blue: The winner is the heavier player.
Red: The winner is the player with more spots on the face.
Black: The winner is the shorter player.
White: The winner is the player that can do more sit-ups with one hand.
Yellow: The winner is the player who can touch the Cranio Creations logo first on the back of Horse Fever box.

Tiebreaker table