

Family 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.

This variant is 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.

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 at the end of the game is the winner.

In order to become familiar with the game dynamics, we would suggest playing a Family Game prior to the Board Game.

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); without cheating.

. 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. For the Family Game you just will need the Action, Movement, Character and Stable Owner cards only. 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. Then sort out all cards marked with a star in their upper left and put them back into the game box. Shuffle all stacks separately.

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

. Place the Action cards in a face-down stack beside their corresponding space 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 (1:7) 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 and a Stable Owner card 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 Die 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, page 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.

Introduction

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).

Each Turn consists of 4 Phases: the Deal Phase, the Betting Phase, the Race Phase and the Final Phase.

Now you should read the chapters about "Horses and Stables" and "The Odds" on page 2.

Deal Phase: deal out two cards from the Action card deck to each player. The cards must be placed face-down in front of each player until they use them in the Betting Phase.

Betting Phase: this Phase is conducted exactly like described in chapter 2 "Betting stage" on page 3.

Race Phase: this Phase is conducted exactly like described in chapter 3 "Race stage" on page 3.

Final stage: 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 End of the Game is conducted, otherwise a new Game Round begins with a new First Player who starts a new Deal Phase.

End of the game: The winner is the one with the highest number of VPs.

In case of draw, the winner is the player with the highest amount of Danari; if there is still a draw, throw a die and compare the result with the Tie-breaker table (see page 4).

Party Game

Horse Fever offers a playing variant suitable for a potentially **infinite** number of players, with easy and intuitive dynamics, to liven up any party thanks to this funny and exciting group game.

Object of the game: the main objective of the Party Game is having fun, bursting with laughter, and having a good time together.

We suggest playing the Party Game after trying the Board or Family Game.

Preparation

. Place the Racetrack in the center of the table.

. Put the banknotes where everyone can see them. This spot will now be called the Bank.

. Shuffle all basic Movement cards, marked with a # in their lower right.

. Hand out an equal amount of Danari to each player.

. For each Game Round one of the players will act as the **bookmaker**, who does not stake but takes notes of the other players' bets on a piece of paper. For this purpose he copies the table 4 on page 8. The bookmaker's task is also to handle the Danari.

Note that in the basic Movement card deck all Horses have similar speeds and therefore have equal chances to finish first.

. Place the Horse pawns on the Start line according to the lane color.

How to play

Select the first player from the Tie-breaker table. Starting with this player everyone will place a **Bet to Win** and a **Bet to Show**, informing the Bookmaker of the amount on both bets. The bookmaker will write them on the table in the column of the appropriate player and cash in the money.

E.g.: Mary stakes 200 on the Green Horse to Show and 300 on the Black Horse to Win. The Bookmaker notes both bets in Mary's table spaces where green/to Show and black/to Win intersect.

Once everyone has placed their Bets, the Bookmaker will reveal Movement cards one at a time. There are six numbers on the Movement cards (ignore the odds written on the left). The top-most number indicates the number of spaces the Horse on the leftmost lane (the first lane) must move forward. The second number indicates the movement of the Horse in the second lane and so on.

The Bookmaker keeps revealing the cards and moving the Horses until all have reached or crossed the Finish Line. Note that all the Horses' movements on the same Movement card are to be considered simultaneous.

The Finish line is the striped row of spaces on the Racetrack. Horses reaching or crossing the Finish Line are considered to have "finished", their order of arrival is noted by the bookmaker.

If after executing the movements from a Movement card one or more Horses are tied in reaching or crossing the Finish Line, the Bookmaker will decide which horse has finished earlier (he should try to ignore any influences by the players, of course ...).

According to the order of arrival, the Bookmaker pays for successful **Bets to Show the double** amount and for successful **Bets to Win six times** the amount of the original stakes.

Once a Race is over, the First Player hands the First Player card over to the player on his/her left. The new Bookmaker will be the player that has won the most in the last Betting hand.

Consigliamo di sostituire i Danari con qualcosa di più divertente!

End of the game

When you get tired and can no longer go on (the total number of races is left to the players' decision).

We suggest replacing the play money with something funnier!

Action Cards



The goal of the Action cards is to affect the outcome of the Race. They are placed face-down behind the lane where their effect shall be applied; just prior to the Start they are revealed to see their effect.

There are three types of Action cards:
 (red) negative effect: they slow down the Horse
 (green) positive effect: they speed up the Horse
 (gray) Special effects.

The effect of an Action card always overrules a Horse card. Therefore, if the same symbol is on the Action and the Horse card, only the one on the Action cards will be considered, being it positive or negative.

At the bottom left is a letter indicating the correct effectiveness of the Action cards. If two cards are placed behind a lane, one being positive (green) and the other being negative (red), both having the same letter, they are returned to the bottom of the deck and their effects are void. Two cards of the same color, even if having the same letter, cannot make each other void.

Example: Behind the yellow lane are Fortuna Benevola (positive, marked with letter C), Aqua Putrida (negative, marked with C) and Herba Magica (positive, marked with letter A); Fortuna Benevola and Aqua Putrida have the same letter C and are then void and shuffled back in the Action card deck. The Herba Magica only will have its effect on the yellow Stable.

Positive Action cards

FLAGELLUM FULGURIS +1
 In case of a Sprint, the Horse moves forward one extra square. This card has an accumulative effect with the cards marked =2

FUSTIS ET RADIX +2
 when the Horse pawn reaches or crosses the Finish Line, it moves forward two additional spaces (before rolling the Sprint dice).
 In case of draw with one or more Horses, the Photo Finish will automatically decide this horse as the winner even when its odds are lower.

MAGNA VELOCITAS =4
 At the Start Line the Horse moves forward four squares instead of the number shown on the Movement card.

FORTUNA BENEVOLA +1 =2
 At the Start Line the Horse moves forward one additional space than indicated on the Movement card.
 In case of a Sprint, the Horse moves forward two squares instead of one.

HERBA MAGICA =2 +1
 In the event of a Sprint, the Horse moves forward two squares instead of one.
 When the Horse reaches or crosses the Finish Line, it moves forward one additional space (before rolling of the Sprint dice).

VIGOR FERREUM =4
 If a Movement card is turned over and the Horse is in last position, or finishing joint, the Horse moves forward four squares regardless of the number of squares indicated on the Movement card. This skill is applied at the Start Line.

Negative Action cards

GLOBUS OBSCURUS =0
 At the Start Line, the Horse stays still instead of moving forward the number of spaces shown on the Movement card.

SERUM MALEFICUM
 In case of a Sprint, the Horse does not move forward any square and stays still (= the Horse is not allowed to Sprint).

XIII
 When the Horse reaches the Finish Line, it stops immediately but does not ignore any Sprint.
 In case of draw with other Horses, the Photo Finish is automatically lost.

AQUA PUTRIDA -1 -1
 At the Start Line, the Horse moves forward one space less than the number indicated on the Movement card.
 In case of a Sprint, the Horse moves one space less.

Attention: a Horse can never move back.

FELIS INFERNALIS =0
 If a Movement card is revealed and the Horse is in first position, even if tied for first, the Horse stays still instead of moving ahead the number of squares indicated. This effect is not applied at the Start Line.

VENENUM VENEFICUM -1
 in case of a Sprint, the Horse moves forward one space less.
 When the Horse reaches the Finish Line, it stops immediately but does not ignore any Sprint.

Special Action cards

ALFIO ALLIBRATORE 1:X
 When this card is revealed, the odds of the Stable go up by two levels (e.g.: if it was rated 1:4, it increases to 1:2).

FRITZ FINDEN
 All the negative Action cards played on the Horse are removed. They have no effect in this Race.

ROCHELLE RECHERCHE
 All the positive cards played on the Horse are removed. They have no effect in this Race.

STEVEN STING 1:X
 When this card is revealed, the odds of the Stable decrease by two levels (e.g., if it was rated 1:2, it goes down to 1:4).

ARMAND AMÉNDE +400 D
 All the players that have bet on the Horse, including those who lost their stakes, have to pay the Bank 400 D during the Payoff Stage.

BOSS +1
 The successful Bets on this Horse bring in an extra VP (i.e. 4 for a bet to Win and 2 for a bet to Show).

Assistant Cards



The Assistant cards provide the player with a constant and safe economic aid to carry on in the Race. If not otherwise specified, an Assistant card is effective throughout the game and only on the player that has purchased it. They must always be played right after their purchase.

ADALBERT DIPLOMATITSCH -300
the diplomatic planner
 He allows to have a 300 D discount when purchasing Target cards. Purchasing a Target card costs 100 D, (400 D - 300 D). The reduction is valid also when buying from another player (in that case you will spend 500 D, 800 D - 300 D).

ARONNE DAL BANCO 2000 D 1500 D
the generous banker
 If the player has asked the Bank for a Loan, they just have to return 1500 D instead of 2500 D in the Final stage.

BRIAN O' FIST +200 D
the slogger
 In the Payoff stage the player receives 200 D from the player on his/her right.

DANIEL JACKSON +300 D
the rough barman
 In the Payoff stage the player receives 300 D from the Bank.


DIDIER ADICION +200 D
the shy accountant
 He allows to receive extra 200 D when you pass in the Purchase Phase.
 Therefore passing allows you to gain 600 D. (400 D + 200 D).


FRANCISCO CABALLOS -300 D
the poor groom
 It grants a 300 D reduction on the purchase of Horse cards. Purchasing a Horse card costs 100 D, (400 D - 300 D). The discount is valid also when buying from another player (in that case you will spend 500 D, 800 D - 300 D).




FRANZ GALOPP -600 D
the handsome jockey
 It allows a 600 D discount on the purchase of a Stable. For instance, purchasing a Stable rated 1:4 would cost 1700 D. Through this Assistant you can pay 1100 D, (1700 D - 600 D) for it. The discount is valid also when buying from another player.


MICHELE CUORLIONE 5000 D 4000 D
the Boss's wicked right-hand man
 If the player has asked the Mob for a Loan, they just have to return 4000 D instead of 5000 D.


PEDRO PUGNOS +200 D
the brawny man
 In the Payoff stage the player receives 200 D from the player on his/her left.

TOMMY STYLE
the Adonis -300 D 
 He allows a 300 D discount on the purchase of an Assistant card. Purchasing an Assistant card costs 100 D, (400 D – 300 D). The reduction is valid also when buying from another player (in that case you will spend 500 D, 800 D – 300 D).

ADRIEN JUSTICE
the wise judge +300 
 The player receives some extra 300 D when selling a VP at the Auction.
Attention: The player takes part in the Auction as usual, the +300 D difference is applied only if he/she has won the auction.

CÉDRIC COPIEUR
The skillful mime   
 When the player selects Cédric Copie, he is immediately swapped for an Assistant being played. They place it in front of them and are now his owners. The player that receives Cédric Copie can not prevent this swap and may not use his skill to swap him for another Assistant. However, Cedric may be sold to another player, that may use its skill, as it has been purchased, and may swap it for another Assistant.




FRANÇOIS RICHE
The Danari-made friend  +100 D
 For each VP gained by the player, they get 100 D from the Bank.
 Example: Claire guesses a Bet to Win. In the Payoff stage she receives three VPs and the money from the stake. As Francois Riche is her Assistant she receives an extra 300 D from the Bank (100 D per gained Victory Point).


PHILIPPE JUSTICE
the judge's brother -300 D 
 The player is granted a 300 D discount when buying a VP at an Auction.
Attention: the player takes part in the Auction as usual, the -300 D difference is applied once he/she has won the Auction.

Target Cards

These cards are drawn and placed face-down in front of you as they represent a special objective to be kept secret for the other players. There are two copies of each Target card.


To gain the VPs of a Target card you need to be the only player to meet its requirements. Each Target card whose requirements are met is worth 2 VPs at the end of the game. Should a player have two identical Target cards and fulfill the required objective, only two VPs will be granted.


- >  You must be the only player with the highest number of Stable Owner cards.
- >  You must be the only player with the highest number of Assistant cards.
- >  You must be the only player with the highest number of Horse cards

>  You must be the only player with the highest number of Target cards. It does not matter how many Targets you have achieved, you only need to own the highest number of such cards.

> **D** You must be the only player with the highest amount of Danari

The following two aims are optional (marked with a *) and are recommended for players that are already familiar with the game:



<  You must be the only player with the lowest number of Stable Owner cards.



<  You must be the only player with the lowest number of VPs.



Horse Cards


The Horse cards can be purchased only by those who have at least one Stable Owner card. The Horse cards grant a continuous bonus, similar to the short-timed bonus from the Action cards. The effect of an Action card always overrules the effect of a Horse card. Therefore, if the same symbol is on the Action and the Horse card, only the one on the Action cards will be considered, being it positive or negative.


Example: if Varonne is placed on the red lane ((Start +1 : Sprint = 2), but also Serum Maleficum (no Sprint) and Globus Obscurus (Start = 0) were placed there, the Horse pawn will move 0 at the Start Line and will not be able to sprint.

COSTANTINO
the sprinter  =2  +1
 In case of Sprint, the Horse moves forward two squares instead of one. When the Horse reaches or crosses the Finish Line, it moves forward one additional space (before rolling of the Sprint dice).



EL GUAPO
the nice little Horse   2
 When it is used, the Stable odds increase by two levels.



LA LONG CARABINE
nicknamed the long-necked  +2 
 When the Horse pawn reaches or crosses the Finish Line, it moves forward two additional spaces (before rolling the Sprint dice). In case of draw with one or more Horses, the Photo Finish will automatically decide this horse as the winner even when its odds are lower.


NAPOLEON
the unbeatable  =4
 If a Movement card is turned over and the Horse is in last position, or finishing joint, the Horse moves forward four squares instead of the number of squares indicated. This skill may not be applied at the Start Line.



THE FURY
also known as the Fury  =4
 At the Start Line the Horse moves forward four squares instead of the number indicated on the

Movement card.

VARONNE
the legend  +1  =2
 At the Start Line the Horse moves forward one square more than the number shown on the Movement card. In case of Sprint, the Horse moves forward two squares instead of one.

BISCUIT DE MER
the worst Horse   2
 When it is used, the odds of its Stable decrease by two levels. In the following Payoff stage, if you have used Biscuit De Mer, you receive 300 D from the Bank.

BOSSON
the Boss' dreadful Horse  =0
 At the Start Line, the Horse stays still instead of moving ahead the number of squares indicated on the Movement card. In the following Payoff stage, if you have used Bosson, you receive 300 D from the Bank.

GIUMENTA
the sweet mare  
 It is counts as two Horse cards.



Stable Owner Cards



Each Stable Owner card is worth 1 Victory Point (which always counts also for the Minimum Bet purpose) and generates money according to its Horse's placement.

The prizes for each placing are as follows:
 600 D if the Horse comes in first
 400 D if it finishes second
 200 D if it comes in third.

Loan Cards

Nel corso della partita è possibile prendere entrambe le carte Prestito. Se tutte le carte Prestito sono state prese, non è possibile accedere al prestito.

BANK LOAN  2000 D  2500 D
 The player takes 2000 D from the Bank. In the Loan Payback stage the player must return the Loan card along with the 2000 D taken from the Bank, plus 500 D in interest bringing the total to 2500 D.
You may not return the money prior to the Loan Payback stage.
You may not take on debt from the Bank more than once in the same game.

LOAN FROM THE MOB  4000 D  5000 D
 the player takes 4000 D from the Bank. In the Loan Payback stage the player must return the Loan card along with the 4000 D taken from the Bank, plus 1000 D interests bringing the total to 5000 D.
You may not return the money prior to the Loan Payback stage.
You may not take on debt from the Mob more than once in the same game.

Character Cards



The Character cards can be drawn (or selected, if you prefer) at the beginning of the game during the preparation. They are the wealthy wagerers that will be represented by each player. The letter "R" on the bottom of each Character card shall remind you to look up the rules connected to each person in the section below.

CRANIO MERCANTI

You are the owner of the Stable rated 1:2. Take the Stable Owner card of the corresponding color. You start with 3400 D.

STEVE MCSKULL

You are the owner of the Stable rated 1:3. Take the Stable Owner card of the corresponding color. You start with 3600 D.

VICTOR VON SCHÄDEL

You are the owner of the Stable rated 1:4. Take the Stable Owner card of the matching color. You start with 3800 D.

CÉSAR CRÀNE

You are the owner of the Stable rated 1:5. Take the Stable Owner card of the corresponding color. You start with 4000 D.

CRANÉO CERVANTES

You are the owner of the Stable rated 1:6. Take the Stable Owner card of the corresponding color. You start with 4200 D.

SIGVARD SKALLE

You are the owner of the Stable rated 1:7. Take the Stable Owner card of the corresponding color. You start with 4400 D.

★ ANTONIO VESUVIO the sly dog

During the second Bet, you can make two bets. So you can actually make three Bets per Race. You start with 3000 D.

★ ERIC CHANGE the bookmaker

Once all the players have made their first Bet, you may raise or decrease the odds of any Stable by two levels. You start with 5000 D.

★ MISS DOUBLE the old lady

During the second Purchase step you may buy any card type even if you have already taken the same type in the first step. You start with 5000 D.

★ MISS PARIS the Boss' moll

You guess a Bet to Show even when the Horse you have bet on finishes fourth. You start with 5000 D.

★ OLIVER OIL the oil tycoon

You start with 6000 D.

★ OTTO VON ALT the old man

Whenever you purchase Action cards you pay 200 D instead of 400 D. You start with 5000 D.

	2 Players	3 Players	4 Players	5 Players
Quick game	4	3	-	-
Standard game	6	6	4	5
Long game	8	9	8	10

Table 1

Odds	Purchase price
1:2	2100 D
1:3	1900 D
1:4	1700 D
1:5	1500 D
1:6	1300 D
1:7	1100 D

Table 2

Carta	Price, if purchased from Bank as usual	Price, if purchased from another player
Azione ^{2x}	400 D	-
Target	400 D	800 D
Horse	400 D	800 D
Assistant	400 D	800 D
Stable rated 1:2	2100 D	4200 D
Stable rated 1:2	1900 D	3800 D
Stable rated 1:2	1700 D	3400 D
Stable rated 1:2	1500 D	3000 D
Stable rated 1:2	1300 D	2600 D
Stable rated 1:2	1100 D	2200 D

Table 3

	Player 1		Player 2		Player 3		Player 4		Player 5	
	To Win	To Show	To Win	To Show	To Win	To Show	To Win	To Show	To Win	To Show
Green										
Yellow										
Black										
Red										
White										
Blue										

Table 4

Go to www.craniocreations.com to download rule summaries of the game in your language; also, you will find further notes and hints for the game.

Dedicated to our grandparents.

Acknowledgements

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No horse has been ill-treated while developing this game. We cannot say that safely for the jockeys.

All Horse Fever characters are fictional.

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