



*TURFMASTER*

**English Rules**

# TurfMaster

## Contents:

- 1 playing board
- 8 horses and jockeys (made of unleaded pewter material)
- 16 pearl spot dice (2 x 8 colours)
- 8 decks of cards (32 cards each plus extra card)
- 6 fences for special steeplechase

<b>Cards</b>	<b>Value</b>
1 joker	12 points
1 joker	11 points
1 joker	10 points
1 joker	9 points
2 cards	12 points
2 cards	11 points
4 cards	10 points
4 cards	9 points
5 cards	8 points
5 cards	7 points
2 cards	6 points
2 cards	4 points
2 cards	3 points
+ 1 carte	Handicap rules



(TurfMaster Exclusive Edition)

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## The Turf Event for 2 - 8 Players

The horses run for win, place and show. As on every real racecourse it is unlikely that you can take the lead from the beginning and keep it until the end. Changing positions, skilful tactics, watching your fellow players – that means playing TurfMaster. You cannot win during the race, only crossing the finish line decides who has lost and who has won. When rounding the last turn just into the straight, you need to find the optimum position for playing the final moves. Of all lanes, the inner one is of course the shortest. Each following outer lane has one more square on every corner. Risking the roundabout way or remaining on the inner lane to save ground – it is your own choice, like real jockeys ride the fast horses.



(TurfMaster Standard)

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## Preparation

### Allocation of horses, deck of cards and dice

First, you have to allocate the horses, with corresponding coloured cards and dice to each player. There are a minimum of 4 horses taking part in the race. That means:

- 2 players      each one gets 2,3 or 4 horses
- 3 players      each one gets 2 horses
- 4 players      each one gets 1 or 2 horses
- 5-8 players    each one gets 1 horse

Players keep their horses throughout the three races. Horses that have not been allocated go back together with the corresponding cards and dice into the cardboard box. Two dice for each player are sufficient even if one runs more than one horse.

Now each player has the necessary equipment to practise the principles of the game before officially starting to play. So, practise using your horse(s), dice and playing cards for your first practical steps.



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## The Principles of the Game

A meeting consists of three races. Horses are moved **alternately** by **playing cards** and **rolling dice**. During a round of cards, each player chooses the individual speed of his horse(s). During a round of dice, the dice determine the speed at which the race is run.

(Round = one movement for each horse)

### Round of Cards

During each round of cards **one** card is played for every single horse by its owner. The round starts with the owner of the leading horse followed by the second one etc. That means the sequence of playing cards only depends on horses' positions while starting a round of cards and therefore differs round by round. If horses are in a line, the inner lane plays before the outer one. The number of squares horses can move during a round of cards is determined by the number printed on every card you play.

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## Round of Dice

A round of dice follows each round of cards. **Only one player rolls his two dice at any one time.** The dice remain in the middle of the racecourse until **the following round of cards is finished. So you remember who was the last to roll.**

**One** roll of one player determines the speed of **all** horses during one round of dice. The player who rolled the dice must choose if the digits from both the dice or just from one of them are the basis for the racing speed. When he has made his choice, his decision is **binding for all** the horses. The horses then move in order of their position.

## Blocking Squares

Only one horse can occupy a square at any one time. This horse also blocks the squares right in front of or behind itself. Other horses are not allowed to use these squares even for just passing through.

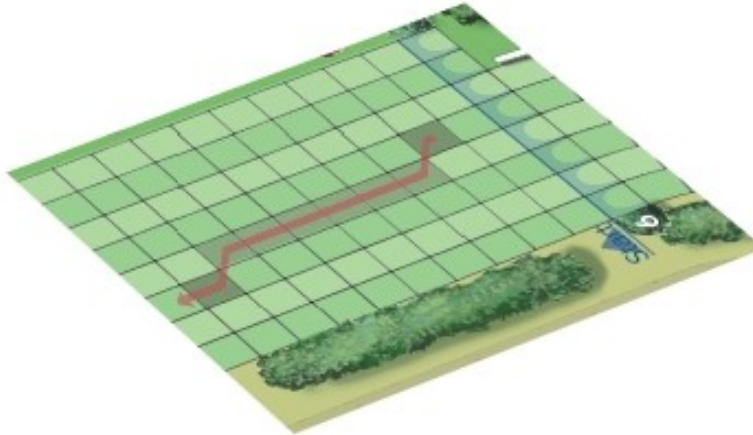
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## Changing Lanes

You cannot always change lanes as you wish as part of your move. For every move (either during a round of cards or a round of dice) you **can** take the first square diagonally. You **must** move the five following squares **in one lane only**. In case you move more than six squares you can change lane once again starting with the 7<sup>th</sup> square. That means, if you move six squares or less you can **only** change lane once. If you move more than six squares, you are allowed to change lane twice, but only once after the sixth square. Changing lanes requires no additional points. (Picture page 8)

You must move your horse up to the maximum number of squares possible according to the card you play or the digits determined by the one who rolled the dice, even if this means moving to outer lanes. However if you cannot move the full distance, you have to go as far as possible. In this case the remaining points lose their value.






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## Handicaps

While starting each round of cards or dice the position of the horses determines to what extent their ability to move is handicapped. There are handicaps for horses in the following positions:

<b>1<sup>st</sup></b> horse at first place		handicap 9, that means <b>limit of 8</b> squares to move
<b>2<sup>nd</sup></b> horse at second place		handicap 10, that means <b>limit of 9</b> squares to move
<b>3<sup>rd</sup></b> horse at third place		handicap 11, that means <b>limit of 10</b> squares to move

## Handicaps during a Round of Cards

A handicap during a round of cards means that horses in that position can only be moved by using a card with a value up to the limit. If one plays **a card showing a value above the limit** (by mistake or for tactical reasons) **the horse cannot move at all**. The card is considered used and it is the turn of the next one in line.

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## Handicaps during a Round of Dice

During a round of dice, the handicaps can only be significant if the player who rolled the dice has chosen the digits from both the dice and the sum of the handicaps has been reached. In this case, handicapped horses only can move according to the digits from one of the dice. The others of course can move the whole sum which has been determined.

(Picture page 10, 2 dice)

For example:  $6 + 4 = 10$  If a handicap exists, either 4 or 6 squares can be moved.

## Order of Position Concerning Handicaps

All horses in one line have the same position concerning the handicap. To determine the others' positions you have to count them all. For example, if the first two horses are in line and two following horses are in line too, both horses in the lead have the handicap for the first position while the following two have the handicap for the third position.

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All horses following behind those four do not have any handicap at all. Handicaps are determined **before** a round of cards or dice starts, therefore do not change by moving horses during that round.

(Picture page 11)

For example:

handicap 9  
handicap 10  
without handicap

handicap 9  
handicap 11  
without handicap

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## Avoiding the Handicaps by Playing a Joker

Each deck of cards contains 4 jokers with values of 9, 10, 11 and 12. These joker-cards can be played in any position to avoid every handicap. Therefore, you can move for example 12 squares by playing the joker-card 12 even if you are in the lead. As you see those joker-cards are of great value and you should keep them as long as possible for the final straight.

## Running the Game

### Allocation of Lanes

The lanes are allocated by rolling the dice for each horse taking part in the race. The one who rolls the highest digits gets the inner lane etc.

(Picture page 12)

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## Shuffling and Dealing cards

Every player hands his deck(s) of cards to the fellow player on his right who shuffles them and counts ten cards per horse face down on the table. He puts the remaining cards back into the box(es) and then hands everything over to the horse owner. The owner puts the box(es) in front of him and takes the dealt 10 cards in his hands to look at them. Of course no one except the owner may have a look at the cards until they are played.

## Determination of the Player for the First Round of Dice

When all cards are dealt, the first race starts by playing a round of cards. However, who can decide the racing speed in the following round of dice? You have to determine that before playing any card to start the race. For this reason, every player rolls his dice. The one who rolls the highest value plays the first round of dice which, however, does not follow until the round of cards has taken place after the start.

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## Start of Play

The player whose horse is in the inner lane plays a card and moves his horse forward according to the value printed on the card. He is followed by the other horse owners in order of lane allocation. As you already know, horses in one line have the same position concerning the handicap. That means, **when starting the race, all horses are in the lead and limited by the handicap for the first position.** If one plays the start (except for jokers) with card values above 8, the horse cannot move. The card is considered used and it is the turn of the next horse in line.

## Continuing Play

After one card per horse has been played the round of dice follows. It is now the player's turn who was determined before. The further sequence of rolling dice in the next rounds (always changing with a round of cards) continues clockwise. Compared to a round of cards the sequence for rolling dice does not depend on the horse position. But, watch out, even during a round of cards horses are moved in order of their position.

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## The Bonus Cards Rule

Each deck of cards contains 32 cards. However, you only need 30 cards in total (3x10) to run the complete meeting. So every player has two additional cards at his disposal. These two bonus-cards can be played during a race at any desired time. However, if you do, you must take them both. This happens by asking the fellow player on your right to hand you the two top cards in the box. Cards are not shuffled again. If you do not need bonus-cards during the first two races, you play the last race with 12 cards **in any case**.

## Finishing a Race





Once a horse crosses the finish line the round must be finished by all the players. This can result in horses coming from behind passing the first one to cross the line. The positions at the end of that round count towards the result. Should two or three horses be in line, the inner lane counts as being in front of the outer ones. Horses that have crossed the finish line take their appropriate place in the middle of the racecourse as soon as the ongoing round is finished. If there are horses left that have not yet crossed the line at the end of the round, you have to move them by playing the following round until all have finished the race. The position of the remaining horses is not changed by taking other horses out of the race.

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## Scoring

Only the first four horses score and earn the following points:

<b>1<sup>st</sup></b>	place		50 points
<b>2<sup>nd</sup></b>	place		30 points
<b>3<sup>rd</sup></b>	place		20 points
<b>4<sup>th</sup></b>	place		10 points

The winner of the game is the owner of the racehorse with the highest score when the whole meeting is finished. If the score for some horses is the same, then the best position takes priority.

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## Allocation of Lanes for the 2<sup>nd</sup> and 3<sup>rd</sup> Race

For both the following races, the lanes are allocated according to the result of the former races.

## Dealing cards for the 2<sup>nd</sup> and 3<sup>rd</sup> Race

For the next race, 10 new cards are dealt in the familiar way, but they are not shuffled again. You can keep the cards which were not played in the previous race, but **only by exchanging these** with any of the new dealt cards. Cards which exceed the total of ten have to be removed. They are considered used and out of the game. At the end of a bonus-card race, the person who used them has two cards taken away blindly by the fellow player on his right before exchanging the remaining cards.

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## Steeplechase

The steeplechase is a variation for advanced players with the additional risk of falling at a fence.

The fences are placed on the marked sections, however they are not placed on the starting squares until all the horses have left. Fence No. 1 is taken off as soon as all the horses have passed it. You should not jump over twice. Jumping over a fence needs four points either of cards or dice value. **You are not allowed to change lane while jumping a fence.** Therefore, you cannot cross over diagonally. If you start your move for crossing the fence immediately in front of it you can only change lane after the seventh and not after the sixth move.

### Fences during a Round of Cards

If a horse lands on a fence at the end of its move it falls and is out of this particular race but not out of the whole meeting. A horse also falls during a round of cards if it cannot jump over a fence because its move would end on a square that cannot be used because it is occupied by another horse.

### Fences during a Round of Dice

Horses cannot fall at a fence during a round of dice. If they make a move that would lead to a fall during a round of cards, they finish their move right in front of the fence during a round of dice.

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Model piece "Horse with jockey". Stefan Niehues

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