

## Dr. Wictz's Post Position: A Shady Horse Betting Game

A horse betting game for 4 - 12 players that lasts 60 to 75 minutes.

You are a mobster betting on horses with other mobsters. Bets can be made throughout the race. Each mobster has the ability to influence the outcome of the race by secretly telling jockeys to push their horse. The mobster with the most money at the end of the race wins.

### Goal: End the race with the most cash

#### Components:

12 Horse Leaderboard Cards	1 Timer Supplied by Players
12 Horse Figures	1 Race Track
12 House Betting Slips (1 per horse)	12 Wallets
Stack of Betting Slips	Money
Horse Movement Sheets	Pencils (Supplied by Players)

#### Setup:

1. Give each player a wallet, movement sheet, a stack of betting forms, and \$100 (2 \$20, 3 \$10, 4 \$5, 10 \$1). Select one player to be the House.
2. Shuffle the 12 horse leaderboard cards and place them in a line down the center of the game board.
3. Place the horse figures on the number corresponding to its starting order replicating the leaderboard.
4. Shuffle bets made with the race track and deal each player only one horse.
5. The game is ready to be played.

#### Gameplay:

A race consists of five legs. Each leg has three parts.

#### The Leg:

##### 1.) Horse Selection

Players secretly records the movements of horses for the leg on their horse movement sheets, and submits them to the House (who does not yet look at them).

The leg of the horse race determines how many horses and how far a player can move horses that leg. On *stretches* (the 1st, 3rd, and 5th legs of the race) a player must move three horses: one seven spaces, one three spaces, and one one space. On *turns* (the 2nd and 4th

legs of a race) a player must move two horses: one three spaces and one one space. You can only select a horse once in each round. A horse movement sheet will advance no horses in a round that the sheet is filled out incorrectly.

○	7	3	1	✗	7	3	1	✗	7	3	1	✗	7	3	1
A.A.			●	A.A.				A.A.				A.A.			
B.V.				B.V.				B.V.	●			B.V.			
G.F.				G.F.			●	G.F.				G.F.			
I.S.	●			I.S.				I.S.				I.S.			
K.O.				K.O.				K.O.	●			K.O.			
L.C.				L.C.				L.C.				L.C.	●		
M.W.				M.W.	●	●		M.W.				M.W.			
N.D.		●		N.D.				N.D.			●	N.D.			
P.C.				P.C.				P.C.				P.C.			

Above is one correct, and three incorrect ways of filling out a Movement sheet

There are five legs in a race, each leg corresponds to a segment of the track.

1. Starting Stretch
2. 1st Turn
3. Back Stretch
4. 2nd Turn
5. Home Stretch

## 2.) Betting

After players turn in their horse movement sheets begin a four minute (recommended) betting phase. During the betting phase players can make new bets with each other or trade previous bets made with other players or the house. (**See Betting Phase**).

## 3.) Horse Movement

Shuffle the horse movement sheets and then read each horse movement sheet aloud. As the movement sheets are read off, move the horses around the track. More than one horse can occupy a space. After you read a sheet pass it to the player on the right. There are no names on the sheets, so it does not matter which sheet a player receives.

Once all horses have moved rearrange the horse markers to the section of track that is marked for the upcoming leg of the race. (See Example) Place the horse in first on the gray square with a 1 in the section of track for the next leg. Place the other horses on the numbered gray square corresponding to its position. If there is a tie by more than one horse occupying the same space, consult the horse cards, the horse that came from behind moves in front. Note that if a horse from an outside lane is tied with a horse from an inside lane that the outside lane horse came from behind.

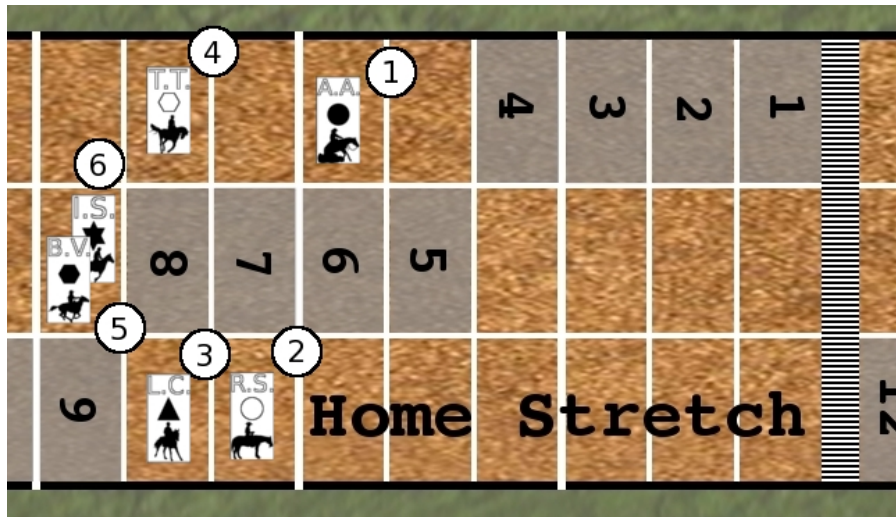
Rearrange the horse cards in the center of the track to reflect the new order.

4.) Start the next leg



Box A

Box A (Above) Position of Horses after a Race Leg

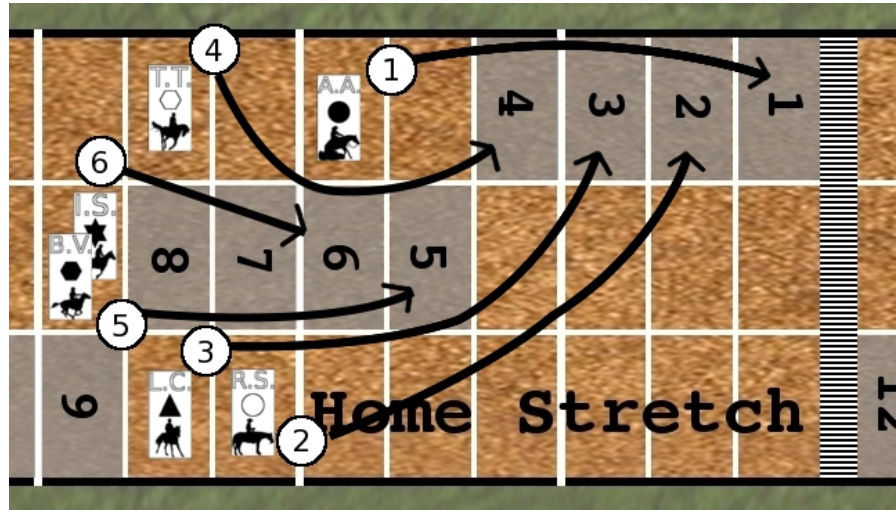


Box B

Box B (Above) A.A. is in front of all horses, followed by R.S. L.C. and T.T. are tied, but since L.C. is in the outside lane it came from behind since the last four horses were positioned in the outside lane at the end of previous leg, and is moved in front of T.T.. I.S. and B.V. are tied and in the same lane. Therefore, look in the middle (Box C Below) to figure out which horse came from behind to move in front. Observe M.W. is in front of all the horses in Box C.



Box C



Box D

In Box D (above) move the horses to the gray box in the next leg of the race to their corresponding place. Box E (below) shows the horses ready to begin the next leg of the race.



Box E

## Betting Phase:

The betting phase lasts four minutes unless a different time is agreed upon by the players at the start of the game. A timer shall be set at the start, and when it chimes no more bets can take place.

During the betting phase players can move about the room and make bets with each other on bets they have already made with the house, or making new bets with each other on any horse.

Players either bet for or against a horse. Horses pay winnings based on where they finish in the race. A bet for a horse receives the horses winnings. A bet against a horse covers the horses winnings.

To bet for a horse a player must find and pay a player to bet against a horse. After a price is agreed upon they fill out a betting slip. At the end of the race, only a horse that finishes in the top six pays out any winnings.

## How to Fill Out a Betting Slip:

A bet against a horse is a promise that the player agrees to pay out the winnings earned by a horse. The player betting against the horse records their promise to cover a horses winnings by filling out a betting slip on the horse. At the end of the race the player who bet against the horse is obligated to pay the winnings earned by the horse to the player holding the slip. Bets are paid off in the order they were created (issue number).

A player has to pay at least \$1 in betting for a horse, but the player betting against a horse can bet against a horse as many times they want in a single transaction. Once created these bets can be traded amongst all the players. The bet cannot be divided once issued. Players can buy back bets against a horse they issued in the betting phase.

- How to create a new bet

Take a betting slip and and fill in the following:

#	1	Seller: Eric	
	A.A.	B.V.	G.F.
	I.S.	K.O.	L.C.
	M.W.	N.D.	P.C.
	R.S.	T.T.	W.A.
Bets:	4	IOU:	

Issue#: If it's your first bet, mark it as one, if it's the second, mark it as two, and so on.

Seller: The Name of the seller (ie. you).

Horse: Which horse you are promising to pay out at the end of the race.

Bets: Number of bets being made at once.

IOU: (See Finish Line #6)

**Finish Line:**

After the horses come in the home stretch and cross the finish line, rearrange the horses in their final order back in the starting position. Once the horses finish the race, money can only be exchanged to pay off betting slips. Betting slips are paid in the following order.

1. The House pays out bets players received at the start of the race as per the chart below. (all prices are per bet)

1st - \$22	3rd - \$11	5th - \$4
2nd - \$16	4th - \$7	6th - \$2

2. All players now lay down their betting slips from the lowest issue number to the highest number.
3. Tear up all bets that did not finishing in the top six and throw them into the air.
4. The House announces that issue number one should be paid out. Players holding betting slip issue number one should approach the seller listed on it and demand payment. Then the House will announce that issue two should be paid out, again, players should approach the person who issued betting slip issue number two and ask for payment.
5. Players continue to pay off their bets from the lowest issue number to the highest issue number. When a player pays off a bet, they should receive the bet and tear them up. A player must pay off a lower number before they can payoff a higher number. Meaning betting slip number 2 must be paid off before a player can pay off betting slip number 3.
6. If a player can not pay off the betting slip they must pay all the cash on hand and fill out the remaining money owed on the IOU line. Another bet cannot be paid off till the IOU is paid off.
7. If player A and player B hold IOU's between each other then the lower IOU can be subtracted from the higher IOU. The lower IOU has been paid and the amount owed on the higher IOU has been reduced.

For example: player A holds an IOU from player B of 100 dollars and player B holds an IOU from player A of 50 dollars. Player B gives player A player A's IOU of 50 dollars, meaning that player A no longer IOU's player B 50 dollars. Player A reduces the IOU from player B to 50 dollars.

8. If a player never earns enough cash to pay off its IOU then that player has gone broke. All remaining cash in that player's possession goes to the holder of the IOU. None of the other betting slips created by the broke player will be paid.

9. Once all betting slips that can be paid are paid, the players count their total cash on hand. Any player who finished with over \$100 is **a** winner. The player with the most money, is **the** winner.

#### **A Long Day at the Track Rules:**

Ambitious players can choose to play an entire horse racing season by completing the Triple Cup races. All previous rules from a single race game still hold with the following modifications.

1. If the same horse wins all three races they are paid an additional \$10 winning per bet for winning the Triple Cup.
2. At the end of a race the broke players stocks are reposed by the bank with no compensation and **the broke player has lost the game and is no longer playing the game.**
3. Players that remain keep their horse stock shares and receive \$20 from their mob jobs before the next race. Bets between players do not transfer between races, and can now be destroyed

#### **To start the next race:**

1. Take the horses, shuffle them and lay them back out in the line, and adjust the horses on the track accordingly.
2. Players then begin the first round of the next race. .
3. The player with the most money at the end of three races is the winner.

#### **Notes:**

The game mimics day traders. The payout at the end is not as important as the buying and selling of bets along the the way. Players make money by correctly identifying horses that are mispriced. The mispricing of horse bet originates from either inside knowledge on the horse race possessed by a player, organize efforts to mislead the field about the expected race results, or different skill sets in connecting race results to prices of horse bets.

The safest strategy is to hold a diverse holding of all horses where you can accurately predict how much money you will earn. Achieving that position is hard because there are only so many bets people will be willing to make. Also, if some of your bets you own are from the same player you must worry about the ability of the originator to pay the dividend. Finally, you will face pressure to break out of this strategy by players who play a more aggressive strategy by attempting to bet on the right horses. However, aggressive players have to be careful, if you originated all the bets or own all the bets in a single horse, the other players will have an incentive to move the horses in a manner against your interests.

This is a tense and exciting race where the metagame is as important as the real one.

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