

# Galloping Horse (4 Players)



#### Contents



28 race cards (7 cards for each colour of horse)



40 food (resources) cards



22 racetrack cards

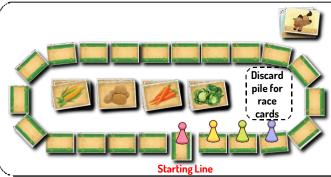
# **Description**

A game where the players compete to collect "resources (food)" and manage movement cards to move their horses ahead of their opponents.

#### Goal

To collect the most food cards at the end of 2 racing rounds.

### **Preparation**



- Place the racetrack cards in an oval shape. The horses (figurines) will race on these track cards.
- Place the 4 horses (figurines) on the track, in any order, facing the clockwise direction (the direction of the race) with no empty space between the figurines.
- Place the food cards (resources) face up in the middle of the racetrack.

## **How To Play**

- 1. Shuffle the race cards (horses) and distribute it evenly to each player. Each player shall get 7 race cards and are kept secret from the other players.
- 2. On a player's turn, he discards 1 race card from his hand and moves the figurine that matches the colour of the background of the card played. (The figurine does not belong to any specific players. A player plays any card to move the figurine of that colour).
- 3. The figurine moves forward 1 space as the space in front of it is empty.
- 4. When 1 or more spaces in front of the figurine being moved are filled with figurines, the figurine skips over the filled spaces to the next empty space.
- 5. When a player moves a figurine and it is ahead of all other figurines, he takes a food card from the food card stack and places it face up on the table.
- 6. When a player moves a figurine but it is not ahead of all other figurines, he takes no food card.
- 7. When all players have played all 7 of their cards, the round ends. Shuffle the discarded pile of race cards again and continue the second round.
- 8. The game ends after 2 rounds. The player who has collected the most food cards, wins the game.

When playing the game, children should realize that they have to manage the race cards to plan ahead to determine how they want to use them.