

Jockey

2 - 6 players
Ravensburg Games

Contents: 1 playing board 54 jockey cards
4 horses
1 pad of betting sheets
play money

This exciting game conveys all the suspense of the racetrack. In Jockey the players use strategy in playing cards to win a horse race. Each player is dealt a hand of Jockey Cards with which to maneuver or "jockey" the horses. He looks at his cards and decides which horses he wants to bet on, naturally picking the ones his cards favour most. After all the bets are secretly placed, the race is on, and the players take turns playing their cards to make the horses run, doing everything they can to make the horses they bet on win. To achieve this each player must use his Jockey Cards cleverly, watch the other players and make use of all the possibilities offered by their moves. Notice that each player may move any of the horses.

After 3 races the player with the highest winnings has won that day's racing.

Preparation

The 4 horses are placed at the starting line on the board. The starting position of the horses is irrelevant, no position has advantages or disadvantages.

The players are given their betting slip and an initial capital of 1000 bills

(1 x 500, 5 x 100). The players write their name on the betting sheet. The

cards are shuffled well and dealt as follows:

With 2 players, each receives 15 cards

With 3 players, each receives 12 cards

With 4 players, each receives 10 cards

With 5 and 6 players, each receives 9 cards

The remaining cards are laid aside in a pile.

Jockey Cards

Players move the horses in accordance with the stipulations on the jockey cards. No player owns any of the horses. The colour of each horse is repeated on the cards which apply to that horse and any player can move any horse for which he holds a valid, appropriate card. The cards refer to either the colour of the horse, the position of the horse (No 1, No 2, etc.) in the race, or both colour and position.

Colour Cards

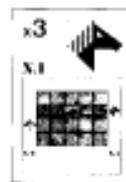
The following cards only apply to horses of a particular colour:

1. There are two versions of this card: “± 7” The horse of the same colour moves forward 7 squares. The “± 10” card functions the same way, moving the relevant horse 10 squares forward.

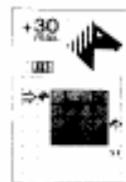


2. With this card the horse of the same colour increases an existing lead threefold.

Example: Red is 6 squares ahead of the next horse. The card allows red to move another 12 squares; its lead is tripled to 18. If red were not in the lead and the card were played, nothing would happen — there would be no lead to increase! Similarly when two horses are leading the field abreast of one another, the card cannot be used to put one of these leaders out front.



3. The horse can be moved forward a maximum of 30 squares but must remain at least 5 squares behind the leading horse. Extra squares that he might otherwise move are forfeited. Thus the card is useless when the horse of the same colour is in the lead and is limited in its usefulness when the leader is, say, only 7 squares ahead. In this case a potential move of 30 squares would be reduced to 2. If the leading horse is already past the finishing line, however, this restriction to staying 5 behind the leader no longer applies.



Neutral Jockey Cards

The following cards refer only to horse position and can be used for any of the horses.

4. There are two versions of this card, “No 2 + 13” and “No 4 +20”. The horses in these positions move the number of squares indicated respectively.



5. The horse in third position (No 3) moves forward a maximum of 18 squares (+ 18). It cannot advance more than 1 square in front of the leading horse. Once in this position, any squares not yet moved are forfeited.



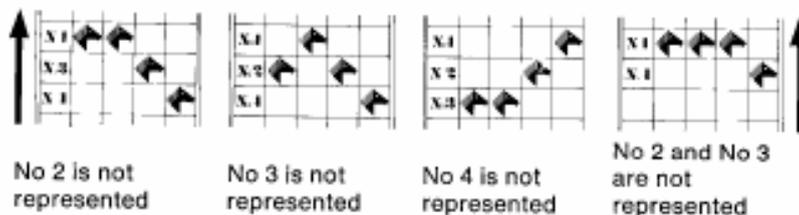
Play

Each game consists of three races. Before each race, the players order their jockey cards by sorting the colour cards from the neutral cards. Each then studies his hand to decide how best to place his bets, according to the three different types of bet possible, in order to win.

Then players place their bets by writing the amount they wish to bet on the horse(s) selected on their betting sheet, without letting the other players see. Bets for the first race are written in the area “1st Race”, bets for the second in the area “2nd Race” and so on. The bets are collected together and put aside until the race is over. The player to the left of the dealer begins. He plays the first jockey card, placing it face up beside the board, and moves a horse according to the instructions on the card. The players play in turn, placing the cards they play out on top of one another in a pile and moving the relevant horse accordingly.

Players have to play a card each time it is their turn — they cannot “pass”. If a player does not want to alter the game situation, he can play a card which is useless in that situation. Thus, for example he can “throw away” a card valid for a position which the horse concerned does not have, or a card for a position which at that moment does not exist, as is the case when two or more horses are level with one another in the race and one or more positions are therefore not represented.

Example



If, for example, two horses are in second position, then there **are 2** horses in second position, but no horse in third position. Thus someone can play out a card applying to the horse in third position but no horse will be moved as a result. If a card valid for a horse in position number 2 is played, the player can choose which of the horses in this position he wishes to move.

Remember when working out positions that the horse which has won the race remains in first position after it crosses the finishing line too!

If the players run out of cards before the race is finished, each player receives two cards from the pile of cards laid aside at the beginning. When 6 players are in a race then all the cards will have been dealt out initially and in this case the players receive the bottom cards from the pile of jockey cards they have just used. If players do not need to use all their cards in a race, they can choose to retain a maximum of 2 cards for the next race. When the cards are dealt for this next race, they would then receive the appropriate number of cards less.

Finish

A race is declared over when 2 horses have crossed the finishing line after square 80. The betting sheets are turned over to determine who has won and lost, who receives money from the Bank and who has to pay it in for a losing bet.

The cards are re-shuffled for each of the remaining 2 races and the bets placed written in the appropriate area for the race in question, "2nd Race" or "3rd Race". If players continue playing after three races, they each receive a new starting capital of 1000 bills again. They make a note of the capital they had after the first 3 races and give this back to the Bank, so that for each round of 3 races they have 1000 bills to work with. At the end of play, however, each player is credited with the money he had at the end of every round of 3 races.

Bets

The bets, in comparison to course racing betting, have been simplified somewhat. Bets are laid only on the 1st and 2nd places. For each race a player can only place one of the types of bets described below.

The minimum bet players can make on a horse is 100 bills. Players can bet their entire capital on a horse, the maximum able to be placed in a bet is, however, 5000 bills. If a player has less than 1000 capital and wishes to bet more, he can take out a loan from the bank to make his capital up to 1000 and then, if he wishes, bet it all on a horse. Players can take out a loan of up to 1000 bills per race.

In order to keep the bets secret they are only noted down and the money is not paid into the bank. When the race is over, the players whose bets did not come up must pay the Bank the money they lost. Loans taken out for a race are also paid back to the Bank after the race and if the player is unable to pay, he has to take out a new loan to pay off the old.

Place betting

Example

<p>N_o 1</p> <p>N_o 2</p>		<p>1000</p>
---	--	-------------

This is the most simple kind of bet, it is relatively safe, but the better does not win so much. The player bets on a particular horse to win or to come in second. For example he puts on a bet of 1000 for the brown horse to “place”, i. e. come in first or second. If the brown horse is first or second to finish then he receives 1000 from the Bank. If the horse does not come in first or second, he pays 1000 into the Bank.

Backing the Winner

Example

<p>N_o 1</p> <p>N_o 2</p>		<p>300</p>
---	--	------------

The player bets on a horse to win and if his bet comes up, he receives treble his stake. Thus if a player backs the yellow horse, placing 300 on it to win, he wins 900 if yellow comes in first. If yellow does not win, then the player pays 300 into the Bank.

Placing a Double

Example

<p>N_o 1</p> <p>N_o 2</p>		<p>400</p> <p>500</p>
---	--	-----------------------

The player bets on 2 horses, stipulating in which order they will finish. He crosses the first and second horse on his betting sheet and places a sum on each horse. If the horses finish first and second and in the order the player backed, then the player wins four times the amount he placed on each horse. For example: bet laid on the blue horse to win, 400, bet on the red horse to place second, 500. If the double comes up, the player receives 3600 from the Bank.

If only one of the horses in the double comes up (i. e. fulfills the bet laid on it) the winnings change. If the horse backed as winner wins, while the other bet goes down, the player wins, as he would have had, had he simply backed the winner, treble the stake on the horse. If only the horse backed to place second comes up, the winnings are calculated as in the place betting rules. In both these cases the stake placed on the horse which fails to come up is deducted from the winnings.

Suggestions for Advanced Players

It is advisable to keep your opponents in the dark about which horse you have bet on for as long as possible. They may then unwittingly help you to win your bet.

In this connexion it is also a good idea to retain the card(s) which would give your horse a clear lead until nearer the end of the race.

Card types 4 and 5 should be given particular attention; since the positions of the horses change with almost every move, the possibilities offered by these cards change with almost every move as well. Through skillfull tactics it may be possible to utilize each of these neutral colour cards to the full.

Place betting is recommended when the player has cards which favour one colour but which are not good enough to ensure a certain win.

Backing the winner is recommended when the player has strong cards which favour a particular horse.

Since when betting a double the player must try to control the order of finishing for two horses, it is recommended to wait until the game is somewhat familiar before trying for a double.