Object of the game

In this madcap horse race, be the first jockey to get yourself and all your ponies across the finishing line.

To play

Connect the 4 pieces of the race course gameboard.

Each player chooses a colour to play with. They line up their 3 ponies and jockey at the starting post.

The youngest player starts by throwing the die. On each roll of the die, a player can choose to move any of their ponies or their jockey.

At the end of a move, if a pony lands on top of another or on top of a jockey, that piled up set of characters can move together on their next turn.

If however a jockey lands on top of a pony, this doubles the die throw on any following move while the jockey remains at the top of the pile.

If you are really lucky, all 3 of your ponies and jockey can be in a big pile up and move together as one piggybacked stack.

The die roll cannot be split or shared between your playing pieces. That is to say, only one pony, jockey or pile up stack can move on any turn.
Reaching a fence

If a player reaches a fence without piggybacking any other playing pieces, they simply jump the fence. The fence is not counted as a space.

If a player reaches a fence with 1 or more characters piled on top of each other, the whole stack jumps the fence (not counting the fence as a space), but the bottom playing piece must be left on the side they jumped from.

The finishing line

A pony or stack of ponies can cross the finishing line without having to throw the correct score.

A jockey or any stack of ponies with a jockey anywhere in the pile has to throw the exact score to cross the finishing line.

The winner

The winner is the first player to get all their ponies and their jockey across the finishing line.

Teaches

Counting and basic strategy

Colour recognition

Co-operative play