

Horse Racing Mafia

Main Rules

Game Design: Ginichirou Suzuki

Artwork: Tokyo Robin

Produced and Published by Grimpeur Brand
(<http://www.blueforest.jp/~grimpeur/>)

Number of players: 4-6

Length: 60-90 minutes

Translation by: Matt Boehland

Emails welcome: matt@wolfgames.com

Japanese wargame database:

<http://www.wolfgames.com/jpnwar/jpnwar.htm>

1: Introduction

You are a mafia member, making your living at a certain racetrack (not in Japan).

Your assignment is to make the horse the syndicate chose win. You receive a reward if it finishes 3rd or better, but any lower than that and you must pay a penalty.

If the syndicate, not knowing the details of the race, indicates a horse that cannot win, you can pay the penalty and try to get winnings from other's horse's tickets (or place additional bets on your chosen horse).

At any rate, the point is to gain money.

2: Contents

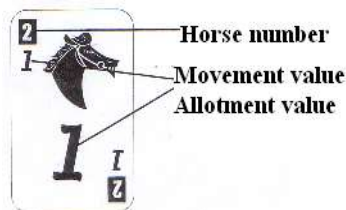
The following is included:

Horse cards:

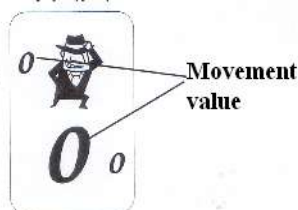
Indicated horse cards: 0,1,2,3,4,5,6,7,8 (1 of each for each color, 54 total)

Free cards: 0,1,2,3 (4 each) 4,5,6,7 (5 each) (36 total)

Indicated horse card



Free card



Game boards: 2 halves

Pieces (horses): 6

Mafia orders cards: 6

First player marker (card): 1

Paper money: \$10000 : 60

\$50000, \$100k, \$500k : 40 each

Japanese rules + FAQ sheet

Mafia orders card



The number of the horse the mafia directed you to make win

First player marker



3: Preparation

1) Spread out the 2 halves of the board next to each other to make 1 board.

2) Deal out \$500,000 to each player

3) Each player is dealt 1 'Mafia orders card' face down. The number of the horse that the syndicate wants that player to have win is written on the card. This is kept secret until the end of the race.

However, in the 3rd race, the information is leaked, and they are all dealt face-up (revealed to all players).

4) The horse cards are shuffled, and each player is dealt 13 horse cards face down (12 in a six player game). The rest of the horse cards are placed face down next to the board to make a draw stack.

Players use horse cards to have the horses run. If any indicated horse cards remain at the end of the race, they become horse ticket cards (bets on that horse).

5) The beginning first player is determined by rock-paper-scissors, and that player takes the first player marker. For the 2nd race and after, the new first player is the player to the left of the player who ended the previous race as the first player.

6) For the 2nd and 3rd race, repeat the above sequence starting with '3' (shuffling *all* horse cards before each race).

7) All 6 horses are used regardless of the number of players playing.

4. Race

1) Starting with the first player, each player plays 1 horse card face up on the gameboard. Indicated horse cards (those with a boxed number in the corner) can only be placed on the board in one of the 2 boxes belonging to that horse. Free cards can be placed in any box desired. However, in all cases, if there is still a valid open box, a card must be placed in one of them.

2) Next, the first player draws 1 card from the stack, and places it face up on the board, following the rules for placing cards as above.

3) The first player moves each horse a number of spaces forward equal to the movement value of any card(s) in its boxes. If there are cards in both boxes, their movement values are added together. Once all horses have run, the player to the left of the first player becomes the new first player, and the game goes back to '1)' in the sequence above.

4) If both boxes for a horse are full, any new cards are placed on top of an old one. However, you cannot place a card directly on top of another card with the same movement value (the only exception being when both boxes have equal movement value cards as the indicated horse card that gets drawn by the first player, in which case it is placed on top of one of the others).

Any card that ends up covered by another cards loses its effect; only the top card of the stack has any effect.

5) The horse that enters the goal first gets 1st place, and the 2nd horse to enter gets 2nd place. If several horses enter the goal during the same turn, the horse that traveled the furthest past the goal (had the most excess movement) wins. If the distance is the same, the horse that has the highest movement value in its boxes (that traveled the furthest that turn) wins. If that is the same, the horse with the single card with the highest movement value in its box wins. If still tied, the horses share the place they were vying for (both get 1st place, or if 1st was decided and two or more tie for 2nd, those would all get second place). If two horses get 1st place, the next horse of course would count as being in 3rd place. If 3 horses get 1st, or 2 horses get 2nd, then there will be no 3rd place finisher.

6) Once 2nd place is determined, 3rd place and lower are determined based on the distance traveled at that point (the furthest, the best). If there are ties, they are resolved the same as for horses that finished by exceeding the goal line by the same amount.

5. Supplying your hand + quinella bets

1) The 1st time each race that any horse (it doesn't matter which) has traveled 35 or more spaces (and only at this time), the players can supply their hands. Card supply is performed after the horses are done running for the turn.

2) The first player gathers all cards beneath the top card in each box (all the ones made to have no effect) and shuffles them together with the remaining cards from the stack. The player to their right cuts the stack and makes a new draw pile.

3) Starting with the player to the left of the first player, each player supplies their hand. To supply, each card costs \$10000.

4) Each player is free to decide whether or not and how much to supply their hand. However, the maximum number of cards in hand are 13 (12 in a six player game), so a player cannot supply themselves to bring their hand above that number.

6) At the moment supply is done (and only at this time), starting with the first player, each player can make quinella bets (dual forecast bets), where they bet on the horses that will finish 1st and 2nd (which finishes 1st and which is 2nd is not important, just that they both finish in the top 2).

7) If a player declares they are making a quinella bet(s), they must play 2 different horses' 'indicated horse cards' face down in a stack in front of them. When all players are done playing cards, they are flipped face up for all players to see, and are kept in front of the player(s) making the bet(s). It is acceptable for 1 player to make multiple quinella bets, each requiring 2 indicated horse cards. If the horses do finish 1st and 2nd, a player receives the quinella bet allotment for any bets they have placed. If not, they will pay a penalty.

8) Any cards that are used for quinella betting cannot be played on the board (in any horses' boxes). If they wish, even if a player has multiple indicated horse cards, they are allowed to 'pass' and not use any of them for betting.

9) After all supplying and quinella betting are done, each player now for the rest of the race has the option to declare 'pass' during the normal playing of cards in order to not play any cards.

6. Rewards, penalties, allotments

1) Rewards received

- a) If your ordered horse gets 1st place: **\$500,000**
- b) If your ordered horse gets 2nd place: **\$300,000**
- c) If your ordered horse gets 3rd place: **\$100,000**

2) Penalties paid

- a) If your ordered horse gets 4th or lower: **\$100,000**
- b) For 1 or more horses that were not anyone's indicated horse performing better than your indicated horse: **An extra \$100,000**
- c) For getting 6th in a 6-player game (note: all 6 horses are always used. This penalty is only given in a 6 player game): **An extra \$100,000**

3) Allotments received (winning single horse bets)

- a) Horse cards matching the winning horse:
Allotment number x \$40,000
- b) Horse cards matching the 2nd place horse:
Allotment number x \$20,000

4) Quinella winnings

- a) Winning quinella bet:
Sum of allotment value of both cards x \$100,000

5) Losing horse ticket (single horse bet) payments

- a) At the end of the race, a player must pay an amount based on the total allotment value of all the indicated horse cards (horse tickets) they hold as well as the total allotment value of all cards used for quinella bets.
Total allotment value of all horse tickets and quinella betting cards x \$10,000

6) 3rd race multiplier

For the 3rd race, all payments and penalties above (everything listed in '1)' through '5)') are doubled.

Order of rewards / payments:

These rewards and payments are made in the order listed above (important for purposes of bankruptcy).

7.0 Bankruptcy

When a player has no money, they do not need to make payments; they pay as much as they can and are at \$0.

During a race, a player at \$0 cannot pay money to supply their hand.

8.0 Game end

When the 3rd race is completed, the player with the most money wins.

9.0 Q & A

Q1: In the 3rd race, are supply costs doubled?

A: No, the cost is still 1 card = \$10,000

Q2: For playing of horse cards, I don't really understand what 'if there is still a valid open box, a card must be placed in one of them' means.

A: Cards must be played as follows:

- a) For each horse number, there are 2 boxes where cards can be placed.
- b) In order to place a card on top of another card, both boxes for that horse must already have cards in them.
- c) A free card can only be placed on top of another card if all 12 boxes have cards in them. If all 12 boxes are full, it can be placed in either the top or the bottom box of any horse (see exception 'e' below). If any of the 12 boxes are empty, a free card can only be placed in one of them.
- d) For an indicated horse card, if both boxes are full, it can be placed either on the two boxes for that horse.
- e) Except for when it is absolutely unavoidable, a card cannot be played over another card with the same movement number.

Example:

All boxes for all horses other than the lower box for horse #6 (green) are full.

- a) If a player wants to play a free card, it must be placed on the lower box for horse #6.
- b) If a player wants to play an indicated horse #6 card, it must be placed on the lower box for horse #6.
- c) Any indicated horse cards not for horse #6 can be played on any box for their indicated horse that does not have a card with the same movement value (only counting the card on top of the stack; cards already 'buried' are ignored).