

Mint Julep - A horse racing/betting game for 2-4 players.

Components

HORSE SETUP

Place the 5 horses in alphabetical order from top to bottom.



In the above image, **Alaskan Justice** is starting in 1st position and **You Got Me** is starting in 5th position.

The Starting Horse Bonus Points are as follows:

- 1st Position: 0 Bonus Points
- 2nd Position: 1 Bonus Point
- 3rd Position: 1 Bonus Point
- 4th Position: 2 Bonus Points
- 5th Position: 2 Bonus Points

The Ending Horse Points are as follows:

- 1st Position: 3 Points
- 2nd Position: 2 Points
- 3rd Position: 1 Point
- 4th Position: 0 Points
- 5th Position: 0 Points

The points will be added together for the horse's final score, and players will gain that score if they bet on the horse.

With the following exceptions:

- If players bet in the 2nd round they lose 1 point.
- If players bet in the 3rd round they lose 2 points.
- If more than one player bets on a single horse, they split the points.

PLAYER SETUP

Deal each player an equal number of cards and place the remaining cards to the side, face-down.

In a 2 player game - Deal out 4 piles - one to each player and one between each player on their left and one between each player on their right.

GAMEPLAY

The game consists of 3 rounds which each include a draft phase, a bet phase and a race phase.

Draft Phase

Players will take a card from their hand and place it in front of themselves face down, then pass the remainder of their hand to their left. (In the 2 player game, they are dealing to the pile to their left and taking from the pile to their right).

Bet Phase

Players will choose a card to play as a bet. In the first round this is required and will be placed with the 1st round side up. In subsequent rounds, a bet will replace any existing bet and the new bet will be placed with the appropriate round side up.

NOTE: Bets placed in round 2 are worth -1 point, and bets placed in round 3 are worth -2 points.

In a 2 player game, each player can place a second bet.

Race Phase

With the remaining cards in hands, players will take turns each playing 1 card until no cards remain. The round turn order is determined by the order of the horses that players are betting on at the start of the round. The player with the current first place horse at the start of the round goes first, the second place horse second, as so on, skipping any horses that don't have bets.

NOTE: If more than one player is betting on a horse, the initiative letters will come into play. Players betting on the same horse will go in alphabetical order. A then B (and then C, if applicable).

When a movement card is played, a horses will move. With movement, there are a few things to keep in mind.

- The horses start in one pile, but as the game goes on multiple piles will be created.
- The frontmost pile is in the lead, and the topmost horse in each pile is the leading horse of that pile.

- When a top horse moves, it will move from the top of its pile to the top of the pile in front or behind it.
- When a named horse moves, it will move from its space within its pile to the top of the pile in front or behind it.
- When two horses move during a turn, the order is as the player chooses.
- A horse cannot be moved and then moved back to its starting position during a single movement.
- Two piles are always only 1 space apart. Horses cannot move further from the pack.



MINT JULEP CARD

All horses start on their special side. The mint julep card allows a player to use any ability that is on a topmost horse. When any ability is used, that horse is flipped over to its no-ability side, so that abilities are only used once per game

END OF ROUND

At the end of each round all bet cards stay in place and the movement cards are shuffled. Any movement cards that were not used in the last round are shuffled in as well. And any bets cards that were removed (because someone changed a bet) are shuffled in. Cards are dealt and a new round begins.

END OF GAME

At the end of the 3rd round, the game ends. Players check the horse that they bet on and add its starting position bonus with its final position score, minus any points for late bets. And once again, if more than one player bets on the same horse, those points are split evenly between the betting players (with any remainder lost). The player (or players) with the most points wins.