

# CHANGE HORSES

## *Game Rules*





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# Change Horses!

“Last is Best” –  
in this game, whoever comes in **last** wins!



Number of Players: 2 – 5  
Ages: 8 years and up  
Duration: about 35 minutes

**Horse Tales:** An eccentric, rich American decides to hold a very special horse race: the owner of the horse that crosses the finish line last would be the winner of a huge purse. Following the roar of the starting gun, nothing happens! No horse moves. After a while, one of the spectators goes up to the riders and says just two words. Moments later, the jockeys spur on the horses to start running at breakneck speed. What were the two words? The answer: “*Change Horses!*”

In this game of *Change Horses!* it is essential to have the other players’ horses cross the finish line before your horse does. So everybody tries to move their opponents’ horses forward. It’s a tactical race, where every card you play can change the outcome. And if you can’t rein in your horse, you can always change horses!

## Object of the Game

Be the player whose horse is *last* when the first horse crosses the finish line.





# Game Rules

Each player gets:

one Racing Form Card (dealt out randomly in the beginning of the game)



one set of Horse Movement cards = 15 per player



Ownership Certificate  
1 per player  
(with 2 players: 2 each)

Only in the advanced version:



# of players	# of carrots
3	33
4	44
5	55

with 2 players: none



Wild Horse cards  
2 per player

## Set-Up

- Put the **racetrack with tote board** in the center of the table, equally accessible to all players; players will be playing cards onto the tote board in the middle of the game board.
- Line the **horses** up in random order at the starting gate, facing for a counter-clockwise race around the track. Regardless of how many players there are in the game, all six horses will be racing.
- Deal out the Racing Form cards randomly in the first round. Each player gets one card; if there are fewer than 5 players, the number of cards is reduced to the number of players.
- Give a set of **Horse Movement** cards to each player.

*Each of the five sets of Horse Movement cards is identical; each is marked on the back with an illustration of a jockey that identifies that set. Each card shows background colors representing two horses; every horse is branded by a color, and, in addition, by a letter. (The fifteen cards in each set represent all possible color combinations of the six horses.)*

- Distribute two **Wild Horse** cards to each player.
- Shuffle the **6 cards with the certificates** on the back (Ownership Certificates) and give one face down to each player. The card designates the color of your horse. Put the extra Ownership Certificate(s) aside in a pile – they may come into play later. (Note: in a **two-player game**, each player gets **two** Ownership Certificates!)

If you are playing the advanced “**Derby League**,” each player gets

- also the “energy value” of carrots equal to  $11 \times$  the number of players, i.e. 33 in a 3-player game, 44 in a 4-player game, and 55 in a 5-player game, meant to “bribe” the horses. Carrot card denominations can be exchanged anytime.

**Note the special rules for the two-player game:** Parts of the rules below do not apply; read the section, “Special Rules for Two Players” on page 8.

## How to Play

### 1. Selecting Your Cards

Select three Horse Movement cards from your hand and place them face down in front of you. When all players are ready, the cards are turned over.

### 2. Playing Your Cards

Then, on your turn, select one of the three cards and place it on the tote board in the center of the racecourse. After each player has played a card, the horses are moved.

### 3. Moving the Horses

The **total** of each horse color showing on the tote board is counted. If there is an even number of horses of one color, that horse will not move in this round (e.g., 4 red horses would mean red does not move). If there is an odd number, the horse playing piece with the jockey of that color will move as many spaces as there are horses of that color on the tote board (e.g., 3 yellow horses would mean yellow moves three spaces).

*The "Stumble" Wild Horse card (see details below) can be used to cover a color on the tote board and thus change the number of two colors.*

Move each horse as required, starting with the horse on the inside track. If there are two horses on the same track (see "Slippery Track" below), the one in front is moved first.

If a horse crosses the finish line, you must first complete the movement of the other horses on the tote board before determining the final positions.

### 4. a) Determining the Order of Play – Basic Game

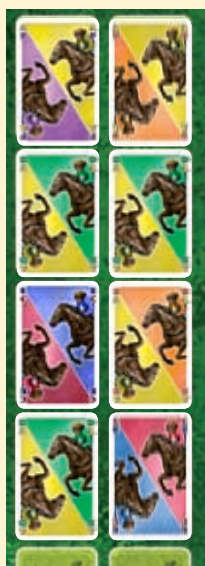
In every round, the order of play is determined anew. To do this, the Racing Form cards are drawn face down every time. First, to avoid that the same players, by chance, always go first or last, the player holding the highest number card from the previous round is given the #1 card for the next round. All other numbers are dealt at random.

### 4. b) Determining the Order of Play – Advanced Version

If you want to hold a more tactical race, you may play the "Derby League" version (see p. 9).



Tote board in the end of round #1 in a 4-player game:  
Horses D-green (2 cards) and B-orange (no card) don't move, horses C-red, E-blue, and F-purple move 1 space, and horse A-yellow (3 cards) moves 3 spaces.



Tote board in the end of round #2 in a 4-player game:  
Horses B-orange, C-red, E-blue (2 cards) and A-yellow (6 cards) don't move, horse D-green moves 3 spaces (3 cards), and F-purple 1 space (1 card).

## 5. Playing Your Cards

As in #2, this time from a selection of the two remaining cards.

## 6. Moving the Horses

As in #3. All cards on the tote board are counted.

## 7. Clearing the Tote Board

The tote board is complete (6 cards in a three-player game, 8 cards in a two- and four-player game, and 10 cards in a five-player game). Now the cards are removed from the tote board and from the game.

## 8. Determining the Order of Play

As in #4.

## 9. Selecting New Cards

You now have one Horse Movement card left in front of you face up. Add two more cards from your hand – first face down, then turn them over (see 1.- Selecting your cards).

You may want to place the cards in your hand face down on the table while you are playing the face-up cards onto the tote board; you may look at your hand of cards at any time.



the Wild Horse card

## 10. New Double Round

The steps 2-10 are repeated.

## Wild Horse Cards

Each player has two Wild Horse cards (jokers) to use one at a time, once each during the game. You play a Wild Horse card only on your turn **before** you play your Horse Movement card onto the tote board.

You can use a Wild Horse card for one of these four options (see illustrations at the side):

- **"Stumble"** (the rope): Place your Wild Horse card on top of any card showing on the tote board. This means that the two horses on the card are now hidden, changing the total count of the two colors. The Wild Horse card is removed from the game when the tote board is cleared.
- **"Slippery Track"** (the water bucket): Move any two horses of your choice one space sideways in the direction of your choice; horses cannot extend outside the track nor share spaces.



Two horses "stumbled"; the card underneath the Wild Horse card doesn't count in determining the horses' moves.

Horses must stay in **lane** unless a *Wild Horse* card is played as “*Slippery Track*,” forcing some horses behind others in the same **lane**. If, as a result of this, one horse would run into another horse ahead, the horse from behind moves only as far forward as it can; if a horse is blocked by being directly behind another horse, then it does not move. The only way to “unblock” and speed up a blocked horse is to play another “*Slippery Track*” *Wild Horse* card.

- “**Fast Track**” (the slingshot): All horses in the **last two rows** of the rows that have horses move ahead two lengths. Blocked horses (see “*Slippery Track*”) can’t move.
- “**Change Horses**” (the certificates): Put your Ownership Certificate face down at the bottom of the pile of Ownership Certificates that have been set aside, and take the top certificate; you now own the horse shown on the new Ownership Certificate.

(In a five-player game, one of the racehorses is not owned by any player; in a two- and four-player game, two horses are not owned; and in a three-player game, three horses are not owned. Players are allowed to change horses even if the horse was once owned by another player.)

When you play your *Wild Horse* card, announce the name of the option you are using. After the card has been used, remove it from the game. You can use both your *Wild Horse* cards for the same option, but only one card in a round.

## Ending the Race

The race can end in two ways:

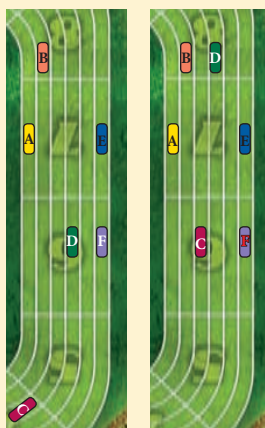
1. At least one horse crosses the finish line.  
Before the winning positions are announced, make sure all horses have been moved as required (e.g. the movement of the last two rows of horses from a “*Fast Track*” *Wild Horse* card).
2. All players have only one card left without a horse having crossed the finish line. (That means the last card is not played.)

## Winning the Game

All players reveal their Ownership Certificates. The last horse wins the race; the next to last horse (the fifth) is second (“place”); and third to last (the fourth) is third (“show”). The three leading horses lose the race. Horses not owned by any player could still win, place, or show in the race.



Position of the horses before and after playing the *Wild Horse* card “*Slippery Track*.” In this example, the player has moved the horses in the lanes 2 (to the left) and 3 (to the right). Consequently, the horses in the lanes 1 and 4 are blocked.



Position of the horses before and after playing the *Wild Horse* card “*Fast Track*.” The horse F in the right lane is blocked and cannot move. It may occur that all 6 horses are moved during “*Fast Track*”



## Photo Finish – Tie breakers

If two or more horses end up in the same **row**, it is a **photo finish**; if a player with the Ownership Certificate of any of the horses in the photo finish has more Wild Horse cards left than the other owners, that player's horse wins by a nose – otherwise it is a tie. If horses are still tied, any player who has not changed horses during the race beats any tied player who has. And in the rare case that there is still a tie, then it's a dead-heat – tied players are equal. (See Photo Finish in the "Derby League" and two-player game below.)



## Special Rules for Two Players

In a two-player game, the player who was last on a horse goes first; the starting player changes every time the tote board is cleared. Each player select four cards from his hand and places them face down in front of him; the players turn them over *at the same time*. Then each player, in turn, twice in a round, selects one of those four cards to place on the tote board. When there are four cards on the tote board, count the horses' colors and move the horses. That's the end of the round. **Do not remove these cards from the tote board**, but keep them in play as you repeat the cycle.

Both players now have two cards left in front of them face up. Each player adds two more cards from his hand to his face-up ones; players place them face down and then turn them over *at the same time*. Then each, in turn, places a third card on the tote board, and then a fourth card. When eight cards have been placed on the tote board, count the horses' colors and move the horses. That's the end of another round. Remove the eight cards from the tote board and discard them from the game. The player who went last will now go first.

Continue in the same fashion. Each player will place a card on the tote board twice in a round. The race will end when a horse crosses the finish line or when both players have only one card left. In the last round, you place the final card from your hand face up in front of you, then play two of the three cards showing, as usual, onto the tote board; you will be left with one card face up in front of you, which you will not have a chance to play.

If the two players are tied when the race ends (i.e., a "Photo Finish"), the player whose second horse comes in closer to last place wins the game.



## The Derby League Game:

### Using Carrots to Bid for Racing Form Cards

Since the player who plays his Horse Movement cards last in the round has an advantage, the order of play is “auctioned” in each round.

You bid carrots. The player currently with the #1 card places the first bid, the player with the #2 card places the second bid, and so on. The first bidder must bid at least 1 carrot; each of the bidders following must bid **another number not yet bid** (but **not** 0). If you bid more than the current highest bid, you may go on bidding; if you bid less, you may not bid again. Place the amount of carrots you bid face up in front of you. The player who bid the most gets the highest number Racing Form card. All other players pay carrots according to their bid and get the respective Racing Form card (the lowest bidder gets the 1, and so on). There is no way to earn additional carrots during the game.

*If you don't have enough carrots left to bid, you give up your remaining carrots and, from that point on, always get the lowest number Horse Movement card available.*

Carrots left over at the end of the game have no value except as a tiebreaker: if there is a tie (“Photo Finish”) in the “Derby League” game, the player with the most carrots left is the winner.

## Horse Sense – The Tip Sheet

Read these eight Out-of-the-Gate tips:

1. Guard the identity of your horse carefully. Once players know which horse is yours, they'll be out to get you.
2. Wherever possible, have one card with your color horse in front of you, so you can play the card to even up your horse color and keep from moving; don't run out of your color so that you are at the mercy of the other players.
3. Don't get stuck with two cards showing your own color, which would force you to play your own color when that might move your horse further.
4. Consider the bluff: purposely play a card that will move your horse forward one space.
5. Don't use your Wild Horse cards too early in the game.





6. Use your Wild Horse card as "*Slippery Track*" to slow your horse down by boxing it in behind another horse, but be careful since this move is likely to tell other players which horse is yours.
7. Don't be afraid to change horses – even more than once – but remember, the best (slowest) horses might be the ones already owned by other players.
8. If your horse is in or near last place, think as much about propelling the frontrunners across the finish line as keeping your horse moving slowly; you can end the race by using "*Stumble*" to change the color count or by using "*Fast Track*" to push a horse across the finish line.

## Thanks

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For more information on „Change Horses“ and the company product line, go to

[www.eggertspiele.de](http://www.eggertspiele.de)

## Game Materials

- 1 set of instructions
- 1 racetrack with tote board (gameboard)

### 6 Ownership Certificates



19 Wild Horse  
cards (in different  
languages)

75 Horse Movement cards  
(5 sets – 5 different  
backs – of 15 cards  
each)



5 Racing Form cards



75 carrot cards (5 x 15 carrots, 5 x 10 carrots,  
10 x 5 carrots, 10 x 3 carrots, 25 x 2 carrots,  
20 x 1 carrot)



6 horses



6 labels showing the letters A-F  
(Please stick them onto the horses'  
stands before the first game)

# CHANGE HORSES

## Quick Rules

*Before the game starts, determine the order of play. Players, at the same time, select three cards from their hand and put them face down on the table in front of them. When everybody is ready, the cards are turned over.*

1. In the beginning of your turn, decide if you want to play a Wild Horse card.
2. Place one of the face-up cards in front of you onto the tote board.
3. When all players have placed a card, count the horse colors showing and move all horses whose total is an odd number.
4. Determine the order of play.
5. In the beginning of your turn, decide if you want to play a Wild Horse card.
6. Place one of the face-up cards in front of you onto the tote board.
7. When all players have placed their second card, move the horses as in 3.
8. Clear the tote board and remove the cards from the game.
9. Determine the order of play.
10. Each player selects two more cards from his hand and puts them face down on the table in front of him next to his face-up card.
11. When everybody is ready, the two cards are turned over, and the steps 1-10 are repeated.

The race is over as soon as a horse crosses the finish line (and all horses have been moved as required) or all players have only one card left.

