

A horse may never move backwards over a Hedge.

A horse may never be placed in a River space.

If any horse crosses the black and white dashed line, the race is immediately over.

Once all cards have been played, the race is over.

In a Harness race, any horse ending the trace on a track space with hoofprints is disqualified for incorrect gait; count it as 7th place.

Evaluation

Rank the horses from front to back.

If any are at the same distance, shuffle the Photo Finish cards to determine which one was ahead.

Reveal any face-down prediction tokens.

Resolve all tokens.

- If your prediction was correct, leave the token where it is.
- If your prediction was not exactly correct, move it to Show Bet or No Show box at the appropriate position.

- If you correctly predicted the first three in order take 5 bonus points.
- If you correctly predicted the first three but out of order take 2 bonus points.

Move your score pawn on the track to reflect the number of points gained or losses. -8 points is a hard floor. If you exceed 40 points, take a +40 token and start again from 0.

Race Meeting

Each player is First Player in rotation, and sets the race parameters.

- A single coloured and numbered square: move that horse forward or back or sideways that many spaces. Stop at the edges of the track.

Play

Play one card from your hand and move the corresponding horse.

Play turns clockwise from First Player.

All players simultaneously make their predictions: place one, two or three prediction tokens in the 1st/2nd/3rd spaces of the Win Bet box, maximum one per space.

- **Wild colour:** move any horse, as above.
 - **Two coloured and numbered squares:** move one of the horses shown so that it is in an adjacent space (ahead of, behind, beside) the other.
- If the moving horse ends on an occupied space, it displaces the horse from that space into an orthogonally or diagonally adjacent empty space (active player's choice).

Ticket Gagnant

<https://tekeli.li/rogers-rules/>
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Goal

End the game with most points by correctly predicting race results.

Setup

Each player takes a prediction ticket, prediction tokens, and one scoring token in their colour. The scoring pawn goes on the 0 space by the track.

Obstacle: place the two hedges across the track on the single white circles.

Steeple Chase: place one hedge as above, and a river just before or after it.

Harness race: use the pink side of the boards.

First Player declares whether predictions will be secret or visible.

Place the horses (or sulkies for a Harness race) on the row of white circles on the track (in any arrangement).

First Player chooses Flat, Obstacle, Steeple Chase or Harness race.

Place the +40 tokens on the 40 spot by the track.

Place the Photo-Finish cards at the end of the track.

Give one player the 1st player token and the deck of movement cards.