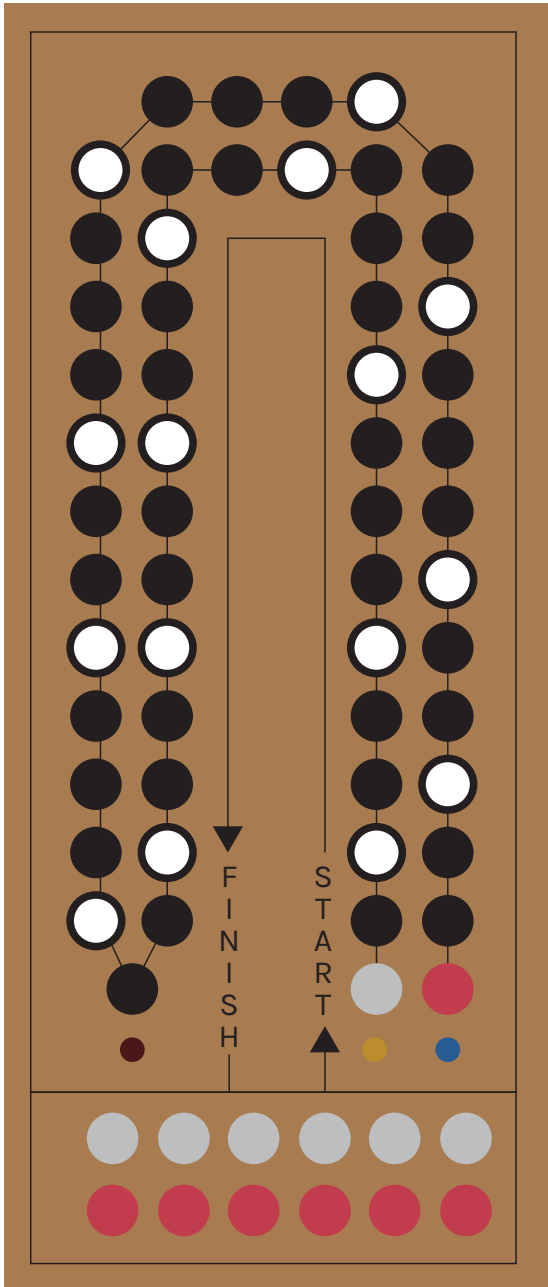


# HORSE RACE PUZZLE



## How to start Horse Racing:

The youngest player starts by rolling the dice and moves their piece (horse) to the corresponding hole (If you roll a 6 move 6 holes). Some of the holes are drilled through if you land in a drilled hole your horse falls at a hurdle and you must start again with a new horse.

The second player then rolls the dice and uses the other color, jumping their horse the amount shown on the dice. Once again hoping to avoid the drilled through holes. The aim is to move your horse around the track avoiding the holes and landing on the finishing hole before your opponent.

## The goal of Horse Racing and general rules:

The aim of the game is to move around the track before your opponent landing on the end hole exactly. If you roll a number that's too high, your horse bounces off the final hole and jumps back the extra moves (if you were on the second last hole and rolled a 5, you would hit the final hole and move back 4. If all 6 of your horses fall at hurdles, automatically your opponent wins.

**ENJOY!**

## COMPONENT



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