

NECK AND NECK

Rules of Play

Neck and Neck is a game of horse racing where each player bets on one or more horses in each race. The game lasts for three complete races. The player who has the most money at the end of the third race's payoff is the winner.

SET UP AND PREPARATION FOR PLAY

Break (punch) out the card board playing pieces. Place the numbered Horse markers in the corresponding hexagons behind the start line on the gameboard. Each player takes one of the Bet On markers for each of the six horses. (i.e. Each player will have a Bet On marker for horse number one, two, three, four, five and six.) Next, carefully tear out the perforated game money and sort it into stacks by denomination. One player is now selected as the "Banker" and that player gives each player, including himself, \$10,000 in bills of the smallest possible denominations.

BEGINNING THE PLAY OF THE GAME

Each player now secretly decides which horse or horses that he or she will bet on in the next race. This is done by the players taking the amount of money that they have decided to bet and placing the bills face down in front of them. Then the selected Bet On markers are placed face down on the appropriate stacks of money. After all players have completed their bets (making sure that other players are not allowed to see which horses they have bet on) the race itself may begin.

THE DICE

The Banker begins the race by rolling the dice. The roll of the two dice are not added together as in other games, but are read separately. The red die always indicates which horse may be moved from that roll and the white die always indicates how many hexagons that horse may be moved from that roll.

Example: If the player rolling the dice were to roll a red "6" and a white "4" this would mean that the player rolling the dice could move, if he wanted to, horse number 6 a total of 4 hexagons on the race track.

THE RACE

The Banker begins the race by taking his Turn first. During his Turn the banker rolls the dice. After reading the dice as described above the player now decides if he or she will move the horse indicated by the roll of the red die. If the player decides to move the horse then the horse must be moved the full amount of hexagons allowed by the roll of the white die. If the player decides not to move the horse according to the dice roll then that player does nothing in that Turn and passes the dice to the player to his or her left and it now becomes the new player's Turn.

SPECIAL ROLLS OF THE DICE

If a player rolls doubles (i.e. two 3's, two 5's, etc.) that player may roll again in the same Turn. It does not matter if the player decides to move the effected horse or not. That player may roll the dice again and continue his Turn. As long as a player continues to roll doubles on the dice he may keep playing in the same Turn.

If a player rolls two 1's on the dice then that player may use them as a normal doubles throw as described above and keep playing or that player may use the throw of the two 1's as a Special Roll. If the player uses them as a Special Roll then that player may move any horse that he wishes six hexagons on the race track. After the horse has been moved he then passes the dice to the player to his left and his Turn is over.

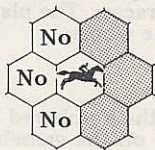
THE MOVEMENT OF HORSES

Horses begin behind the Start Line and may only be moved around the track in a counter-clockwise direction.

Horses may only be moved into one of the three hexagons in the direction of their allowed movement. They may never be moved into any of the three hexes in the clockwise direction. The example below shows which hexagons a horse may be moved into and which ones it may not enter during its movement. The number of hexagons that a horse is moved during a Turn is equal to the roll of the white die for that same Turn. (i.e. if the white die had a roll of "5" for the Turn then the

effected horse could be moved five hexagons.) The hexagons that a horse is moved through must always be adjoining (in a row) players are not allowed to skip over a hexagon while moving a horse. Horses are only allowed to be moved in the brown hexagons. No horse is ever allowed to be moved into or through a green hexagon.

EXAMPLE:



As a horse moves from one hexagon to another it may only be moved into the shaded hexagons in the diagram above.

Horses may never be moved into a hexagon containing another horse. They must be moved around the blocking horse if possible. If the horse to be moved is in such a position that it may not move around the blocking horse(s) then it may not move that Turn. And the player who was to have moved the horse passes the dice to the next player. (Unless he had rolled doubles).

WINNING A RACE

A complete race consist of the horses leaving the Start Line, passing the Finish Line once, and then making a complete lap around the track and passing the Finish Line a second and Final time. A race is over when the first three horses have crossed the Finish Line for the second time in the race. As each of the first three horses crosses the finish line for the second time in the race players should keep track of which horse came in first, second and third as this effects the amount of winnings that players may have had bet on the winning horses.

PAYING OFF BETS

When the race is over and the first three horses have crossed the Finish Line for the second time in the race all of the players turn their Bet On markers that are on the bets face up and reveal which horse(s) they have bet on for the race. The Banker then collects all of the losing bets for horses that did not finish first, second or third. The Banker then pays off the winners. The Banker pays triple the amount of money bet to each player who had money bet on the horse that finished first; the Banker pays double the amount of money bet to each player who had money bet on the horse that finished second; and the Banker pays an equal amount of money bet to each player who had money bet on the horse that finished third. After all bets have been payed off the players set up and begin the next race.

WINNING THE GAME

After three races have been run and the payoffs made the player with the most money is the winner of the game.

HINTS ON PLAY

It is very important to remember that you do not have to move a horse when it is your Turn. Sometimes it can be just as important to pass a horse's move as to move it. If you only move the horses on which you have money bet the other players will soon discover your motives and then you will be the only person moving that horse or horses and it is very difficult for those horses to win with just one player moving them.

