

READY SET BET

Companion App → alderac.com/ready-set-bet

Goal

- ♣ Game is played over 4 rounds (races)
- ♣ Players place bets during races → Win / lose money
- ♣ After 4 races, most money wins

Setup

- ♣ Place (1) **Bet Board** in center.
- ♣ Shuffle & place:
 - ♣ (2) **Prop Bet Cards** (5 face-up)
 - ♣ (3) **Exotic Finish Cards** (1 face-up on Race 1)
 - ♣ (4) **VIP Cards** (deck face-down)
- ♣ Give each player (9) **5 Bet Tokens** (2, 3, 3, 4, 5)
 - ♣ For 7-8p, remove one 3 bet token
- ♣ Prepare (7) **Race Track Board** and (8) **9 Horse Meeples** & **2 Dice** for the **House** player (announcer)
 - ♣ For *House Bets* variant, prepare (11) **6 House Bet Tokens**.
- ♣ Place (5) **Money Chips**, (6) **Bonus Bet Tokens**, and (10) **Win/Place/Show markers** nearby



Round Sequence

- Running the Race:** (automatically handled by App)
 - House runs the Race:
 - Roll 2 dice → move corresponding **Horse + Bonus Move**
 - **Bonus Moves** (if rolled (every) second time in a row):
 - Black 7 = No bonus** | **Red 6, 8 = +1** |
 - Orange 5, 9 = +2** | **Blue 2/3, 4, 10, 11/12 = +3**
 - House should be an active, creative commentator & call out:
 - Resulting number of each dice roll
 - “Snake eyes!” for rolls of double 1’s, and also,
 - “Boxcars!” for double 6’s (important for some **VIP cards**)
 - “No more bets!” when 3 Horses cross the **Red Line**
 - Race ends immediately when a horse reaches **FINISH**
- Placing Bets:** (From start of race until “No More Bets”/Race ends)
 - Players can (anytime) place Bet Tokens on any open spots:
 - First-come, first-served
 - No moving a placed token or stacking on another token
 - **Prop Bets:** (at top of bet board)
 - ♦ 5 **Prop Bet cards** display (at top) (resets after each race)
 - ♦ bets that a specific horse finishes ahead of a specified horse or group (ties do not count)
 - **Color Bets:** (at top of bet board)
 - ♦ bets that horse of corresponding color finishes 1st, or
 - ♦ bets that Black 7 ends in 5th place or worse
 - **Exotic Finish Bets:** (at bottom of bet board)
 - ♦ At start of a race, add 1 new **Exotic Finish Card** to display
 - Up to 4 cards (out of 5) played per game
 - ♦ Each card has 3 Bet Spots available – each player is only allowed one Bet Token on a card
- Resolving Bets:** (at the end of rounds 1-4)
 - Mark 1st, 2nd, 3rd horses with **Win/Place/Show** tokens:
 - **WIN** for 1st horse – payout for **Win, Place, Show** bets
 - **PLACE** for 2nd horse – payout for **Place, Show** bets
 - If ≥2 horses tie for 2nd, they are considered in 2nd/3rd place.
 - **SHOW** for 3rd horse – payout for **Show** bets only
 - All horses tied for 3rd are considered to Show
 - **Winner Payout** = Bet Token × Multiplier
 - **Losing bets** = pay Red Circle (no multiplying) (if lost all money, no debt or negative points)
- Cleanup:** (after resolving all bets at the end of races 1-3)
 - Clear and replace 5 new **Prop Bet cards**
 - Reveal an additional **Exotic Finish card**
 - Each player gets 2 **VIP cards** and keeps only 1
 - Reset **Race Track Board** for next race
- Game End:** (after resolving all bets at the end of race 4)
 - Player with most money wins! (Ties = shared victory)

VIP Cards (32 cards total)

- ♣ After Race 1-3, each players get 2 cards and keeps only 1
- ♣ Players display their VIP card(s) face-up and gain its benefits for the rest of the game
- ♣ When VIP Cards conflict with game rules, VIP card wins

Complimentary Chips (免費籌碼) [Green x3]

- Immediately gain coins. This card's VIP position determines how much you gain:
 - 1st VIP spot = \$9
 - 2nd VIP spot = \$6
 - 3rd VIP spot = \$4

Snake Eyes & Boxcars (蛇眼和棚車) [Orange x3]

- Each time the **Dice rolls 2 or 12**, gain \$1 coin.

Favorite Horse (喜愛的馬匹) [Blue x4]

- Whenever **Dice rolls [2/3 | 4 | 10 | 11/12]**, take 1 coin from supply and place it on this card.
After each race:
 - If Horse #7 wins, lose all coins on this card;
 - otherwise, collect all coins.

Bonus Bets (加注) [Purple x2]

- If **Horse [#5 | #6 | #8 | #9]** finishes Top 3, gain extra:
 - Horse #5 → 1st: \$10, 2nd: \$8, 3rd: \$3
 - Horse #6 → 1st: \$ 6, 2nd: \$4, 3rd: \$2
 - Horse #8 → 1st: \$ 6, 2nd: \$4, 3rd: \$2
 - Horse #9 → 1st: \$10, 2nd: \$8, 3rd: \$3

High Roller (大豪客) [Yellow x2]

- Your **Winning Bets** gain extra payout multipliers:
 - Red Horse** win → ×1 payout
 - Orange Horse** win → ×2 payout
 - Blue Horse** win → ×3 payout

Bold Bets (大膽押注) [Purple Blue x2]

- For each **Winning Bet**, gain \$2 from supply.
For each **Losing Bet**, pay \$1 to supply.

Last-Minute Bet (最後一刻才下注) [Brown x1]

- Ignore **Red Line** – can continue to place bets.

Piggyback Bets (馱押投注) [Red x3]

- Can place **#[2 | #3 | #4] Bet Token** (incl. bonus token) in a space already occupied by another's (Only once per race).

Extra Bet Tokens (獎勵投注標記) [Dull | Dark Grey x12]

- Gain an extra **[Black | White] #2 Bet Token**
 - ⓧ Ignore any indicated **loss** in betting spot.
- Gain an extra **[Black | White] #3 Bet Token**.
- Gain an extra **[Black | White] #4 Bet Token**
 - **Lose \$1 extra** in addition to indicated **loss** in betting spot.
- Gain an extra **[Black | White] #5 Bet Token**
 - **Lose \$2 extra** in addition to indicated **loss** in betting spot.
- Gain an extra **[Black | White] #6 Bet Token**
 - **Lose \$3 extra** in addition to indicated **loss** the betting spot.
- Gain an extra **[Black | White] #7 Bet Token**
 - **Lose \$5 extra** in addition to indicated **loss** in betting spot.

Exotic Finish Cards

- ♣ Each card has 3 Bet Spots for only 1 Player Bet Token each – first come, first served
- ♣ At start of each race, add a new Exotic Finish Card to display – Up to 4 cards (out of 5) played per game
- **Tight Race** – All horses move 6 or more spaces
- **Late Start** – At least 2 horses move 3 or fewer spaces
- **Photo Finish** – The 3rd place horse loses by 3 or fewer spaces (includes tie with 2nd place)
- **By a Nose** – The 2nd place horse loses by exactly 1 space
- **Blow Out** – The 2nd place horse loses by more than 5 spaces