WINNING TICKET

★★★

— TICKET GAGNANT —

A game from
Jean-Christophe
& **Célestine Bouvier**

RULES

Translation by Christophe Guiard **1.1**

7+

2-6

15→45 mn

BOUVIER
INTERNATIONAL

THE GAME

In **WINNING TICKET** the players are horse racing handicappers. Depending on the **movement cards** they have received before each race, players predict, 1, 2 or 3 horses they think will finish among the top 3 spots. Then players take turns moving the horses hoping for their favorite to win. At the end of the race, points are awarded according to the accuracy of the predictions. At the end of the meeting, the player with the most points wins.

SETUP OF A FLAT RACE

This is a setup of a flat race for 6 players, green side, no obstacle.
(obstacles races, steeple-chase and harness races, p.10)

PLAYER 2

■ Each player has a matching **prediction ticket**, 7 **prediction tokens** and a **scoring token** positioned on the 0 of the scoring board.

■ The last player who recently has done horseback riding will take the **1ˢᵗ player token** and the deck of **movement cards**.

7 gallop tokens

■ The **horses** are placed on the dotted circles in whatever order.

6 scoring tokens

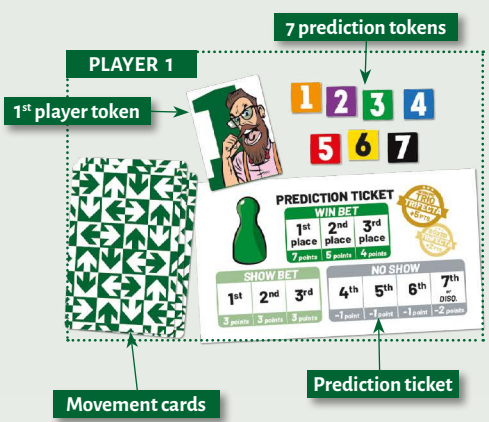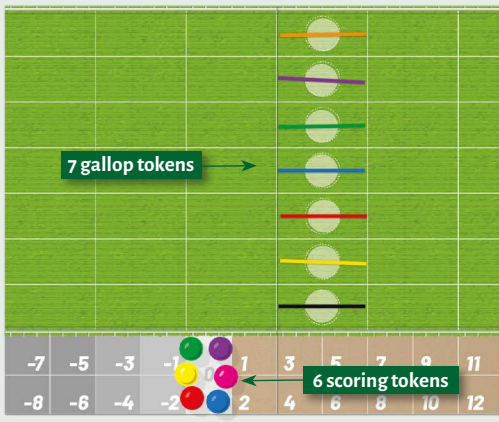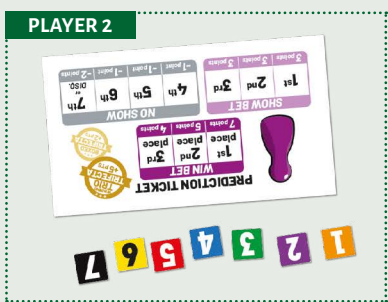7 prediction tokens

PLAYER 1

1ˢᵗ player token

■ The **photo-finish cards** are positionned at the end of the racetrack.

PHOTO-FINISH

■ The six **+50 tokens** are positioned on the "50" spot of the scoring section.

*The **trot with a sulky tokens**, the **hedges** and the **river** are put asides for now.*

Movement cards
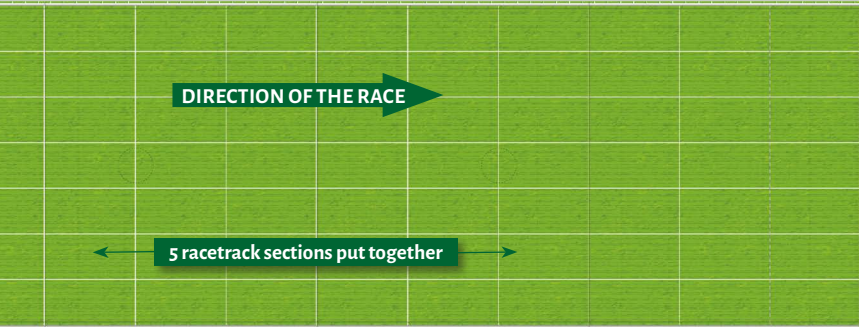
Prediction ticket

IN THE BOX

- 5 racetrack sections
- 7 gallop tokens
- 7 trot with a sulky tokens
- 16 bases (horses & hedges)
- 2 hedges
- 1 river
- 6 +50 tokens
- 42 prediction tokens
- 6 scoring tokens
- 6 prediction tickets
- 1 first player token
- 45 movement cards
- 7 photo-finish cards

PLAYER 3

PLAYER 4

DIRECTION OF THE RACE

5 racetrack sections put together

Photo-finish cards

PHOTO-FINISH

13	15	17	19	21	23	25	27	29	31	33	35	37	39	41	43	45	47	49
14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	+50

Scoring board

6 +50 tokens

PLAYER 6

PLAYER 5

NUMBER OF RACES IN A MEETING

2 players : 4 or 6 races
3 players : 3 or 6 races
4 players : 4 or 8 races

5 players : 5 races
6 players : 6 races

1 ━ The first player deals the movement cards and chooses the style of the race

The player with the **1ˢᵗ player token** chooses to deal between 3 and 7 **movement cards** to everyone.

Once you master the basic rules, you can switch between race styles (flat racing, harness racing and steeplechase, rules p.10)

2 ━ All players make their predictions simultaneously

According to their **movement cards**, all players will choose simultaneously which horse they think can win the race (a win bet) or finish in the top three (a place bet). Players can choose one, two or three horses. Then on the top section of their **prediction tickets**, they will place face down the tokens corresponding to the color and number of their favorite horses (only one token is allowed per space). Once everyone is done, the predictions can be revealed to everyone. *For more suspense, one can keep the predictions hidden until the end of the race. Printable screens are available to download on our site www.ticket-gagnant.com.*

<u>Note</u> : Players must predict at least one horse before each race.

Example

EXAMPLE ON THE PREDICTION CARD

The red player has predicted 3 horses (**Black #7**, **Green #3**, **Red #5**) to finish 1ˢᵗ, 2ⁿᵈ and 3ʳᵈ.

The green player has predicted 2 horses (**Orange #1** & **Blue #4**) to finish 1ˢᵗ and 2ⁿᵈ.

The blue player has predicted only one horse **Purple #2** to finish in 3ʳᵈ place.

③ Players take turns moving the horses

And they're off ! Clockwise, starting with the first player, each player must play one **movement card** from their hand on a common discard pile and move the corresponding horse. The orientation of the card is important because it indicates which direction the chosen horse will move. Technically, there is no finish line to cross to end the race. Once all players have played their **movement cards**, the final position of the horses determines the final rank of the race. <u>Crossing the black and white dotted line isn't necessary.</u>

There are 3 types of **movement cards** :

I **The cards with one colored and numbered square :**

- identify a specific horse according to its number and the color of its silks.
- The number of gray squares on the cards indicates how many spaces the corresponding horse <u>has to</u> move (forward, backward or sideways), but always within the limits of the racetrack.
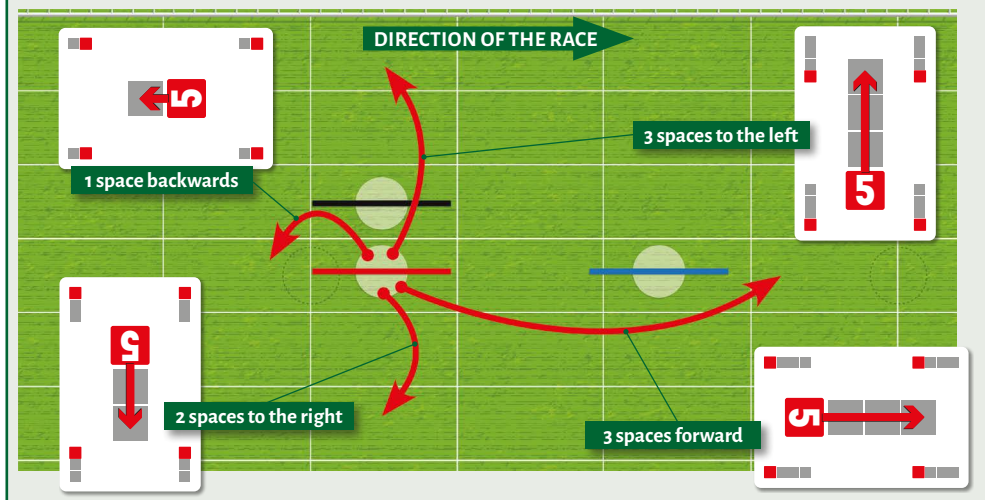
Shorter moves are allowed only to keep horses on the racetrack.
In obstacle and steeple-chase races, shorter moves will be allowed under certain conditions (rules p.10).

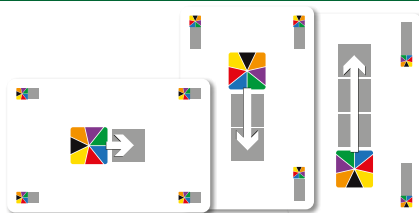<u>A horse can move through a space occupied by another horse.</u>

Example

POSSIBLE MOVES FOR THE **RED HORSE #5** DEPENDING
THE ORIENTATION OF THE CARDS

II **The 3 wild cards :**

- can move any horse 1 to 3 spaces in any direction but never diagonally.

**III The cards with 2 different colored squares :**

- identify 2 specific horses according to their number and the colors of their silks.
- move only one of the 2 horses to an adjacent space in front, behind or on any side of the other horse that stays still. A horse that moves can never be moved off track. It has to stay within the limits of the racetrack.

Example

8 POSSIBLE SITUATIONS WITH THE SAME CARD

DIRECTION OF THE RACE
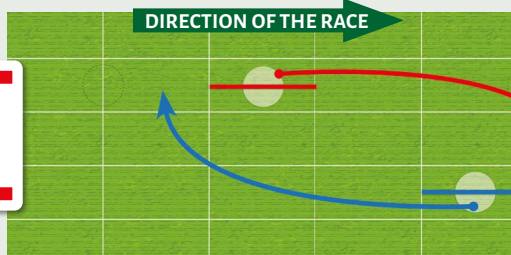
Red #5 moves in front of **Blue #4**
or
Blue #4 moves behind **Red #5**
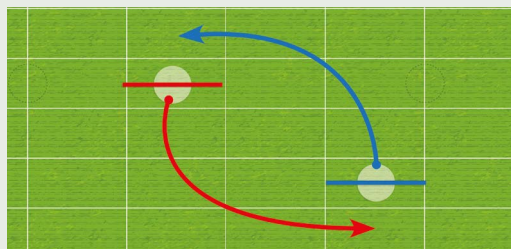
Red #5 moves on the right of **Blue #4**
or
blue #4 goes to the left of **Red #5**
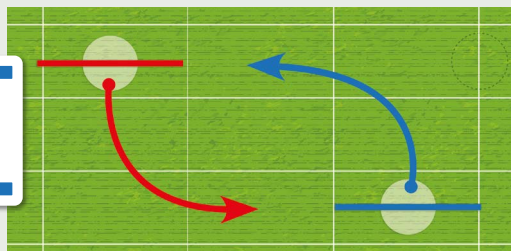
Red #5 moves behind **Blue #4**
or
Blue #4 moves in front of **Red #5**
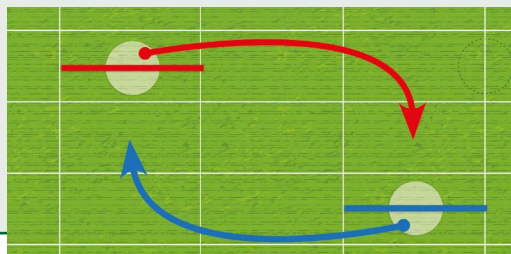
Red #5 moves to the left of **Blue #4**
or
Blue #4 goes to the right of **Red #5**

<u>Note</u>: if 2 horses are already adjacent to each other (next to each other or in front of each other) then it is possible to play a card matching their positions without having to move any horse.

ENDING YOUR MOVE ON AN OCCUPIED SPACE

If a horse ends on a space already occupied by another horse, it takes its place and the 2nd horse is moved on any of the 8 adjacent free spaces.

In this situation, the **Red horse #5** moves 2 spaces forward and takes the place of the blue horse #4. The **Blue horse #4** can be moved in any of the 6 surrounding free spaces because the **Purple horse #2** and the **Orange horse #1** are already occupying two of the other spaces.
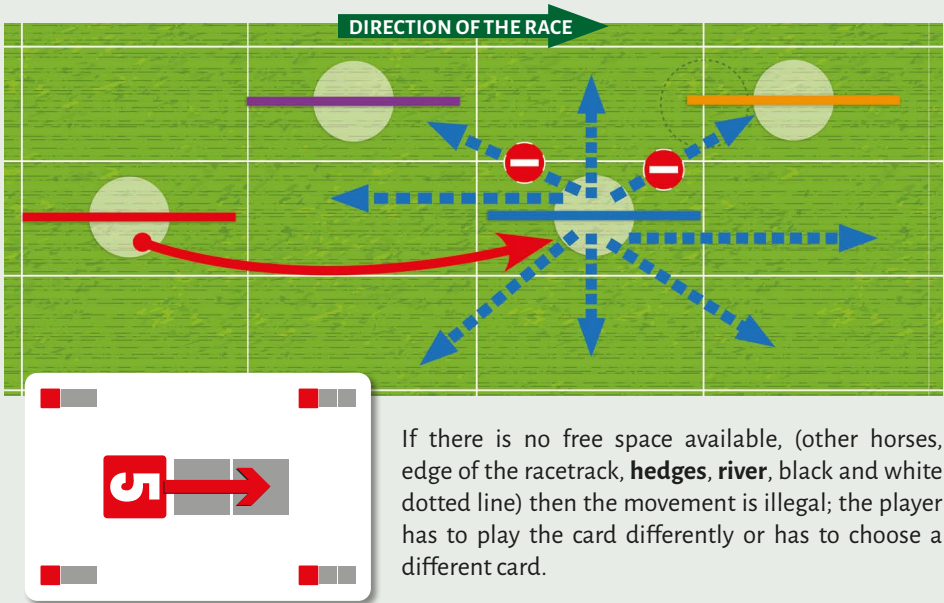
If there is no free space available, (other horses, edge of the racetrack, **hedges**, **river**, black and white dotted line) then the movement is illegal; the player has to play the card differently or has to choose a different card.

THE BLACK AND WHITE DOTTED LINE

The black and white dotted line doesn't represent the finish line. It indicates that a horse crossing it cannot move backwards anymore. Its movement can only be sideways. Other horses can be positionned on either sides (if there is a free open space) or stay behind.

Note : This dotted line isn't necessarily crossed during a race.
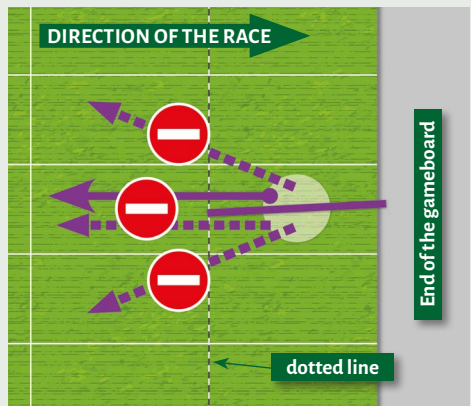
The final position of the horses determines the final rank of the race. If horses finish neck and neck, then there is a photo-finish.

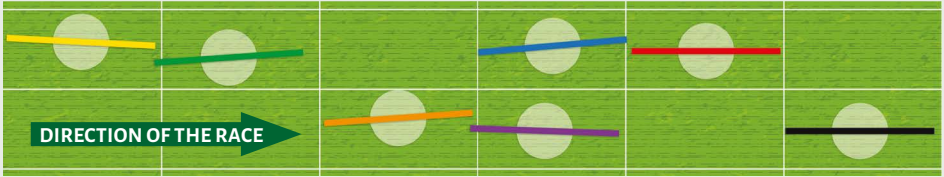Only the **photo-finish cards** of the neck and neck horses are shuffled. Then the first player randomly chooses one card. The selected card is the horse who wins by a nose. The first player will proceed until the winning trio and the last horse are selected.

Example

RANK AT THE FINISH LINE

DIRECTION OF THE RACE ▶

In this example, the **black horse #7** won the race. The **Red horse #5** finished 2nd. The **Blue horse #4** and the **Purple horse #2** finished neck and neck for 3rd place. A photo-finish is needed to select which horse actually finished 3rd.

The **photo-finish cards** #4 and #2 are shuffled face down and one is randomly picked to select who will be 3rd on the podium. In this example, the **Blue horse #4** has been drawn and will be the one finishing in 3rd place, the **Purple horse #2** finish in 4th place.

The horses **Orange #1**, **Green #2** and **Yellow #6** will be ranked 5th, 6th and 7th.

PHOTO-FINISH
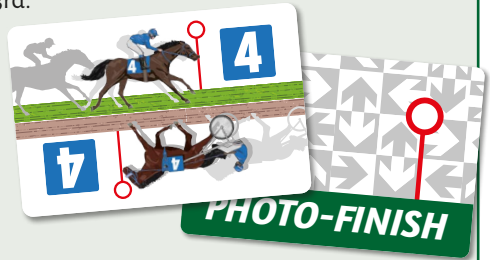
5 ▶ Scoring

Each player adjusts his/her **prediction tokens** in the correct zone of the **prediction ticket** according to the results of the race :

- if the prediction matches the results of the race, the prediction is a win bet, the **prediction token** stays in the **WINNING BET** section.
- If a horse finished the race in the top 3, but the prediction doesn't match the results of the race, then players move their **prediction tokens** from the **WINNING BET** to the **SHOW BET** section. The prediction is a place bet (1st or 2nd position) or a show bet (1st, 2nd or 3rd position).
- If a horse doesn't finish in one of the top 3 positions of the race, then he is among the losers. Players slide the **prediction tokens** to the **NO SHOW** section of the **prediction ticket**. The disqualification spot is only used in harness racing.

Then, each player adds / substracts the points earned in each section of his/her **prediction ticket** and moves his/her **scoring token** on the scoring board.

SCORING

In this example, the red player had pedicted **#7** - **#3** - **#5**

The finish order of the race is #7 - #5 - #4 and the Green horse #3 finished in 6th place.

The **Black horse #7** finished in first place as predicted. The black token #7 stays where it is in the **WIN BET** section and earns 7 points.

The **Green horse #3** arrived in 6th place. The green token #3 slides down to the 6th place spot of the **NO SHOW** section and earns -1 point.

The **Red horse #5** arrived in 2nd place but was predicted in 3rd place. The red token #5 slides down to the **SHOW BET** section and earns 3 points.

The final score is : 7 - 1 + 3 = 9 points : the red player moves 9 spots on the **scoring board**.

A horse trio (or tiercé in French) can bring bonus points :
A **WINNING TRIO** or **TRIFECTA** (**TRIO ORDRE** in French) adds a bonus of 5 points : the 3 predicted horses arrived in the correct predicted order.
A **BOXED TRIFECTA** (**TRIO DÉSORDRE** in French) adds 2 points : the 3 predicted horses arrived in a different order than the prediction.

When all players have moved their **scoring tokens** on the scoreboard, the **1st player token** moves to the left to the next player and the next race can start.

Notes :
- If a player scores more than 50 points, he/she will take a **+50 token** and will continue scoring the difference of points starting back at 0 on the scoring board.
- A player's score cannot go below -8 points. Any additional negative points won't be considered.

END OF THE GAME

After the last race, the player with the most number of points on the scoreboard wins and is declared the best handicapper. Several players can win with the same score.

KINDS OF RACING

■ Obstacle races

Before the start of a new race, the first player can decide to set up an obstacle race. The support of the 2 **hedges** will be placed on the green dotted circle in the middle of the **racetrack**.
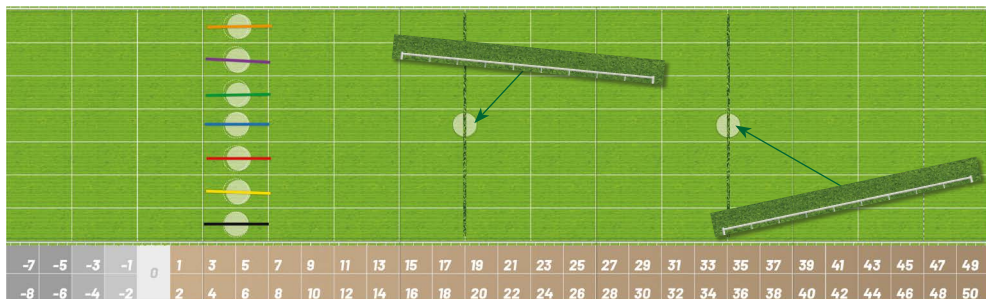

The movement rules are the same as a flat race while going forward or sideways. The **hedges** don't have any special effect, they are positioned at the limit of a regular spot. However, backward movements are stopped by the **hedges**. No matter the kind of **movement card** played, a horse cannot move backward any further if there is an **hedge**. Hence, some moves will be restricted or impossible.

■ Steeple-chase

In addition to the **hedges**, a steeple-chase race needs a **river** right behind or before a hedge.

Consider **river** spaces as regular spaces for movement but a horse cannot stop on a **river** space. Also a horse cannot be repositioned on a **river** space. Some moves will be restricted or impossible .
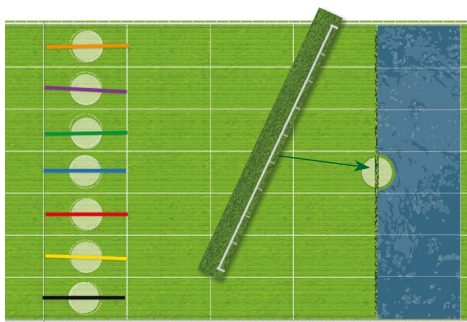
■ Harness races

Harness races use the figurines with a sulky and are played on the pink side of the pouzzolane **racetrack** boards. Be careful to remember the position of all **score tokens** before flipping the boards.

One additional rule with the harness race is that horses can be disqualified by the track stewards if they don't keep a certain gait. Usually, horses are trotting but if they gallop just for a few strides, they can be out of the race. One can find on the race track some spaces marked with horse hooves tracks.

If a horse ends up on one of these spots at the end of the race, the horse is disqualified and removed from the gameboard. A disqualified horse will earn -2 points and placed on the last spot on the *NO SHOW* section of the **prediction ticket**.

GLOSSARY OF HORSE RACING

Silks	The jacket and cap worn by riders which designate the owner of the horse.
Kinds of racing	There are different kinds of horse racing :
	• **Flat racing** is a race without obstacles where horses have to either trot or gallop.
	• **Obstacle racing** is a race with obstacles horses have to cross or jump over. A race with a river and hedges is a steeple-chase.
	• **Harness racing** is when horses pull a little cart where the jockey sits. Horses aren't allowed to gallop otherwise they will be disqualified.
Disqualification	in a harness race, when a horse doesn't keep the trotting gait and gallops several times for a few strides, it will be disqualified by the race stewards.
Favorite	The horse with the best odds to win a specific race.
Place bet	You predict that a horse finishes a race either in 1st or 2nd position.
Win bet	You predict a certain horse to finish in 1st place.
Racetrack surfaces	• **Turf** commonly in Europe
	• **Dirt, sand** commonly in the US
	• **Ash, pouzzolane, cinder**
Track stewards	Officials making sure that everyone respects the rules of the race
Trio	(or tiercé in French) The 3 horses that finish a race :
	• **Trifecta** the 3 predicted horses arrived in the correct predicted order
	• **Boxed trifecta** the 3 predicted horses arrived in a different order than the prediction
Show bet	You predict a horse finishes a race in 1st, 2nd or 3rd position.
Photo-finish	When horses finish neck and neck at the finish line, a picture is sometimes needed to determine which horse was ahead of the other. Therefore, they can sometimes win by just a nose.
Boxed trifecta	The 3 predicted horses arrived in a different order than the prediction.
Trifecta	The 3 predicted horses arrived in the correct predicted order.
Yearling	A one year old horse, born the previous year.

WORDS FROM THE CREATORS

Célestine Bouvier
Young jockey with Jean-Pierre Gauvin

Jean-Christophe Bouvier
Game creator and father

On February 28, 2021 I made my first start in flat racing with "Live in Paris" at the Lyon Parilly racetrack. Six months later, the day of my 5th victory with "Zita des Echanault", and during the 450 kilometer trip back from Montier-en-Der racetrack, my father and I imagined Winning Ticket (Ticket Gagnant). In my family, we all love games and horse racing was the perfect inspiration for a new game. Then just like you train a yearling before it becomes a racing horse, we have been taking care of the rules of Winning Ticket (Ticket Gagnant) to make the most of it.

After creating the "Rallyman" games, I developed a passion for horse racing, born out of my daughter Célestine's love and participation in the sport. The challenge was to recreate in Winning Ticket (Ticket Gagnant) the wonderful atmosphere of a racing day, in three disciplines: flat racing, harness racing and Steeplechase.
Designed for everyone, we hope you enjoy playing Winning Ticket (Ticket Gagnant) and maybe one day experience the same emotions in real life at one of the 235 magnificent racetracks in France... or elsewhere!

THANKS TO