

# Fantasy Stables: Fast Play

Get started playing immediately with this fast and easy version of the game. This version does not require the rulebook – everything you need to know is on this sheet!

Shuffle the Horse cards and place them on the board. Shuffle the Expense cards and place them on the board. Put the Show cards and Horse Value cards back in the box.

## MONEY

Deal \$100,000 in cash to everyone.  
10 - \$100, 4 - \$500, 7 - \$1000,  
4 - \$5000, 3 - \$10,000, 2 - \$20,000

## HORSES

Deal 4 Horse cards to each player.

## STARTING

Place your playing tokens on the New Year board space in the bottom left corner of the board.

## NEW YEARS SPACE

Every time you circle the board you will collect your salary and pay your horse expenses when you pass this space. Each player gets \$60,000 per year and pays \$2000 per horse owned to the bank.



A PLAYER'S STARTING STABLE

## URNS

On each player's turn, roll the dice and move forward that many spaces. Each space has an action.

There are 5 actions: Shows, Auctions, Buy a Horse, Sell a horse or Expense

## ORANGE AND BLUE SHOWS

Anyone can enter the show if they want to no matter who landed on it.

### There are 4 steps for all shows:

1. Choose a horse to enter. Place it in the arena on the board.

### COLOR

Only Blue level horses can enter Blue shows. Only Red & Yellow level horses can enter Orange shows.

### DISCIPLINE

If you show a horse with a discipline that matches (Driving horse entered in a Driving show for example) you get to add +2 to your dice roll so you will be more likely to win.

2. Pay to enter the show.

**Orange Show \$1000** **Blue Show \$5000**

Place your entry fee on the board.

3. Add the jackpot from the bank.

**Orange Show \$5000** **Blue Show \$10000**

4. Roll the dice to find out who wins! If you entered a matching horse don't forget to add your +2!

If you tie then roll again.

Take your horse back after the show.

## AUCTIONS

The next Horse card in the stack is up for auction. Anyone can bid. You can bid any amount. The highest bidder adds the horse to their stable. Pay the winning bid to the bank.

## YOU MAY BUY A RED OR YELLOW HORSE

Only the player who landed on the space can buy the horse.

## YOU MAY BUY FROM ANY PLAYER:

You choose only one horse from any player to buy. They must sell you the horse. If you choose to buy then you will pay the horse's owner \$10,000.

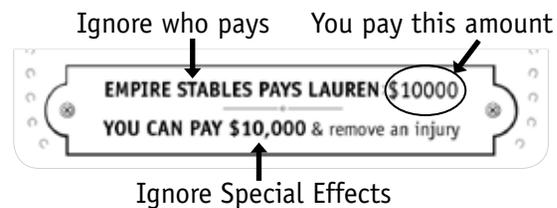
## PRIVATE SALE

You must sell one horse in your stable to the bank for \$10,000. You can choose any horse. Place the horse at the bottom of the Horse stack.

## DRAW EXPENSE

You pay the amount on the card to the bank. Don't follow any of the special instructions, just pay the bill. Count the horses in your stable for the per horse fees. Put the card back under the stack after you pay.

## EXPENSE CARD EXAMPLE



## SALE SHOWS

They are the same as orange shows.

## RAFFLE SHOWS

Anyone can enter the raffles.

The next Horse card in the Horse stack is the jackpot for the show.

\$1,000 entry fee is paid to the bank.

Select whichever horse you want to enter. No horse will have a +2.

The highest dice roll wins the horse!

## BANKRUPTCY

If you run out of money you can sell horses back to the bank for \$5,000 each. Place the horse at the bottom of the Horse stack.

## WINNING

The winner of the game is the first player to collect 10 Horse cards.

If you want to play for more or less time choose a different number of horses to win.

## HORSE CARD EXAMPLE



Discipline Color Level