

PONY RUN

GAME RULES

CONTENTS

- 34 Fence cards



From these cards the boundaries of the paddock are laid out.

- 5 Horseshoe cards



Magic card, will help to break a piece of the Fence.

- 9 Hay cards



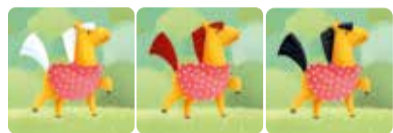
This is pony food.

- game rules

- 27 Pony cards



They differ **by the coat color** (yellow, brown, gray),



by the color of the mane (white, red, black),



and **the color of the horsecloth** (blue, green, pink).

THE GOAL

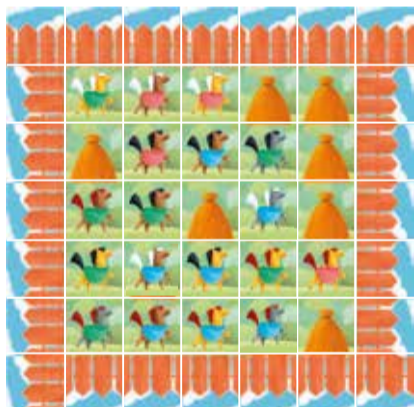
To combine efforts and work together to fill a paddock with Hay and Ponies before the fence closes around them.

PREPARING FOR THE GAME

For the game you need a flat surface – a table or floor.

During the game, participants will lay out cards in a square of 7x7 cards (approximately 50x50 cm).

The perimeter will consist of the Fence cards and the inside of Ponies and Hay.



This is how the field may look at the end of the game.

Mix the cards well and give each participant:

- 5 cards if there are three or four players,
- 4 cards if there are five or six players.

«Pony Run» is a cooperative game, all players work together for a common goal. Players can talk, see other people's cards and help each other make beneficial steps.

GAME PROCESS

The players take turns, starting with the oldest participant. Each player in his/her turn makes three steps sequentially.

1. At the beginning, the player lays out all the cards of the fence that he/she has.

- * the first time you need the help of an adult in determining the perimeter of the fence. When children are used to it; they will be able to do it themselves.

2. Then the player plays his/her cards in only one of three ways:

- Brings to the paddock three Ponies that have one thing in common.



All these ponies have the same mane

Look at your Ponies – do they have something in common? Color of the horsecloth, the coat color or the color of the mane?

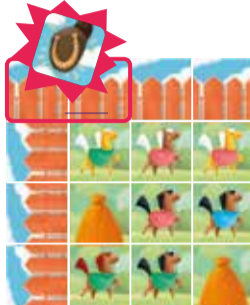
If you don't have three Ponies on your hand with a common color, you can openly ask other players for the missing card. For example: «Friends, I have two Ponies with white mane, I need one more, can you please share?».

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- Puts only one Hay card inside the paddock.

- Plays a Horseshoe: puts a card so that it covers two Fence cards at once.

And Baaang! Hits it with a fist. The Fence is broken. You can remove two fence cards.



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3. At the end, the player takes enough cards from the deck to have the original number of cards.

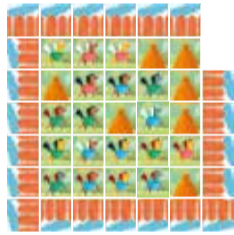
After making these steps, the player's turn ends and moves on to the next player. The next player does everything in the same order, and then passes the turn.

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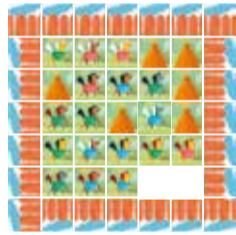
END OF THE GAME

The game ends when one of the main things happens.

Victory: Ponies and Hay filled the inner square of 5x5 cards before the Fence closed.



Defeat: the Fence is closed, forming a square 7x7, and inside there is at least one empty space.



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IMPORTANT THINGS TO REMEMBER

- On your turn you can ask for and receive only one Pony.
- You can't take extra cards in reserve. The Pony you got from another player should be used immediately with your two Ponies.
- The player who shared a Pony with another player gets the cards only at the end of his/her turn (and until that plays with fewer cards).
- The game stops as soon as one of the main things happens. For example, if the player has added the last Fence in his/her turn, the game stops immediately and it is no longer possible to make the second step of the turn.

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ADJUSTING COMPLEXITY

If children are sharing cards and working well together, and the victory doesn't come, put one or two Fence cards away from the deck.



If the victory comes too easy, put one or two Horseshoe cards away from the deck.



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You can share, you can help, you can laugh, you can win and have fun all together!

Enjoy the game and leave your feedback on the website.



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