

Horse Race

3-10 players

52 cards

Difficulty: Easy

Duration: Short

Bet on the Ace (suit) that will win the race across the card track.

SETUP

- 3-10 players with a standard 52-card deck.
- Place 4 Aces at the start. Lay 7-10 face-down cards as the track.
- Players bet a number of drinks on one suit.

SCORING

- Winners assign their bet in drinks to others.
- Losers drink the number of drinks they bet.

Tip: Count the suits in the track cards (if visible) to make a more informed bet.

ON YOUR TURN

- Dealer flips cards from the deck one at a time.
- The Ace of the flipped card's suit advances one space.
- Track cards that get reached are flipped, setting back that suit's Ace.
- First Ace past the finish wins.

Horse Race is a drinking and betting card game where the four Aces represent horses racing across a track made of face-down cards. Players bet on which suit will win, and cards are flipped to advance the Aces. Losers drink based on their bets.

Objective

Bet on the Ace (suit) you think will win the race across the card track. Correct bets allow you to assign drinks; wrong bets mean you drink.

Setup

1. **Players:** 3 to 10 players (one acts as the announcer/dealer).
2. **Deck:** Standard 52-card deck.
3. **Track:** Remove the 4 Aces and place them in a row on one side as the starting line. Lay 7-10 cards face-down in a column perpendicular to the Aces to form the racetrack.
4. **Betting:** Before the race starts, each player bets a number of drinks on one suit (Ace) to win.

Gameplay

1. **Announce the race:** The dealer acts as the race announcer, adding excitement and commentary.
2. **Flip cards:** The dealer flips cards one at a time from the remaining deck.
3. **Advance:** When a card is flipped, the Ace of that suit moves forward one position on the track.
4. **Track cards:** When an Ace reaches a track card's row, that track card is flipped. The suit shown on the flipped track card causes that Ace to move back one position.
5. **Winner:** The first Ace to pass the end of the track wins the race.

Drinking Rules

1. **Winners:** Players who bet on the winning suit assign their bet amount in drinks to other players.
2. **Losers:** Players who bet on a losing suit drink the number of drinks they wagered.
3. **Double down:** Some groups allow doubling bets mid-race for higher stakes.

Variations

- **No setbacks:** Skip the rule where flipped track cards move Aces backward for a simpler, faster race.
- **Multiple races:** Run several races in an evening with increasing bet amounts.
- **Non-drinking:** Use chips or points instead of drinks for a family-friendly version.

Tips and Strategies

- Count the remaining cards of each suit before betting to estimate which Ace has the best odds.
- Bet conservatively on your first race until you understand how the setback mechanic works.
- As the announcer, build excitement by narrating the race dramatically.

Tips & Strategy

Look at the track cards before betting if they are visible, as suits appearing on the track will cause setbacks. Otherwise, it is mostly luck.

Since the game is largely luck-based, the main strategic element is managing your bet size. Counting cards of each suit in the track can provide a slight edge.