
HOT
STREAK
VIDEO
RULES
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Hot Streak is all about betting, racing, and SCREAMING!



You are hard luck gamblers betting on 3 races between the world's most off-brand mascots.



Before each race, take turns drafting betting tickets for the mascots you think will do the best.



You also get to make some weirder side bets, like whether the mascots will run off the track or knock each other out.



Hot Streak's mascots don't always run forward…
or even stay on the track…
or even stay standing up…



And if they ever go off the track or
get knocked out, they're disqualified!



One of you will be the Dealer and flip cards
from a deck that shows how the mascots move.



Another will be the Handler and move the mascots along the track. The rest of you can sit back and cheer! (Or boo.)



You all know what cards are in the racing deck, BUT everyone also has a hand of *secret* cards.



Each race, you'll sneak one into the deck to give yourself a betting edge.



When each race ends, everyone earns money from their betting tickets (or not).





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cmyk.games/hotstreak

After three races, add up your winnings and see how your life turned out!

SETUP

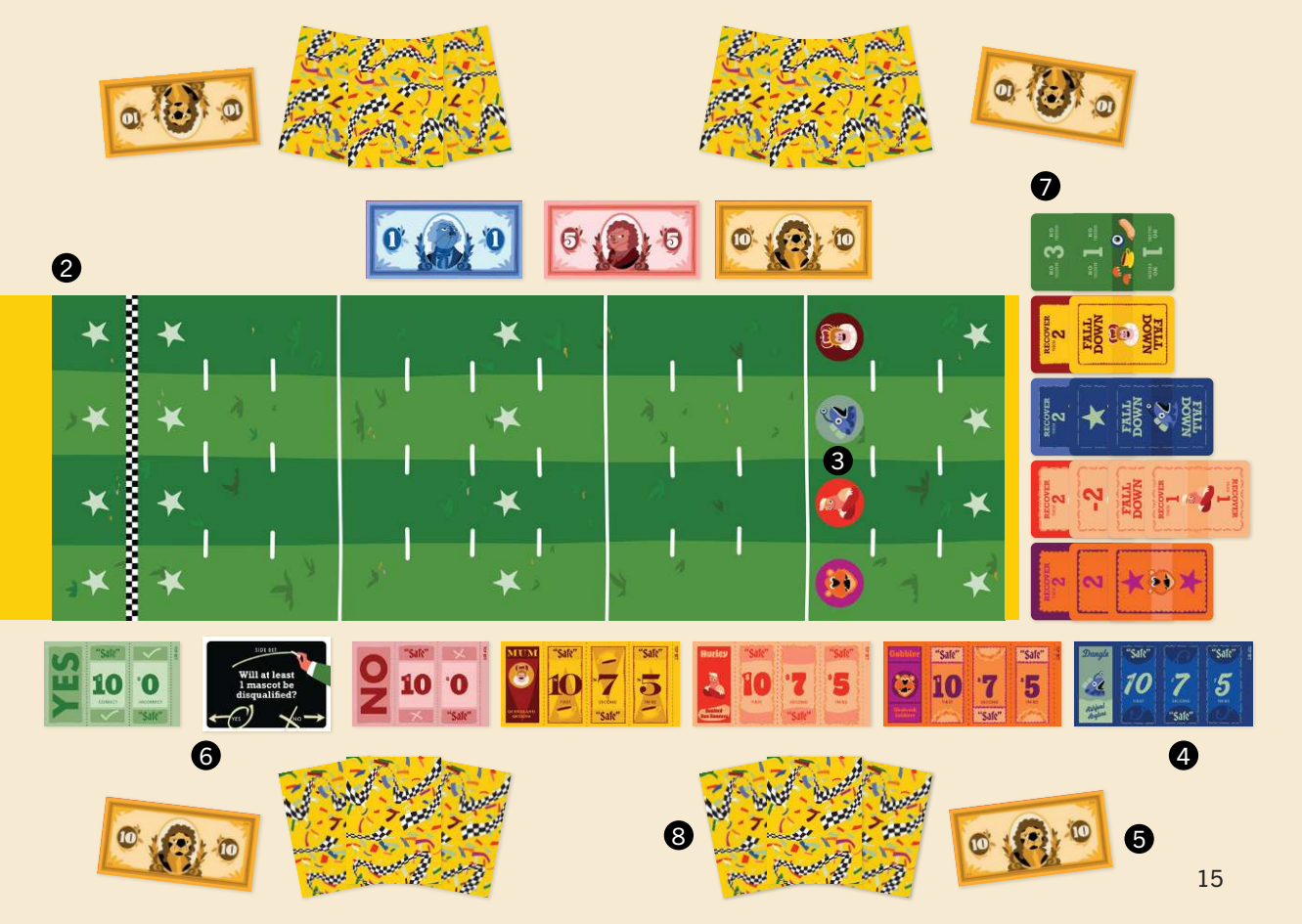
1. Decide who will be the Bookie (most honest), the Dealer (best shuffler), and the Handler (most enthusiastic).
2. The Handler pulls out the racetrack mat from the box, until they get to the area behind the finish line. Pull the bar with one hand and hold the box with your other.
3. The Handler puts the 4 mascots—Gobbler, Hurley, Dangle, and Mum—on their starting positions, facing the finish line.
4. The Bookie sorts the betting tickets by color and puts them in 6 stacks, "Safe" side up, with the smaller size tickets on top.
5. The Bookie gives everyone $10.
6. The Dealer puts the shuffled side bet cards in a single face up stack between the YES and NO betting tickets.
7. The Dealer creates the racing deck. Take the 4 starting cards—1 card per racer has a special border—then add a number of random racing cards, based on the number of people playing:

Players	3	4	5	6	7	8
Cards	11	10	9	8	7	6

Lay all those cards face up, so everyone can see them. We like to sort them by racer and line them up with each mascot's lane, so it's easy to see how each mascot might do.

Keep these cards face up until the first race starts!

8. The Dealer also deals each player a hand of 3 racing cards face down. The remaining cards will not be used for the rest of the game and can go back in the box.
9. The unluckiest player goes first.


2
3
4
5
6
7
8
YES
NO
Will at least 1 mascot be disqualified?
MUM
Hurley
Gebbler
Dimple

HOW TO PLAY

Hot Streak is about being a degenerate gambler, placing some bets, and watching the races play out while you scream at a man in a hot dog suit.

The game lasts 3 races, which all involve BETTING then RACING then PAYOUTS.

BETTING

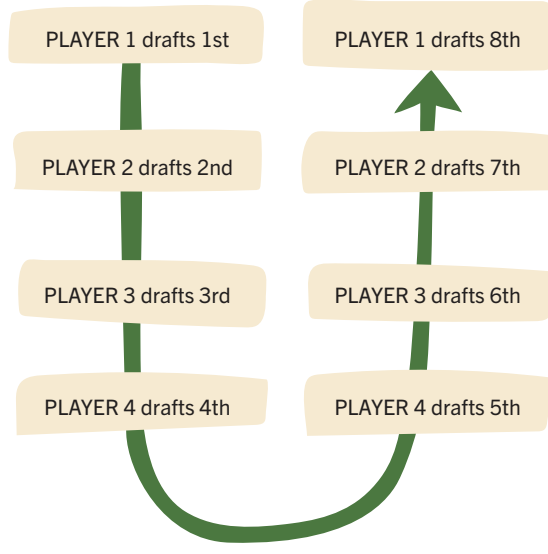
Each player will draft 2 betting tickets each race. Tickets come in two types: **mascot bets**, which pay out based on what place the mascot finishes, and **side bets**, which pay out if you correctly predict the answer to some weirder scenario.

Starting with the unluckiest player and going clockwise, each player drafts one betting ticket from the top of whichever stack they choose: the top bets being worth more than the middle and bottom ones.

Immediately after drafting a bet, the player chooses the safe or risky side. Risky is when you're feeling especially confident, since the risk and reward is higher—you can even lose money on some of them!

When the last player chooses a betting ticket, repeat this process but in reverse. The last player in turn order now drafts first, and the draft goes counter-clockwise until everyone has 2 tickets.

That's right, it's a snake draft!

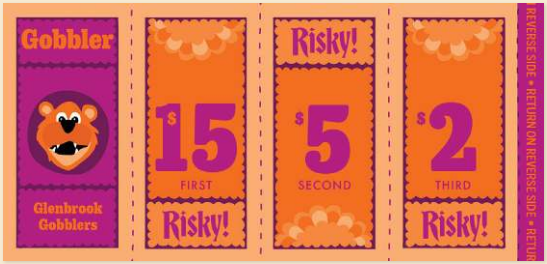




Mascot bets pay more money the better the mascot finishes.



Side bets only pay out if you correctly predict the answer to the question.



Risky mascot bets are worth more than safe bets, but only if the racer finishes first!



You can even LOSE money on risky side bets.

RACING

Before each race, all players choose 1 card from their hand to add to the race deck face down. It's your one chance to affect the race, so choose carefully! Never show the card to other players, but feel free to table talk about it, coordinate, or bluff to other players.

After everyone has added their card, the Dealer collects all the cards in the racing deck, which should always have exactly 18 cards when a race starts.

Now we're at the main event of the game. The Dealer is going to flip over cards and announce what happens, while the Handler moves the mascots. There are no decisions to make during each race, so everyone else can just get lost in the moment!

After shuffling the deck, the Dealer burns (discards) 3 cards face down off the top of the deck while counting "3, 2, 1…GO!" On GO, they flip the fourth card face up and the race begins!

The Dealer continues flipping up 1 card at a time as the Handler moves the mascots.



3, 2, 1…
(Burn 3 cards)



1 *GO! Dangle moves 2.*



2 *Mum moves back 2.*



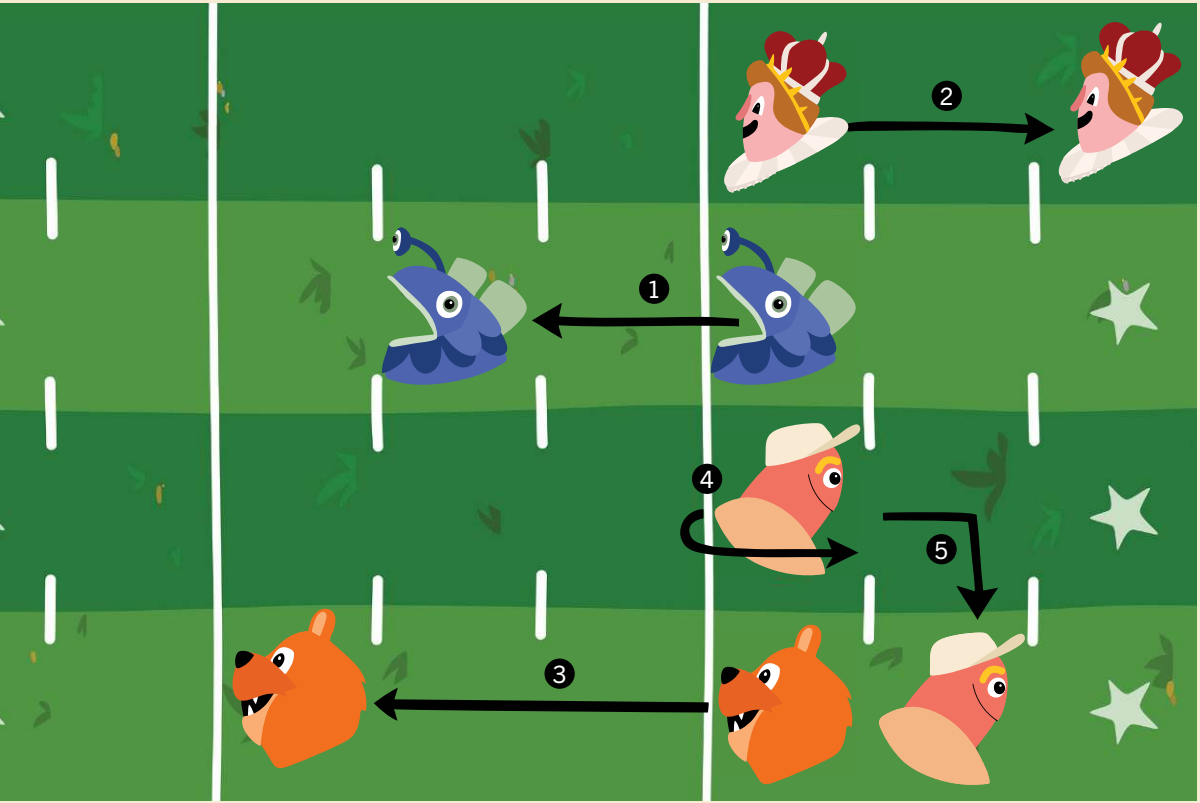
3 *Gobbler moves 3.*



4 *Hurley turns around!*



5 *Hurley moves 1 (but in the wrong direction!) and swerves right.*


1
2
3
4
5

RACING CARDS

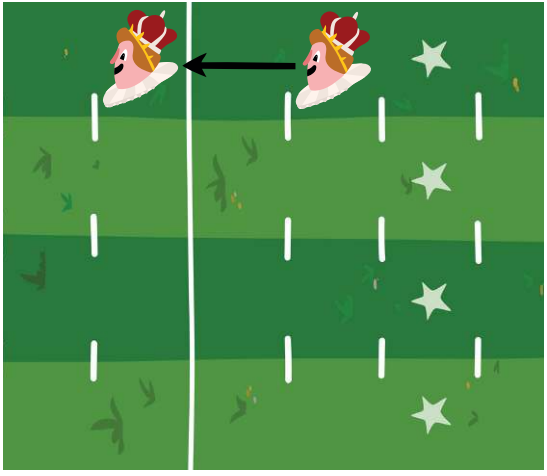


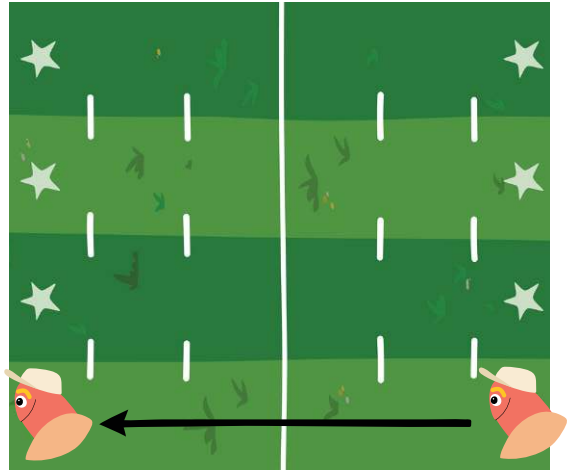
A **number** moves a mascot that many spaces in the direction they're facing.



A **star** moves a mascot to the next star in the direction they're facing. Note that a star can move a mascot over the finish line.

In rare cases, a mascot may have no star to move to. If so, it doesn't move.

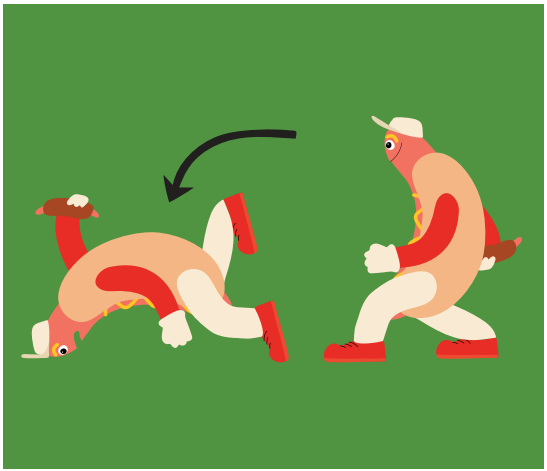






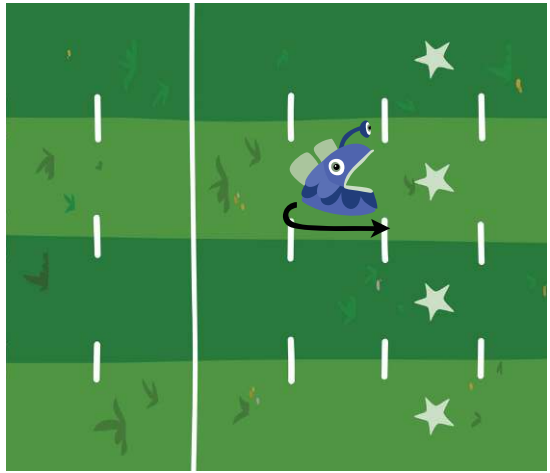
Fall Down causes a mascot to fall over. The Handler lays the mascot face down in its current space.

A fallen down mascot can only crawl, so all movements, whether forward, backward, or to stars, are reduced to moving 1 space.



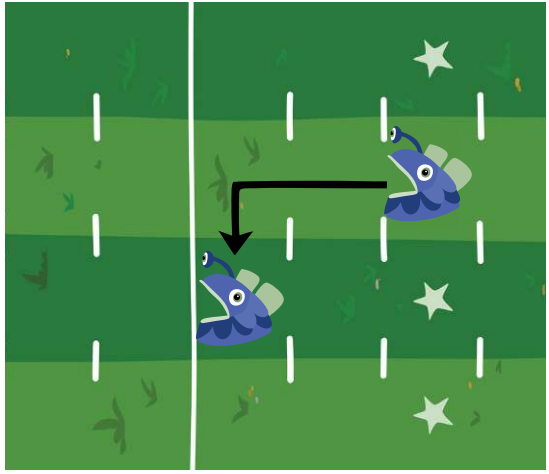


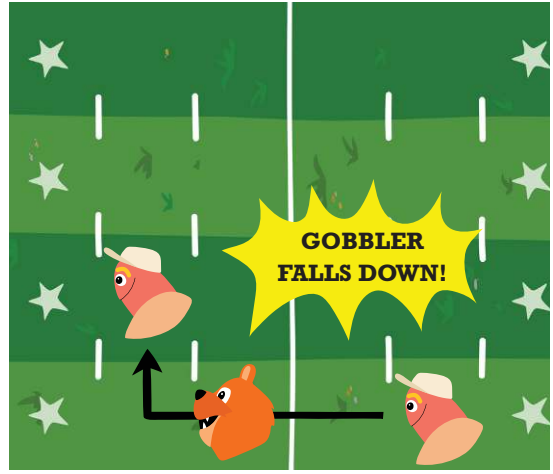
Turn Around causes a mascot to face the opposite direction. Movement now goes in the opposite direction: positive numbers and stars move away from the finish line and negative numbers move towards it. Turning around a second time can make the mascot face the right direction again.





Swerve cards cause a mascot to move left or right into an adjacent lane—even off the track! The swerve is based on the direction they're facing. Swerves can also cause multiple mascots to be in the same lane, creating the possibility of collisions. If a mascot moves into or through the space of another mascot, a collision occurs! The stationary mascot falls down. Nothing bad happens to the mascot in motion. It's possible for multiple racers to share the same space. Fallen down racers can still swerve in addition to crawling forward.



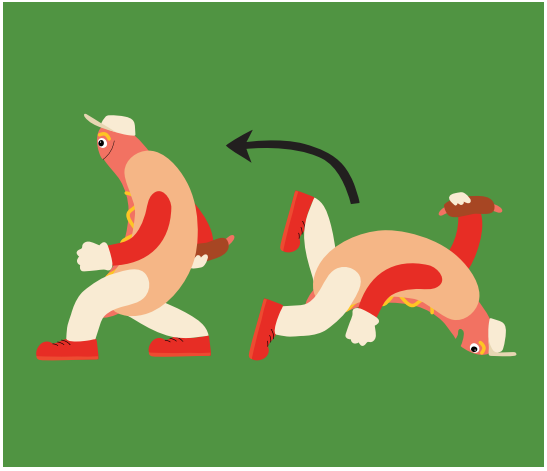


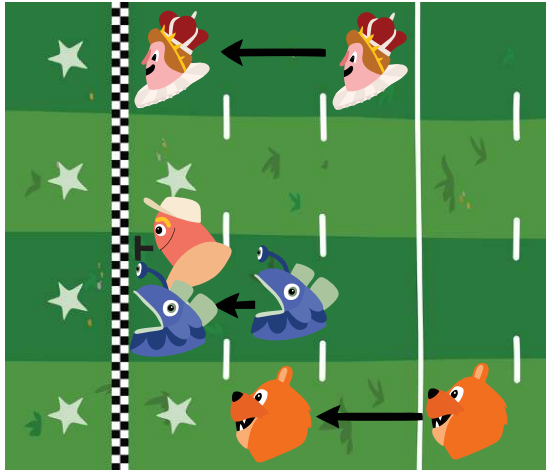


Recover causes a fallen down mascot to stand up, a turned around mascot to face forward, or a fallen down AND turned around mascot to do both! Recovery always happens before movement.



Green multi cards affect ALL mascots! So they recover and/or move simultaneously. Unlike normal movement, the mascots cannot collide and cannot cross the finish line. But like Dangle below, they use as much of the move as possible, up to the finish line.





RESHUFFLING

If the deck runs out, the race pauses briefly. Pick up the yellow bar at the end of the racetrack and fold it over to the next solid white line, shortening the track. Any stragglers under the mat are disqualified from the race (more on this soon!)

The Dealer reshuffles the deck, including the 3 burned (discarded) cards, and restarts the race by again burning the top 3 cards face down before flipping the 4th card face up. The race is back on!

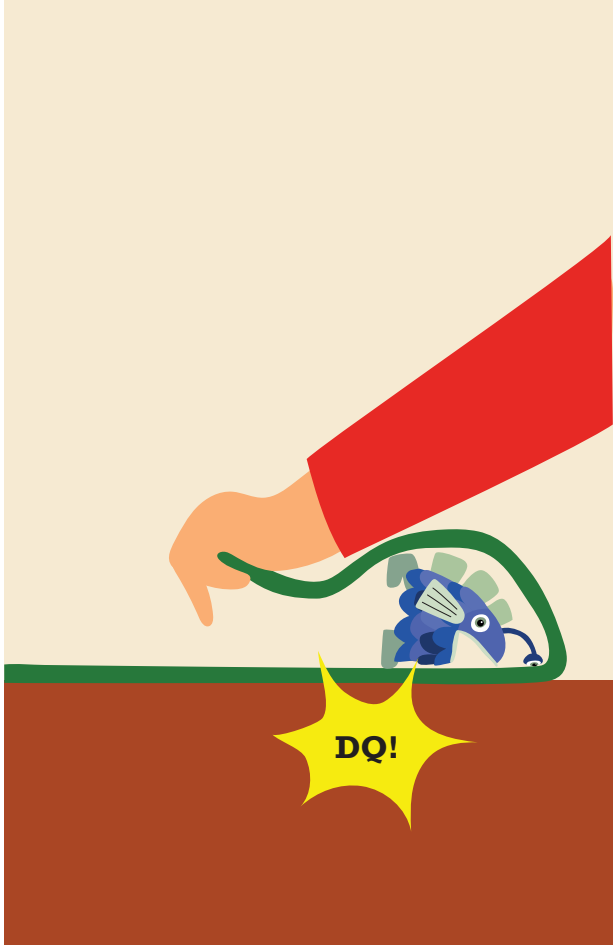
CROSSING THE FINISH LINE

When a mascot crosses the finish line, put them on the highest ranking open place on the podium on top of the game box. (Just remember that mascots cannot cross the finish line on a green multi card.)

DISQUALIFICATION (DQ)

In Hot Streak, not all racers cross the finish line. Mascots CAN and WILL be disqualified!!

This happens in two ways:



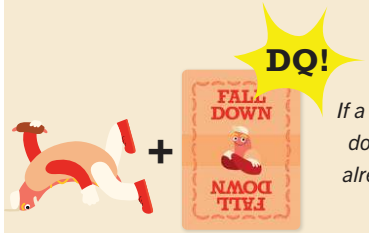
1. **Knockout**: If a fallen down mascot has to fall down again, either from a card or being collided with. (Mascots never collide on a green multi card.)
2. **Out of Bounds**: If a mascot moves off the back of the track, off the side of the track due to swerving, or is ever under the mat from a reshuffle.

Whenever either of these things happen, the DQed mascot is immediately put on the lowest open place on the podium. If a mascot crosses the finish line before swerving out of bounds, it doesn't DQ.

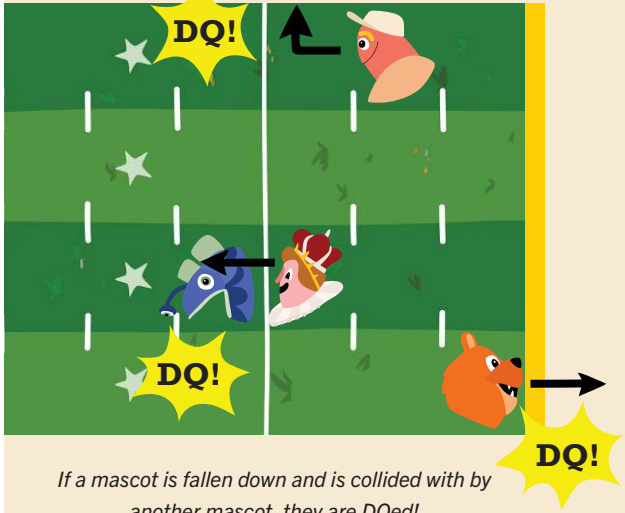
In the rare case that two mascots DQ at the exact same time, put both of them between the two lowest places on the podium. Anyone betting on them gets the lower of the two payouts.

ENDING A RACE

The race ends when at least 3 mascots have finished the race, either by crossing the finish line or DQing. Put the fourth racer on the remaining open place on the podium.



If a mascot has to fall down while they're already fallen down, that's a DQ!



If a mascot is fallen down and is collided with by another mascot, they are DQed!

If a mascot ever runs off the track, guess what? DQ!!

PAYOUTS

Money time! All players return their betting tickets and the Bookie pays them their hard-won cash from the money piles.

The mascot bets show different payouts depending on whether that mascot came in 1st, 2nd, or 3rd place. 4th place is always worth $0.

The side bet tickets only pay out if the player correctly predicted the YES/NO answer. The risky side of the side bets can lose you money.

If you ever have to lose money you don't have, pay the maximum you can. You now have $0.



If the racers finish in this order…



This ticket pays out $0, since Mum finished fourth.



This ticket pays out $11, since Dangle finished first.

THE 2ND RACE

Before the next race…

The Bookie makes sure all players have returned their betting tickets and that they're stacked in the correct order, safe side up. Then they put the previous side bet on the bottom of the deck, revealing a new side bet.

The Dealer shuffles the racing deck and deals 1 face down card from it to each player, so everyone has 3 cards in their hand to choose from again. Remember that players are getting dealt cards from the existing racing deck, not new cards!

The Handler resets the track to its starting position if it had been folded up on a reshuffle. Then right before the next race begins, resets the mascots to their starting positions. It's helpful to leave them on the podium during the betting phase so players can easily reference the prior race's results.

Rotate who drafts first, moving one player clockwise.

Now run the second race, same as before!

THE 3RD RACE

The 3rd and final race works the same way, but with a spicy final twist. When a player drafts their 2nd betting ticket, they pick one of their two tickets to pay out double. Put it above the other ticket to remember which one you chose. Just be careful: negative amounts are doubled as well!



Top bet in the 3rd race pays out double



Bottom bet pays out as normal

FINAL RESULTS

After the 3rd race payouts, players add up their total money earned. Consult page 32 to learn your life outcomes!

If you're finished playing, use the little side knobs on the box to roll the racetrack back up.

2 PLAYER VARIANT

When playing with 2 players, all rules are the same, except…

Deal each player a starting hand of 4 cards instead of 3. Create the racing deck of 10 random cards, plus the 4 starting cards.

Each player drafts 3 tickets before each race instead of 2. When drafting, you should still follow a snake draft pattern: i.e. 1-2-2-1-1-2. Alternate who drafts first each race.

Before each race, each player adds 2 cards to the racing deck instead of 1. And after the first and second races, each player also draws 2 cards out of the racing deck instead of 1.

9+ PLAYER VARIANT

We recommend this for large player counts, or at any size if you just want an even more casual game.

SETUP

Give each player a piece of paper and something to write with. The money and tickets will not be used at all! Do not deal each player a hand of cards. Set up the side bet cards and racetrack same as you would for a normal game. Create a racing deck of 14 random cards, plus the 4 starting cards.

BETTING

Before each race, all players will bet simultaneously by writing down 2 bets on their sheet of paper: (1) the name of a mascot they want to bet on and (2) YES or NO in response to the current side bet.

Before the third race only, players circle one of their two bets to double the payout.

RACING

Before the second and third races, randomly remove 3 cards from the racing deck, and replace them with 3 completely new ones. Then lay out the full contents of the updated deck for everyone to see.

PAYOUTS

Players will split the contents of four pots:

- 1st Place pot: $18
- 2nd Place pot: $12
- 3rd Place pot $6
- Side Bet pot: $18

After each race, the Bookie takes a survey of all players who bet on the 1st place mascot. Those players then split the contents of the 1st place pot, rounding down. For example, if 5 players all bet on first place, they would each receive $3. The Bookie is responsible for doing the math and announcing the correct payout. Then each player writes down their personal payouts.

Repeat the process for the rest of the pots. At very high player counts you may wish to double or triple the size of all pots.

When the game is finished, the Bookie should have everyone raise their hands, saying “Everyone with $5, keep your hand up,” increasing the amount until only the winner is left with their hand up.

ABOUT THE MASCOTS



Don’t be fooled - Hurley is no hot dog. Boxford, a humble pork processing town, independently invented their own unrelated meat-filled tube on a soft split bun back in the 1880s, calling it a bun banger. The cheap and playful food is a point of hometown pride, christening their ball team and launching multiple lawsuits against Oscar Mayer, Sabrett, and Vienna Beef, none of which have stuck. Bun bangers are still happily wolfed down at games and town festivals, served with chopped walnuts and plum jam. And diehard fans have a tradition of tossing theirs onto the field when a game is going into extra innings – underhand when they’re happy about it, and overhand when they’re pissed.



Until 1935, Glenbrook’s mascot was Tony the Turkey, a beloved town pet who wandered freely, presided over ribbon cuttings, and enjoyed annual Thanksgiving immunity. That all changed when the circus came to town and Tony encountered Gobbler:

a trained bear with wanderlust and a knack for lock-picking—an encounter only Gobbler walked away from. Having demonstrated his clear superiority, the town enthusiastically embraced Gobbler as both town pet and mascot. Today, his taxidermied body is still wheeled out to intimidate visiting teams.



Dangle is a mascot birthed in disaster. In 1905, the perpetual underdogs of Ashford had clawed their way to the playoffs, and were holding their own in a bitterly fought game 7 when a freak waterspout off of the nearby bay dropped hundreds of previously-undiscovered deep sea creatures onto the field in a brutal gelatinous rain. Almost no one was injured - no one except for “Breaker” Bingham, the team’s star pitcher and secret weapon, who’d been tragically, wholly, and vertically swallowed whole by a gigantic fish. Thus began the century-long curse on Ashford, who sardonically renamed their team after the falling fish in a self-deprecating stab at turning their fortunes around.



Thanks to a quirk of mapmaking and a catastrophic postal failure, Queveland never actually left British rule with the rest of colonial America, which the town itself kept quiet for a century and a half, until the heat blew over. Today, Queveland proudly flies the Union Jack, serves mince pies and earl grey at ballgames, and relishes their role as the villain of the league, threatening to bring any town they defeat back under the heel of the crown. Their mascot, Mum, is a recent replacement for Robby the Redcoat, who was retired after burning an American flag at a 4th of July exhibition match in a regrettable show of team spirit.

CREDITS

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Lead Writer: Sophie Abromowitz

Manufacturer: Strom MFG

Publisher: CMYK

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- 4 mascot figures
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- 12 mascot bet tickets
- 6 side bet tickets
- 100ish fake money

THANKS

Fred Benenson, James Firnhaber, Game Makers Guild Philadelphia, Gathering of Friends, Montana Graboyes, Horse Force, Metatopia, Unpub.

PLAYTESTERS

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LIFE OUTCOMES

$0: You have not won enough money. You become feral.

$1: Ape got ya.

$2: You shred your losing tickets to build a cozy nest for your geckos.

$3: Your winnings don't add up to much but you fold them over and use them to fix a wiggly table. Nice!

$4: Your winnings cover the cost of a coffee. You spill it on a rat who's trying to slurp your shoelace like spaghetti.

$5: You treat yourself to a nice stadium dinner of free diced onions and a bottled water.

$6: You slip your winnings under the windshield wiper of a random car in the stadium lot to "pay it forward" in a confusing way.

$7: You buy one share of stock in Mascot Racing League Worldwide Corp. Buy what you know!

$8: You've got just enough for a cheap net to capture the mayor's poodle for ransom, and a dollar left over as poodle bait.

$9: You sell your winnings on Facebook Marketplace for $8.

$10: You leave with the exact same amount of money you started with, go to bed, and wake up in the morning back at the start of the day you just lived. Here we go again!!

$11: Thanks to your gambling, you can buy your family some ketchup.

$12: You buy a cursed ring. But it's not a big deal curse. It's fine.

$13: You sneeze all over your winnings, so now they're gross, so into the trash they go.

$14: You're disgusted at yourself for gambling. You go to church and have them hose you down with holy water.

$15: At the stadium, you buy your son a Hurley action figure with juice oozing action. The little guy's just crazy about meat juices!

$16: You use your winnings on a Frankenstein mask to kickstart your door-to-door Frankenstein business.

$17: You ask for your winnings in coins. They weigh you down and you're sucked into a mud puddle forever.

$18: Your winnings give you a paper cut so you flush them as revenge.

$19: Your winnings make you bold enough to quit your job. Then you count them again. Oops.

$20: You're overcome with the irrepressible urge to eat a $20 bill and devour your winnings. The rest of your life is normal.

$21: You stash the money in your cheek and it gets moldy.

$22: You mail your winnings to your niece, who uses them to buy a sweet butterfly knife to do tricks with.

$23: You finally have enough money to fulfill your dream of buying a used copy of Tony Hawk's Downhill Jam for the Xbox 360, so you do it.

$24: You get your winnings in nickels and use the weight to explore the bottom of the river, where you find some nickels.

$25: You buy a hardcover book about what to do with $25. It says you made the best possible choice. Wow!

$26: You buy yourself a modest crown and live out your days as a well respected local regent.

$27: You use the money to hire a mercenary to punch your uncle, but your uncle shakes it off like it's nothing.

$28: A mugger corners you in the parking lot, and that's how you meet your wife.

$29: You throw your winnings onto the field, where you assume the mascots live, because they did such a good job today.

$30: Ape tried to get ya, but you paid it off with a cool $30.

$31: You get addicted to winning $31 specifically, and your life doesn't get great from there.

$32: Your winnings go straight into Gobbler's college fund.

$33: You buy a jaunty hat and unlock your dangerous new persona, Jackknife Jones.

$34: You fold all the cash you win into little origami boxes to make a bug zoo with.

$35: You buy yourself a new boomerang. Someday you will learn to throw them right.

$36: You can finally pay off your debt to the kid you borrowed $5 from in sixth grade, with interest.

$37: You have won too average an amount of money. You become feral.

$38: You get yourself a back alley toupee but a seagull steals it.

$39: You buy yourself a shovel, get really into digging big holes, and dig a really big one.

$40: You use your winnings to buy a copy of the game Hot Streak, by Jon Perry and CMYK. You enjoy playing it for years with friends and family.

$41: You lose all your winnings trying to win a cigarette from a claw machine.

$42: You add your winnings to the dowry you plan to give Mum to convince her to marry you. A queen deserves the best!

$43: You won enough to pay off a bit of your peanut debt to the peanut girl. To celebrate, you borrow some more peanuts.

$44: You donate your winnings to NASA. You believe in what they're doing.

$45: You have enough to buy yourself a single mascot glove. Soon, you will be the mascot.

$46: You invest your winnings in hog futures and triple them thanks to an outbreak of Good For Hogs Disease.

$47: It's actually illegal to have $47. You are sent into exile.

$48: A t-shirt cannon t-shirt is shot directly into your mouth, cursing you with an insatiable hunger for high velocity shirts.

$49: You book studio time to record your soon-to-be smash hit, "I Saw What I'm Pretty Sure Was A Hot Dog Run Around."

$50: Since $50 is objectively the coolest amount of money, you become wildly popular, with many girlfriends and/or boyfriends.

$51: You are caught in a net and pulled into the sky and never seen again.

$52: You buy a wishing coin from a curio shop and have one magical summer before you accidentally wish yourself into being a zoo koala.

$53: You rub your winnings all over you to have that coveted Money Smell. It attracts wolves.

$54: You throw all your winnings in the air to impress your son, but they never come down.

$55: You put it all into scratch-offs and win $53.

$56: On your way out of the stadium, you leave such a big tip for the peanut girl she becomes the first member of your cult.

$57: You bring your winnings to an old weaver-woman, who crafts them into a fine cloak of good fortune that all will envy. And don't you look handsome in it!

$58: You re-invest your winnings in bribing Gobbler to take a dive in next week's race. Unfortunately Gobbler has too much integrity and snitches to the Council of Mascots. Now you are hunted.

$59: You get yourself some rope. You can never have too much rope!

$60: You're able to buy a week's worth of meatball subs. And what a week it is!

$61: The money goes straight into your legal defense fund for having shaved "ASS" into the haunch of the mayor's poodle.

$62: A family of robins make a nest in your winnings. They become your lifelong companions.

$63: Unfortunately your winnings are seized by the Gaming Commission when it turns out all the mascots were wearing performance-enhancing goofy oversized shoes.

$64: You buy one therapy session, where you finally, tearfully accept that your parents were annoying.

$65: With this big win, you can finally pay your parking bill and leave the stadium, after five months of trying.

$66: Nice!

$67: You donate to the mayor's re-election campaign to get back on her good side. But her poodle will never forgive you for calling it a "bug type creature."

$68: You treat yourself to some Luxury Corn.

$69: You finally have enough funds to build a big ramp in your driveway to jump your car over your house.

$70: You take your family out to a celebratory dinner, one thing leads to another, and now you've got a whole Batman thing going on.

$71: You go broke after dumping your newfound wealth into a rich guy top hat.

$72: Nice spaghetti dinner :)

$73: To prove you're not a loser, you spend the next five years getting really shredded so you can throw Dangle into the ocean.

$74: You can finally afford to get your dog a silk bowtie so he's taken seriously in his workplace.

$75: You slide your winnings under the door of a defunct Red Lobster and are rewarded with a cheddar biscuit on your doorstep every morning for the rest of your life.

$76: You mail your winnings to Jon Bon Jovi. He's earned 'em!

$77: You're kickin' it to this day.

$78: You drop your winnings on your way home and they're dragged into a hole by a very strong beetle. Well, easy come easy go.

$79: You commission a portrait of yourself but when it's done everyone likes it more than you.

$80: Pizza party.

$81: Pizza party with a premium topping.

$82: Money changes you. You grow a few inches.

$83: Money changes you. You look identical to the guy on the dollar now.

$84: Your winnings only serve to fuel your crippling addiction to bun bangers and luxury condiments.

$85: An angel descends from heaven and offers you a one-time $86 flash discount on a seat in heaven. But you're a dollar short. Was it a scam? You'll never know!

$86: You lose your winnings to a scam by an angel who promises you a seat in heaven for $86. You don't realize you've been scammed til you die.

$87: You slip security your winnings so they'll let you party with the mascots. Unfortunately, it turns out those are just costumes.

$88: You found your own rival mascot league race. Sure, you can only afford one mascot, but

it goes on an unbelievable winning streak.

$89: You buy a controlling share of stock in Mascot Racing League Worldwide Corp and force the board to add you as a mascot.

$90: You blow all your winnings on one hour of college tuition, and learn all about the humble newt.

$91: You're able bid enough at a silent auction to win a date with Mum, but honestly, you both have to admit there's no chemistry.

$92: You donate enough to get a plaque with your name installed on Hurley's stomach.

$93: Everyone at the stadium is going crazy for how big you won. They crowdsurf you down onto the field and you're immediately removed by security and banned for life.

$94: You give a dollar to every one of the ninety four fairies who blessed you with a little bit of luck so they will finally leave you alone and stop swarming around your head.

$95: You pay some contractors to dig a tunnel between the stadium and your home so you can come bet on mascot races even when it's kinda rainy out.

$96: You can finally buy the hat at the merch booth that says I WON $96 BETTING ON MASCOT RACES AND ALL I GOT WAS THIS HAT THAT COSTS $96 BECAUSE IT'S MADE OF SUCH QUALITY MATERIALS.

$97: A statue of you throwing money in the air is added to the Big Winner's Row outside the stadium. Someone vandalizes it with a surprisingly tasteful mustache.

$98: You treat yourself by ordering a rare imported ape and letting it loose in town, for the drama of it all.

$99: You are terrified you've used up all your luck at once and stay under your bed for the rest of your life.

$100+: You have won too much money. You become feral.

QUICK START

SETUP

Everyone starts with 3 cards in their hand and $10. The rest of the racing deck is face up on the table—the 4 starting cards, plus this many random cards:

Players	3	4	5	6	7	8
Cards	11	10	9	8	7	6

BETTING

Snake draft 2 betting tickets per player. After you draft a ticket, choose the safe or risky side.

In the third race, after drafting your second ticket, pick one to double and put it on top.

RACING

Everyone secretly submits one card. Afterwards, the race deck should have exactly 18 cards.

Burn 3 cards face down to start the race.

If the deck ever runs out, reshuffle the cards, fold the end of the mat onto the next solid line, burn the top 3 cards of the deck, and restart the race.

When a mascot moves into or through the space of a stationary mascot, a collision happens! The stationary mascot falls down.

Mascots can be DQed by a **knockout**. That happens when a fallen down mascot is collided with or draws a fall down card while already fallen down.

They can also be DQed by going **out of bounds** off the side or back of the track, or the mat is folded over them during a reshuffle.

When 3 of 4 mascots have finished or DQed, the race ends.

Remember: mascots cannot collide or cross the finish line on a green multi card!

PAYOUTS

Players get the amounts listed on their betting tickets.

AFTER A RACE

Shuffle the race deck and deal 1 card to each player. They should have 3 cards.

After 3 races, the game is over. Discover your life outcome!