



## Hestevæddeløb:

Dette skal man bruge:

- En spilleplade med optegnet bane,
- 6 "heste"
- 2 terninger
- Matador penge eller jetoner

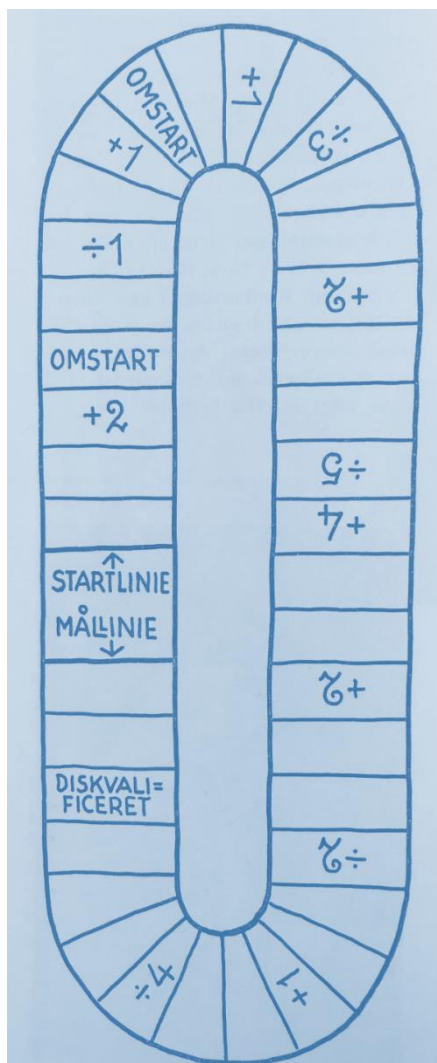
Spillet sættes op, og hestene placeres, indsatserne sættes og så slår første spiller med den første terning for at vælge hvilken hest der skal flytte sig, med tegning nummer 2 bestemmes hvor mange felter hesten skal flyttes frem, vinderhesten er den der først kommer hele banen igennem. Man kan gøre spillet sværere ved at lægge forhindringsfelter ind på banen, a la;

"hvis man rammer dette felt skal hesten udgå med en skade"

" hvis man rammer dette felt har hesten dårligt trav og skal 2 felter tilbage"

" hvis du rammer dette felt virkede træningen og hesten rykker 3 felter frem"

" Vent en omgang"





## Horse Race:

You need:

- A board with a drawn-up racecourse
- 6 "horses"
- 2 dices
- Monopoly money or chips/counters

Start by setting up the game board. Place the horses on the racecourse and place your bets. The first player throws the dice. The first dice chooses which horse should move; the second dice decides how many fields the horse should advance. The winning horse is the one who has moved through the entire racecourse. You can make the game harder by adding obstacle fields on the racecourse. E.g.

"If the horse stands on this field, it must be eliminated from the race due to injury"

"If the horse stands on this field, the horse has bad trotting and must be moved 2 fields back"

"If the horse stands on this field, then the training paid off and the horse advances 3 fields"

"Wait a turn"

