

Hot Streak Rules Summary (v3)

Setup:

1. Decide who will be the Bookie, the Dealer and the Handler.
2. **The Handler** puts the box on the table & rolls out the track.
 - o Put each mascot on their starting position
3. **The Bookie** sorts the betting tickets by color
 - o Puts them into stacks in descending order (safe side up)
 - o Place stack of Side Bet cards below them
 - Place YES slips on the left, NO slips on the right.
 - o Gives each player **\$10**
4. **The Dealer** places race cards face up across the track in the lane of the matching mascot (stay face up till start of race).
 - o Start with the thick solid border card for each color.
 - o Add random cards based on the number of players:

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

 - o Deal each player 3 face down cards (**they** look at them)
5. The unluckiest player is the "starting player" for the 1st race.

Game Play for the First Race:

- Going clockwise around the table beginning with the starting player, each player takes one betting ticket from the top of any one of the stacks (at no cost). They place the chosen ticket in front of them with either the SAFE or RISKY side up.
- Once all have chosen, do this again, but in reverse order.
 - o You can pick the same mascot both times, or side bet twice.
- Each player secretly takes one of their three racing cards and adds it face down into the racing cards on the track. Shuffle all 18 cards from the track into one facedown race deck.
- Begin the race. The Dealer deals 3 cards facedown 1-2-3 GO!
- The race continues with the Dealer playing the next Race Card face up and the Handler moving the appropriate mascots accordingly.
 - o A mascot that crosses the finish line is placed on top of the box on the leftmost (best available) finishing position.
 - o A mascot is disqualified if they ever move off the track or are under the track during a reshuffle or fall down when already down. Place them on top of the game box on the rightmost (worst available) finishing position.
 - o **The race ends when 3 mascots are on top of the box.**
 - Place the 4th mascot on the last available finishing spot
 - o **If the race card deck is ever depleted:**
 - shuffle all the race cards for this race into a new deck
 - fold the end of the track forward, up to the next solid white line
 - If any mascots are on the track that is now folded over, they are disqualified. Place them on the top of the box on the rightmost open spot (worst finish available).
 - discard the top 3 cards face down from the new race deck
 - continue the race

Starting the 2nd and 3rd Races:

- The Handler unfolds the race track (if folded)
- The Handler places all mascots on their starting positions

- The Bookie resets the mascot betting tickets and reveals a new side bet (replacing the YES and NO tickets on its side)
- The Dealer shuffles the race card deck (same cards) & deals 1 card face down to each player (they have 3 cards again).
- The player clockwise from the current starting player becomes the new "starting player" for this next race.
- For the 3rd race, after choosing their betting tickets, each player picks one of their bets to be doubled (negative too!)
- Run the race just like the previous race!

Winner (after three races):

- At the end of three races, the player with the most cash wins.

Betting (bets have 2 sides, safe & risky):

- **Mascot Betting Cards:** you may bet on a specific mascot
 - o Bets pay the lower amount for mascots that are tied.
- **Side Bet (same for all players):** you may take either YES or NO, betting whether you think it will happen or not. You actually LOSE money if your bet is incorrect!
 - o Flip the Side Bet card to **YES side** when it becomes true.
- At the end of the race the Bookie pays winnings to the players. If a player is supposed to lose money and doesn't have it all, they just pay what they can (do not go into debt).

Race Card Movements:

- **Specific mascots cards are color coded to match**
- **Green race cards affect all mascots at the same time**
 - o A mascot cannot cross the finish line with a green race card
 - They pause on the space just before the finish line
- **Positive number:** the mascot walks that many spaces
 - o If facing the wrong way, they walk the wrong way.
- **Negative number:** the mascot walks backwards
 - o If facing the wrong way, this actually advances them!
- **Star cards:** move the mascot to the next star in their lane.
 - o If facing the wrong way, move away from the finish line.
 - o It can move a mascot across the finish line.
 - o If there are no stars in front of them they do not move.
 - o If fallen, the mascot crawls one space towards the star.
- **Swerve:** move the mascot the number of spaces on the card, then slide them sideways, right or left as specified.
 - o Fallen down mascots still swerve after crawling one space!
 - o If they move across the finish line, ignore the swerve.
- If a mascot moves or swerves into a spot occupied by another mascot, they **knock the opponent over**.
 - o **With a green race card, there are no collisions!**
- **Fall Down:** the mascot falls onto its side
 - o They now crawl. They crawl 1 space for any number card.
 - o They can still swerve.
 - o If they are collided with or knocked down again, they are disqualified (put on rightmost open spot on the box top).
- **Turn Around:** the mascot faces the opposite direction.
- **Recover (recover first, move second):**
 - o If the mascot is fallen, they get up... PLUS:
 - o If they are facing the wrong way, they face the right way;
 - o ...Then they move the number of spaces shown on the card.
- If 2 mascots **disqualify at the same time**, place them on top of the box between the two rightmost open spots.

- Bets on them pay the lower amount of the two spots.