

# EXACTA!

EXACTA is a trick racing game that can be played by 1 to 5 players. Let's catch racehorses who love junk food with food and make your predictions come true!

## Components

- 7 racehorse cards (7 colors, double-sided). The junk food icon drawn on the upper left is the racehorse's favorite.
- 49 food cards. The cards are numbered 1 to 7 in 7 suits, and the colors of the food card corresponds to the colors of the racehorses.

## BASIC RULES

### Game Objectives and Progress

Each race consists of 7 tricks, and the order of the finish of the racehorse cards of the same color as the trick one goes up. Considering the order of the racehorse cards, the hand dealt, and the goals of their other players, each player will guess two of the colors of the racehorse cards that they think will finish in the top three at the end of the race. The player with the highest score at the end of 4 races is the winner of the game.

Randomly arrange the 7 racehorse cards faceup in a row. The person who most recently ate junk food is the start player.

### Preparation for the Race

1. Shuffle the food cards.
2. Deal 9 cards to each player.
3. Each player chooses one of the cards from their hand that is the same color as the racehorse card they expect to finish at the top three at the end of the race and places it face down in front of them. This face down card will be the player's favorite to win the race. \*Players cannot change or use this card during the race.
4. Once everyone has played a card face down, they perform the trick procedure.

### Trick Procedure

1. Take turns clockwise from the starting player.
2. On their turn, a player chooses one food card they like from their hand and places it face up in front of them.
3. Once everyone has taken out one food card, they will judge the trick.

### Judgment of the Trick

1. If there are multiple food cards of the same color, add up their values.
2. Once the values for each color have been calculated, the color with the highest value among them wins the trick. (EXAMPLE)
3. If multiple colors have the same value, check the current order of racehorse cards. The color higher in racehorse order wins the trick.

### **Dealing with Tricks**

1. Advance the winning color's corresponding racehorse card 1 spot in racehorse order.
  - a. If the racehorse card that won the trick is in a hungry state, it will be placed 2 places higher in race horse order.
  - b. The winning color of the 7th trick will unconditionally increase its corresponding race horse card 2 places higher in racehorse order.
2. A race horse card can never be placed higher than 1st.
3. The player who played the highest ranked food card of the winning color becomes the starting player for the next trick.
4. The used food cards are placed face up in a discard pile.

### **End of the Race**

The race will end after 7 tricks when each player still has one card left in their hand. The card that remains in their hand will be their second prediction (counter).

### **Score Calculation**

If a player's favorite and counter are both in the top 3 finishers, see the steps below to calculate their score.

Important: If a player's favorite and counter are the same color, their score will be zero for the race.

#### **Calculation Method** (if favorite and counter are both in the top 3 finishers)

A player's score is the value obtained by multiplying the numbers written on their favorite and counter food cards. However, if the following conditions are met, additional bonus calculations will be made (see bonuses below).

#### **EXACTA! Bonus**

If at the end of a race a player's favorite is 1st and counter is 2nd, their score will be multiplied by 5. \*If the favorite is 2nd and the counter is 1st, the bonus will not occur.

#### **Harapeko (Hungry) Bonus**

If either of the racehorse cards chosen as a favorite or counter are in a hungry state, that player's score will be doubled. If both the racehorse cards a player chose as favorite and counter are in a hungry state, their score will be quadrupled. \* Since the EXACTA! Bonus and Hungry Bonus can be combined, a player's score can be multiplied by up to 20 times.

### **Preparing for the Next Race**

1. The next race will be held without changing the order of the racehorse cards. Turn over the 7th racehorse card to make it hungry. \*If the 7th racehorse card is already hungry, this process will not be performed.
2. If any of the racehorse cards in 1st, 2nd, or 3rd are in their hungry state, flip them back over.
3. The player with the highest current score is the start player in the next race. If there is a tie, the player who is more confident that they will win is the start player.

***After 4 races, the game is over and the player with the highest score wins.***