

# Giro Galoppo

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# Giro Galoppo

On your horses, get set, go!  
Crazy horse racing game for  
2 to 5 jockeys from 6 to 99  
years. With 1 game variation.



## What is the game about?

The riding event of the season, the **Giro Galoppo**, is just around the corner! Five promising jockeys and their race-horses are on the starting line, everyone is a contender. It is a difficult steeplechase across country. With every played card the tension increases and the players either spur their horses on and skilfully negotiate the obstacles. Players who tactically use their cards and have luck on their side will win the race by a nose.

**Author:** Jürgen P.K. Grunau  
**Illustration:** Barbara Kinzebach  
**Contents:** 1 game board, 30 racing cards, 5 riders, 5 horses, 5 obstacles, instructions

# Preparations

## 1. The game board

Place the game board in the centre of the table within reach of every player. Each player chooses a rider and a horse. Give your horse a memorable name so that all participants will know which horses will be taking part in the race.



## 2. The racing cards

Each player receives a set of six racing cards in the colour of his rider, numbered from 1 to 6. Keep the cards in your hand hidden from the other players.

## 3. Horse & rider

Place your rider in your horse's saddle and place the horse in the starting box with the identical symbol to that on your racing card.



## 4. The obstacles

There are already three natural obstacles on the race course: two river spaces and one moor space. Now, you have to place five additional obstacles onto the race course in accordance with the following rules:

- The youngest player places the first obstacle. Afterwards, players place the obstacles in turns in a clockwise direction.
- You may only place obstacles on brown sand spaces.
- There has to be one free space between two obstacles.
- Only one obstacle can be placed on each space.
- At least two obstacles should stand between the last natural obstacle space and the finishing line.



## Object of the game

Players try to win the **Giro Galoppo**. The player whose horse is in the lead after crossing the finishing line is the glorious winner of the game.

## How to play

### 1. Playing racing cards

Each player chooses one of their racing cards and places it face down in front of them. Afterwards, the players turn over their racing cards simultaneously.

### 2. Moving the horses

The player who has chosen the **lowest number** is the **first** to move his horse, the player with the highest number will be last. If two or more players have turned over the **same number**, the player whose horse is further **behind** moves his horse first.

**Note:** If at the **beginning of the game** several players turn over the same number, they move their horses according to their age – the **oldest** player may begin.

### Movement rules

While moving your horse, you have to observe the following rules:

- Only one horse may stand on each space.
- You have to use up the complete number shown on your card, you may not let any points go unused. If a player

chooses, for example, a card showing the number “4”, he must move his horse four spaces on the race course.

- The occupied spaces (obstacle spaces and spaces occupied by a horse) have to be jumped over. Occupied spaces are nevertheless counted.
- If a horse finishes its movement on an occupied space, the horse that is already standing there is pushed back to the **next unoccupied space**, but never further than the starting gate.
- If a horse finishes its movement on a space with an obstacle (the stream and the moor are also obstacle spaces), it remains on the space from which they started the movement. The player **misses their turn**.
- You may only move your horse on your own turn – in accordance with the played card.

### 3. Discarding

After your turn, you discard your used card, face down. The following round begins by choosing one of the remaining racing cards and playing it face down. The cards are returned to each player, after six rounds when all cards have been played.



## Tactical hints

**Giro Galoppo** is a tactical game, you can influence the course of the game with your own movements, so you should observe the following:

- It is useful not only to plan the upcoming movement, but also to check which spaces your horse could reach with your remaining racing cards on the following turn.
- Also take into account the possible movements of the other players, since they might be able to reach you and thus push you back.
- The position of the obstacles influences the course of the game.

The winner will be determined once all players have moved their horses. The player whose horse is in the lead wins the game.



In our example horse number 1 is the winner, horse number 2 is second and horse number 3 is third. The other two horses did not make it over the finishing line and for this reason do not count.

## End of the game

The game is over when one or several horses cross the **finishing line**.

All players still use the cards that they have chosen for this round and move their horses.

If the chosen card shows more points than necessary to cross the finishing line, you place your horse on the corresponding space behind the finishing line. The normal movement rules apply on these spaces: If a horse finishes its movement on an occupied space, the horse that is already standing there is pushed back to the next unoccupied space.

## Game Variation

In this game, the movement rules are modified.

If, in the course of the game, two or more players turn over cards with the same number, **only** the player whose horse is further **behind** may move his horse. The other players miss their turn.

So draw in the reins and lead your horse to victory!  
Good luck!