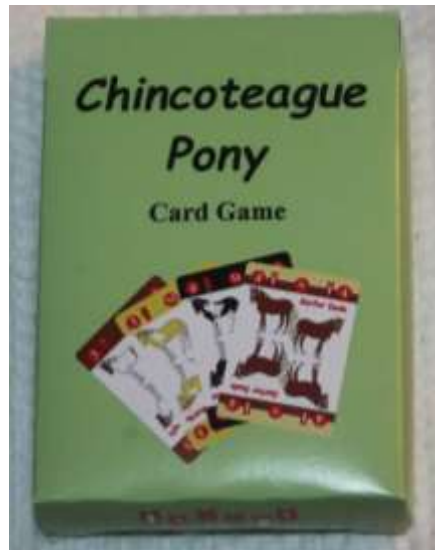


Chincoteague Pony Card Game

Rules

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Card Symbols

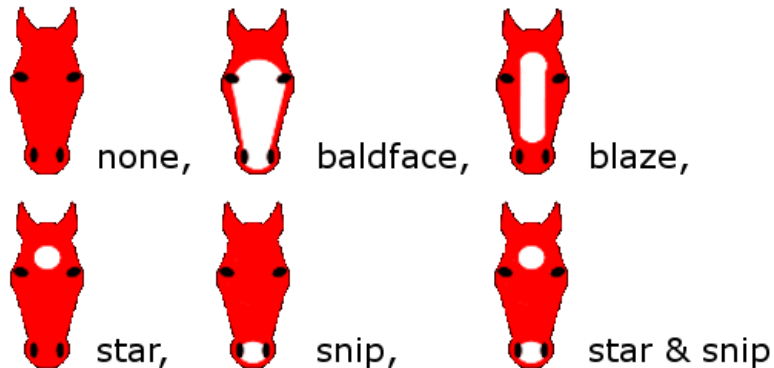
Numbers



Pinto ponies - number of legs with white from the hoof extending up onto the body.

Solid colored ponies - number of legs with white markings

Face Markings



Sex



Colors



		Pony Types												
50	11	4	10	12	5	8	37	13	10	10	10	10	10	10
														
17		1	1	2	5	4	4	13	4	4	4	4	4	1
6		3	0	1	0	1	1	5	1	2	0	3	0	1
6		3	0	0	2	0	1	4	2	2	1	2	0	1
12		1	1	5	5	0	0	10	2	1	5	1	4	1
6		3	0	1	0	0	2	5	1	1	0	0	2	3
3		0	2	1	0	0	0	0	3	0	0	0	0	3

Free The Ponies!

Object of the game Be the first to get rid of his/her cards.

To begin the game Shuffle the deck and deal 5 cards to each player. Place the next card in the deck face up to begin a discard pile. If the card is a Cowboys card, draw an additional card for the discard pile. The youngest player begins.

Playing the game The player lays down a card on the pile that has either the same face symbol or number as the top card on the discard pile. If the player does not have a match, he must draw cards from the deck until he draws a matching card to play or 5 cards have been drawn. The player to the left plays next.

Cards with the baldface symbols are wild cards that can match any card and change the current match.

The Cowboys card is a special card that may be used to change the current match. The player lays down a Cowboys card and any other card he wishes.

If the deck is exhausted before there is a winner, start a new discard pile with the last face up card and shuffle the rest to form a new deck to draw from.

Winning the game The first player to get rid of all her cards yells, "Freedom" and wins the game.

Surfer Dude Pony Run

Object of the game Have the most points after 10 hands. A player gets points by being the first to collect a complete sequence of cards numbered 0 to 4.

To begin the game Choose a player to deal first. Remove the Cowboys card from the deck.

The deal Shuffle the deck and deal 4 cards to each player. Place the next card in the deck face up to begin a discard pile. The players look at and sort their cards. The player to the left of the dealer plays first.

Playing a hand The player draws a card either from the discard pile or the deck. If he has 5 cards numbered 0, 1, 2, 3 and 4, he lays down his cards and totals his points. The player to the left of the dealer deals the next hand.

Surfer Dude Pony Run (cont.)

Playing a hand (cont.) Otherwise, the player discards an unneeded card and the player to his left takes his turn. If the deck is exhausted before there is a winner, use the discard pile (shuffled) to form a new deck to draw from.

Scoring Add up the values of the 5 cards. Mares are 5 points, Stallions are 10 points. Surfer Dude! is an extra 25 points.

Winning the game The player with the most points after 10 hands wins. If there is a tie, the tied players play another hand until the tie is broken.

Faces

Object of the game To collect all 6 types of face markings and be the first to get 300 points

To begin the game Remove the Cowboy card from the deck. Shuffle the deck and deal 6 cards to each player. Place the next card in the deck face up to begin a discard pile. The youngest player begins.

Playing the game The player draws a card either from the discard pile or the deck. If he has one of each face marking symbols (baldface, blaze, star, snip, star and snip, none), he lays down his cards, plays the 7th card on the discard pile and totals his points. The player to the left of the dealer deals the next hand. Otherwise, the player discards an unneeded card and the player to his left takes his turn.

If the deck is exhausted before there is a winner, use the discard pile (unshuffled) to form a new deck to draw from.

Scoring a hand Add up the values of the 6 cards. Mares are 5 points, Stallions are 10 points.

Winning the game The first player to accumulate 300 points wins.

Pony Auctions

Number of players 4, 5, or 6

To begin the game Select the dealer. Shuffle the deck. Draw the 1st stallion and mare from the top of the deck and set them aside. They are the sire and dam. Use their colors and face markings to determine the # of buybacks and the # of offspring remaining in the deck. Buybacks are the same color as the sire. Offspring are any combination of parent color and face markings.

Rank of cards (low to high) Non-buyback 0 - 4, buyback 0 - 4, Saltwater Cowboys. In a tie, the first card played wins.

The deal Reshuffle the remaining cards. Deal each player 12 cards if a 4 player game, 9 cards if a 5 player game, or 8 cards if a 6 player game. Set aside unused cards. Each player looks at his cards and bids on how many offspring they believe they will win.

Playing The player to the left of the dealer leads off a round. After each round, the lead passes to the left. The lead lays down a card. Each subsequent player lays down a card. If the card played is an offspring pony, the player must call out "filly" if it's a mare or "colt" if it's a stallion. If the player is caught not calling out, he loses a point. The player with the highest card wins the round. When all the cards have been played, the players total up the points scored from the rounds they won.

Scoring **1 point** - Highest total of card points. Sum of the numbers on the cards. **1 point** - Bid match. Number of offspring cards is equal to the player's bid. **1 point** - Sire match. Player won a pony with the same color and facial markings as the sire. (Only 1 point scored, no matter how many match.) **1 point** - Dam match. Player won a pony with the same color and facial markings as the dam. (May not be the same pony as the sire match.) **minus 1 point** - Call out failure.

Winning the game Deal new auctions until a player reaches 11 points. In the event of tie, continue playing rounds until the tie is broken.

Pony Auctions Bidding

In order to make an educated bid the player needs to know the number of buyback cards, since this color is worth more than other colors, and how many offspring are available. To determine these numbers refer to the Pony Types chart or use the interactive web page at www.games.ginasfamilystore.com

Some Examples

Riptide, silver dilute with baldface
Tidewater Princess, palomino with star + snip
2 buyback silver dilute
2 offspring

Courtney's Boy, chestnut with blaze
Rosie's Teapot, bay with star
11 buyback chestnuts
16 offspring

Tornado's Legacy, buckskin with no face markings
Miracle's Natural Beauty, bay with star + snip
5 buyback buckskins
6 Offspring



www.games.ginasfamilystore.com