

Pony Run

Board game



simple
rules

GAME RULES

side 1

IN THE BOX:

- ⊙ 27 cards with different Ponies,
- ⊙ 34 Fence cards,
- ⊙ 9 Hay cards,
- ⊙ 5 Horseshoe cards,
- ⊙ game rules.



4+
age



2-6
players



20
minutes

FOCUS OF THE GAME

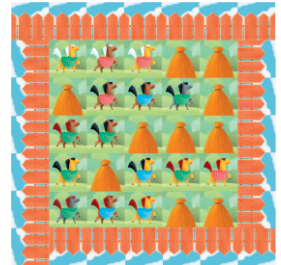
The game will teach you to play as a team, achieve a common goal, and discuss and come to decisions together.

AIM OF THE GAME

Fill the paddock with ponies and hay before the fence closes.

BEFORE YOU START

In order to play you will need a level surface — a table or floor. The cards are square and during the course of the game they will be played onto the table, forming a filled in square of 7x7 cards (approximately 50x50 cm). The perimeter of the paddock is formed by Fence cards, while the inside should be filled with Ponies and Hay.



Let's take a look at the cards:

- ⊙ Fence — the paddock is going to be built using these cards,
- ⊙ Ponies — these can differ by the color of their coat (yellow, brown or gray), their mane (white, red or black), and by the color of their blanket (blue, green or pink).
- ⊙ Hay — this is food for the ponies.
- ⊙ Horseshoe — a magic card which allows you to break two sections of fence.

Mix the cards well and distribute them to the players. Each player needs:

- ⊙ 5 cards if 3-4 people are playing;
- ⊙ 4 cards if 5-6 people are playing.

Choose the player who will go first, such as the oldest player.



GAMEPLAY

«Pony Run» is a cooperation game, which means that all the players act together to achieve a common goal — lead the ponies into their paddock and to give them some hay to eat. During the game the players can discuss what is going on and help each other decide on the best way to win.

The game proceeds up to a point when one of the following happens:

- ⊙ The Ponies and Hay fill up the paddock before the Fence is closed (the 5x5 square is filled up).
- ⊙ The Fence is finished, but there is still at least empty space inside.
- ⊙ The game stops immediately when one of the above situations occurs.
- * For instance if the player added the final Fence at the start of his turn, the game stop immediately with any additional actions.



GAME RULES

side 2

GAMEPLAY

The players take turns, starting with the oldest player. Each player takes the following actions:

- 1 First play all the Fence cards you have in your hand.
- * An adult should help with determining the Fence perimeter, because the kids need some time and practice to get a feel for how much space the game requires.
- 2 Then do only one of the three following options:
 - Lead three Ponies with one common feature into the paddock, for instance all three should have a mane, blanket or coat of the same color. Look at your pony cards closely — what do they have in common?

If you do not have three such Ponies, then you can openly ask the other players to give you one (and only one!) Pony card with a certain trait. For instance: «Guys, I need a pony with a white mane — can anybody help me out?». You cannot take or give cards for future use, the card must be played with two others immediately.
 - Put one Hay card into the paddock.
 - Play a Horseshoe card and use it to cover two sections of Fence. Now strike your fist on the table — Bam! Now the Fence is broken and you can remove two sections of the Fence into the discard pile.

After these actions the player's turn is over and the next player can take his turn in the same order.

- 3 Get the cards to fitful starting number (4 or 5 — depending on the number of players). The player, who shares a Pony card get it into his turn.

END OF THE GAME

The game stops when one of the situations we mentioned earlier occurs. If you manage to win, congratulate and thank each other for your efforts. You can only win when you work together. If you have lost, talk about the reasons, maybe the players did not see all the options or it turned out that sharing cards was harder than it looked. In any case, the players will discover new things about themselves and others, things that will help them make better choices and build lasting friendships.

MAKING THE GAME EASIER

If the children are sharing cards well and working together, but cannot seem to win, try to remove one or two fence cards from the deck.

MAKING THE GAME MORE DIFFICULT

If winning seems to be too easy, remove one or two Horseshoe cards from the deck.

FROM THE «SIMPLE RULES» TEAM

When kids are growing up, it is very important to teach them to interact with others and to achieve collective goals. We are sure that the best way of teaching kids is to set an example. This game helped us create an environment, where an example of cooperation is clear and fun for a child.

Have fun and win together!

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