



Clear Round

Contents:

1 reversible playing board, 1 leader board, 1 score card, 1 dry wipe pen and cloth, 4 character pieces, 4 character stands, 8 3-D jumps, 8 "Jump No." cards, 16 event cards, 4 "SPOOKED!" cards, 2 rosette cards, 1 trophy card, 1 sand timer, 1 dice.

Object

To complete a "Clear Round" over a cross-country and an arena riding event, to win the trophy.

Before you play

- The game board is put together and placed on the table (either arena or cross-country side up).
- The jumps are slotted into the stands and horses are slotted into the plastic character stands.
- Players design a course by placing the jumps on the playing board. They then agree a jump order by putting a "Jump No." card next to each fence.
- Each player chooses a horse and rider and decides a name for their horse. The name is then written on both the Leader Board and Score Card, using the dry wipe pen.
- Each player takes a "SPOOKED" card, which may be played only once during the two rounds of the game.
- The 16 game cards are shuffled and placed face downwards in a pile on the table.

To play

- The youngest player starts first and another player is chosen as a "judge".
- The "judge" turns over the sand timer to begin the game. The youngest player attempts to complete the course, before the timer runs out, by rolling the dice repeatedly to clear the jumps in order.
- If the number rolled matches the number shown **on** the jump, the jump is cleared and the player moves their horse and rider to the next fence.



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- If the number rolled does not match the number shown on the fence, the player continues to roll the dice (as fast as possible) until the correct number has been rolled.
- If a "6" is rolled, the player must pick up a game card from the pile before continuing. The game cards may allow the player to: clear the jump without faults, clear the jump with faults or collect faults without clearing the jump. If the jump is cleared, the player moves their horse and rider to the next jump.
- Any faults collected are recorded by the "judge" on the Score Card next to the competing horse's name.
- Play continues until the timer runs out.
- If a player fails to complete the course before the timer runs out, 4 faults are added to their Score Card for each fence not jumped.
- Any players collecting 3 refusal cards in their round are disqualified from the round and should leave the course. Disqualification carries a total of 50 faults. All other faults, collected by a disqualified player, in this round are ignored. The player can compete in round 2 if they are disqualified in round 1.
- A "SPOOKED!" card can be played at any time, by any player. If a "SPOOKED!" card is played on your round you must repeat the previous jump.
- After all the players have completed round 1, scores are added up and transferred to the Leader Board. The Score Card is then wiped down, event cards are returned to the pile and re-shuffled. A rosette is awarded to the winner of the first round.
- After round 1, turn the playing board over and design a new course by placing the jumps and "Jump No." cards in any position.
- At the end of round 2 scores are added up and put onto the Leader Board. A rosette is awarded to the winner of round 2. Both rounds are then added together, to give an overall faults total and position.

The winner

Winner is the player with the least amount of faults across the two courses. The trophy is awarded to the overall winner.



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