Perfect Stride™

A Game by Kay Darby
and Jeff Timothy

Welcome to the World of Perfect Stride™!

Are you and your friends ready for a challenge? When you're settled in, partner up with one of our keen and clever horses. The world famous Perfect Stride™ adventure race awaits! A variety of exciting and challenging jumps lay nestled throughout the valley. You won't even know which jumps will be part of the challenge until you reach them. No two races are exactly the same! You'll need to be sharp and use all of your skills as a rider to successfully clear every jump in this Perfect Stride™ challenge.

Game Summary

You and up to three competitors play skilled riders. Always be ready for the unexpected; sometimes lucky events occur and sometimes trouble comes your way!

Jumps and the Events will provide plenty of challenges that require you to use your own special skills as a rider along with your horse's abilities to successfully navigate the course. Every obstacle you clear will earn you and your horse jump ribbons! Riders who clear the jumps ahead of other competitors win more ribbon points!

Even if you cross the finish line first, you will need to be the rider with the most ribbon points in order to win the race.
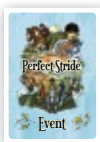
Components

The game cards contain many different elements. Take a moment to read and explain these details to everyone who is playing.

4 Game Summary cards are also included (not shown). Be sure to give one to each player for reference.

Plus:

12 Horse Cards	25 Event Cards	20 Jump Cards	37 Skill Cards	1 Finish Line Card	54 Ribbon Cards. 1,2,3 & 4 Points.	16 Pace Cards	1 Lead Rider Token

The Card Symbols

Agility	Daring	Power	Speed	Effort	Difficulty	Horse Care

Agility - is for nimble horses. These horses are very accurate over the jumps!

Daring - is horse bravery. Horses that prefer Daring jumps are especially bold!

Power - is strength. Horses that prefer Power jumps are physically strong!

Speed - is how fast a horse can travel. Speed jumps are easier for quick horses!

Effort - is the energy you spend to successfully clear the jumps.

Difficulty - shows the difficulty level of a particular jump.

Horse Care - these cards can be applied to your horse to give them extra abilities.

The Skill Card

Effort Points 🌀
Count the number of horseshoes. These are Effort Points you use to get over a jump. To clear a jump you must match or exceed Jump Difficulty with your Effort Points. This Skill Card adds 2 Effort Points to your jump attempt!

Skill Function and Symbol
Some Skill Cards have a Function you can activate. If the symbol matches the Jump Type, you may choose to activate this Function when you play the card. You may only activate ONE Skill Card Function on your turn.
This card has a Power (⚡) Function.

The Jump Card

⭐ Jump Difficulty
Count the number of stars. Woodstack Wall has a Jump Difficulty of 6.

🐎🔥⚡🪶 Jump Type
The Jump Type symbol is first, followed by the Card Type.
This card is an Agility (🐎) Jump.

The Horse Card

Effort Bonus
Read this as:
"Power Jumps add +1 Effort."
If you're riding this horse and you reach a Power Jump, add a +1 bonus Effort Point towards clearing this jump!

Jump Preference
The horse's preferred Jump Type is shown followed by the Card Type
This horse likes Power (⚡)Jumps!

Horse Care Card

Place this card on your horse to give your horse special abilities which can be activated during your turn. Shown by its Horse Care Symbols. (🐴)

The Event Card

Event Symbols
Events can be Lucky or Unlucky. If your Event shows Effort symbols (🌀), add these to your Effort Points for this jump. If your Event shows Difficulty symbols (⭐) add these to the Jump Difficulty.

The Event Action
Events can cause something special to happen. Always follow the green Event Text immediately when you draw an Event Card.

The Pace Cards

Each pace card has 4 elements:
- a speed title
- a horse moving at that speed
- a speed symbol
- a Skill Card draw amount

You will notice that the slower you go, the more Skill Cards you get to draw.

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Game Setup

Perfect Stride™ can be played with 2, 3, or 4 players.
*Separate the four card types: **Horse Cards, Event Cards, Skill Cards, Jump Cards.***
Shuffle each stack well before you begin.

Choosing your Horse

Have one player deal 3 Horse cards face-down to each rider. (You and your friends playing are all riders.)

Examine your 3 Horse cards and choose 1 to be your race partner. Place your chosen horse face up in front of you on the playing surface. Collect all the remaining Horse cards and put them back in the game box. You can only ride one horse in this race.

Lay out the Jump Course

*From the Jump card deck, deal up to 10 Jump cards **face down** in a single row in the centre of your playing area. (Note: You may place fewer jumps for a quicker race.) The first card you place will be Jump 1, the second, Jump 2 and so on. These Jump cards make up the jumps spread across the landscape of your race challenge. **Do NOT look at these Jump cards or change their order.** The jumps will be revealed as the race progresses. Place the **Finish Line** card next to the last jump. Put the extra Jump cards in the game box. They will not be used.*

Skill and Event Card Stacks

Place the remaining 2 stacks of cards; Event and Skill cards, face down on the playing surface where all riders can reach them.

***Discard Piles -** After cards have been used during game play, place them face up in a pile next to their matching card type stacks. When all the cards of a given type have been drawn, pick up the discard pile for that stack, reshuffle and replace the new stack face down ready to be used again.*

The Lead Rider Token

*The rider that holds the **Lead Rider Token** is in front of all the other riders! Being in the lead when the Jump Phase begins will let you attempt a jump before all the other riders. If you successfully clear the jump, you will gain the most ribbons for being the first rider/ horse team over the jump. **The first rider to clear the jump immediately receives the Lead Rider Token.***

***Set the starting Lead Rider -** Take one set of 4 Pace cards labeled **Walk, Trot, Canter & Gallop.** Shuffle them randomly and deal one to each rider face down. Riders should then flip over this Pace card. Give the **Lead Rider Token** to the rider with the Gallop Pace card.*

Pace Cards

*After the Lead Rider Token has been awarded, give one set of 4 Pace cards to each rider. Everyone should start the game with one of each card; **Walk, Trot, Canter and Gallop.** If playing with fewer than 4 riders, put the extra sets of Pace cards away in the game box as they will not be needed. You can easily sort them by their card-back colours.*
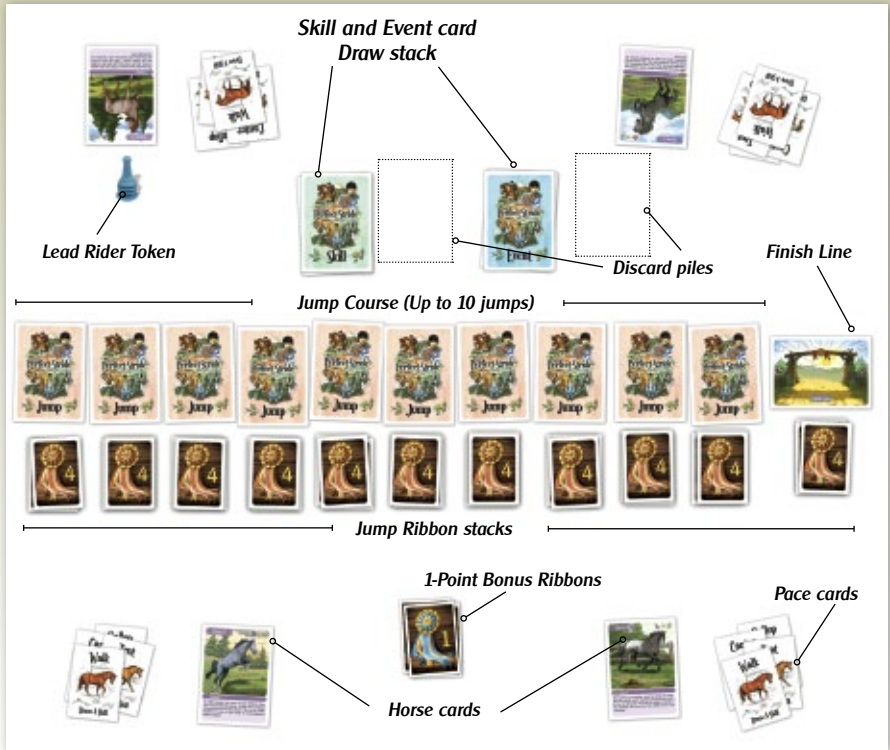
Skill Cards

Deal 3 Skill cards face down to each rider. These are your starting Skill cards. All riders may look at their Skill cards but don't show them to your opponents. You may use them to help you over the first jump or you may choose to save them for later turns.

Ribbon Card Stacks

*Place a stack of Ribbon cards below each Jump card and at the Finish Line. Each stack should have a number of cards equal to the number of people playing, stacked highest value to lowest value, top to bottom. **Example,** in a 4 player game, each stack should have a 4 point card, a 3 point, a 2 point, then 1 point card. In a 3 player game each stack should have only 3 cards; a 4 point card , 3 point card and a 2 point card.*

The Playing Surface

Skill and Event card
Draw stack

Lead Rider Token

Discard piles

Finish Line

Jump Course (Up to 10 jumps)

Jump Ribbon stacks

1-Point Bonus Ribbons

Pace cards

Horse cards

Playing the Game
Starting Player and Turn Order

*In **Perfect Stride™** the riders' turn order changes many times during the game. Two things determine who goes in which order: First is the speed at which a rider urges their horse to travel (through playing **Pace cards**) and second is the rider who is in the lead or closest to the lead rider which is marked by the **Lead Rider Token.***

Game Rounds and Phases

*A **Game Round** is over when each rider has had ONE chance to attempt the current jump. Each game round is split up into two **phases**; the **Set-the-Pace** phase and the **Jump phase**. During the **Set-the-Pace** phase, all riders race towards the next jump at the same time by playing a **Pace card**. After the **Set-the-Pace phase** is complete, the **Jump phase** begins. During the **Jump phase**, each rider in turn attempts to clear the jump ahead using a combination of her/his horse's abilities and the rider's Skill cards.*

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Set-the-Pace! (Phase 1)

Step 1. All riders secretly choose and place **face down** in front of them one **Pace card** from the Pace cards they have in their hand. Then at the same time, all riders reveal their chosen Pace card by flipping it over. The rider revealing the fastest pace reaches the jump first. **She is the new lead rider and is immediately given the Lead Rider Token!**
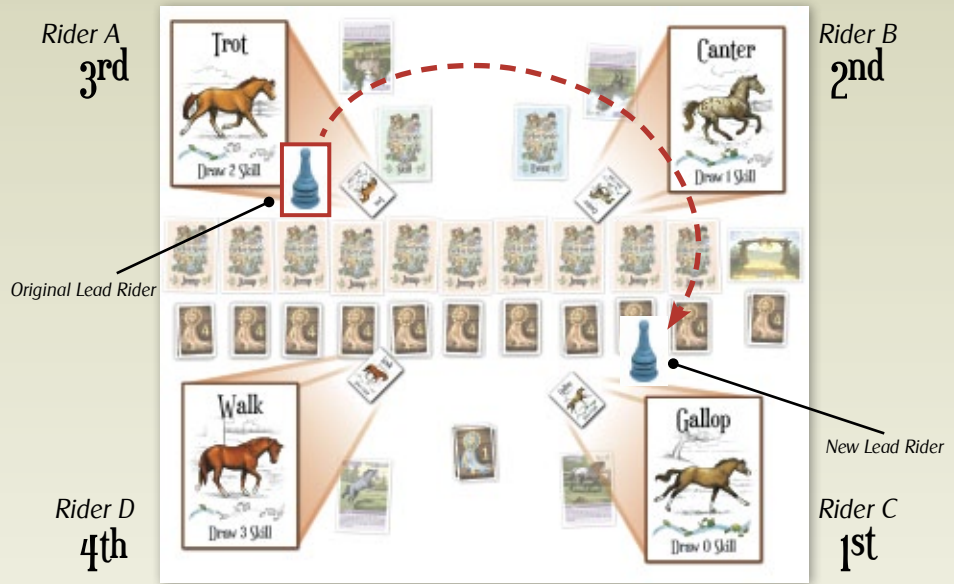
Rider jump order is always chosen from fastest pace to slowest pace. Start from the player who has the Lead Rider Token then go clockwise. If more than one rider has chosen the SAME PACE, whichever of the tied players is closer in clockwise order to the lead rider goes first. *(See the examples below for more details.)*

> **IMPORTANT!** All riders need to keep their revealed Pace card on the table as they will be used later on in the round.

Rider Jump Order: Example 1

*The Pace cards are flipped over. Rotating **clockwise** from Rider A, the fastest rider is Rider C. The Lead Rider Token immediately goes to Rider C.*

Starting from the new lead rider, the jump order for the Jump phase will be: Rider C, Rider B, Rider A, then Rider D. The riders will draw their Skill cards in this order.
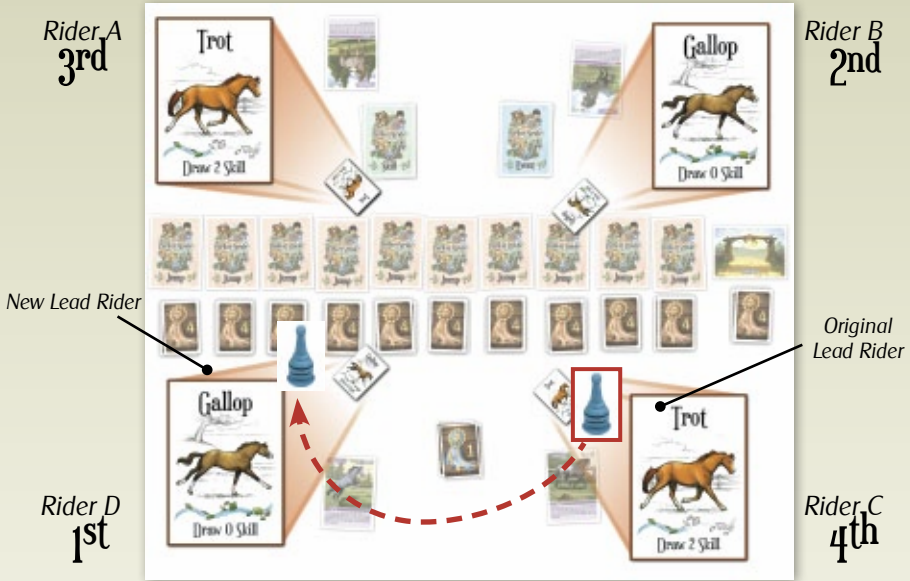

Rider A — 3rd — Trot — Draw 2 Skill
Original Lead Rider
Rider B — 2nd — Canter — Draw 1 Skill
New Lead Rider
Rider D — 4th — Walk — Draw 3 Skill
Rider C — 1st — Gallop — Draw 0 Skill

Ties for Pace *(Oh no! We played the SAME speed Pace card!)*

When the riders flip over their Pace cards, the Lead Rider Token immediately goes to the fastest rider in clockwise order from the current lead rider. **If the current lead rider ties for the fastest Pace with another rider, they STAY in the lead and keep the Lead Rider Token.**

Have a closer look at Example 2 on the next page to understand how to set the Rider Jump Order when riders play the same Pace card.

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Rider Jump Order: Example 2

Following the original lead rider clockwise, the fastest rider is Player D. The Lead Rider Token immediately goes to Player D. Following the new lead rider, the jump order for the Jump Phase will be: Rider D, Rider B, Rider A, Rider C. Draw your skill cards in this order.

Rider A
3rd

Rider B
2nd

Trot

Gallop

Draw 2 Skill

Draw 0 Skill

New Lead Rider

Original
Lead Rider

Gallop

Trot

Draw 0 Skill

Draw 2 Skill

Rider D
1st

Rider C
4th

Step 2. Draw Skill Cards and Apply Horse Care Cards ( ). *Once you know the rider jump order, each rider in this order draws the number of Skill cards shown on the Pace card they played.*

Apply a Horse Care Card. *You may also place ONE Horse Care Skill card on your horse at this time. This can be done after you've drawn your Skill cards but before the Jump phase begins. **A Horse Care Card placed on your horse may only be activated ON YOUR TURN (in the Jump phase).***

If your horse already has a Horse Care card applied to it and you wish to apply a new card, you must discard the one already on your horse! You CANNOT return it to your hand.

The Jump Phase! (Phase 2)

*Following the **Rider Jump Order** that was set during the Set-the-Pace phase, each rider takes a turn at trying to clear the current jump.*

When riders reach the jump, Event cards are drawn which may make it harder or easier to clear it. They may also move the Lead Rider Token and even affect other riders!

The Lead Rider Reveals the Jump for this Round

*If the jump for this round has not yet been revealed, have the lead rider flip it over and read its description out loud to all the riders. Remember to reveal jumps furthest from the finish line first. Only flip over one jump each round. All riders get only one attempt to clear it. Count the number of Difficulty Points ( ) on the jump. This is the jump's **Difficulty Level**. This difficulty level will change depending on the Event card you draw when you try to clear the Jump.*

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Following the rider jump order set in Phase 1 above, each player in turn must follow the 2 steps below. The lead rider always begins this Phase (the Jump phase).

Step 1 - Before you jump, draw your Event card. *Flip over one Event card and read it out loud. If it has an **Event Action** at the bottom, (shown in green text) follow what it says! Some Event Actions may affect you alone, other riders, or everyone!*

Each rider draws her/his own Event card just before attempting the jump. What happens to one rider may not happen to another. Events are different every time!

Lucky or Unlucky Event Cards - Total Jump Difficulty

An Unlucky Event card has Difficulty (🛡) symbols in the top right corner.
A Lucky Event card has Effort (🌙) symbols in the top right corner.

*If you've drawn an Unlucky Event card, add its Difficulty points to the jump's Difficulty points. This is your **Total Jump Difficulty.** You will need to use Skill cards, Skill Actions, Horse Jump Preference and Horse Care to match or beat the Total Jump Difficulty to clear the jump.*

If you draw a Lucky Event card, add it's Effort points to the Skill card points you spend to get over the jump. If you're especially lucky, you'll have enough Effort points without spending a single Skill card. You can always choose to use a Skill card if you want to activate a Skill Function even if you don't need to use the card to get over the jump.

Group Events - *If an Event card states that it is a Group Event, this card becomes the event for ALL players **who have not yet jumped this round.** Each rider about to jump uses the Group Event card as if they had drawn it from the Event card deck. Pass the Group Event card around to each rider when his/her turn to jump begins instead of having them draw a new Event card.*

Step 2 - Match or Exceed the Total Jump Difficulty with Effort Points
To clear a jump and gain Jump Ribbons, you must spend enough Effort points to match or exceed the Total Jump Difficulty. There are many ways to lower the jump difficulty or increase the number of Effort points available to you.

You may combine any of the following 4 actions to clear the jump:
1. Match your Horse's Jump Preference to the Jump. *If your horse prefers the current Jump Type then remember to add one free **BONUS Effort point** to your jump attempt! (If the Jump Type has been changed by another card, remember to always match the Jump Type it was changed to.)*


Horse Jump Preference

⚡ *Horse*

+1 Bonus Effort Point
for Power Jumps.

⚡ +1 🌙

2. Play Skill cards from your hand. *Add enough Skill points on as many cards as you wish to match or exceed the Total Jump Difficulty. Play these Skill cards by announcing which cards you are playing and then place them face up in the Skill card discard pile.*

3. Activate a Skill Function. *(at the bottom of some Skill cards in green text)*
To activate a Skill Function, announce to the other riders that you are activating the Skill Function when you discard it.

If a Skill Function includes a Jump symbol (🐍🔥⚡🍃) you may only activate it if the

symbol matches the jump you're trying to clear. (If the jump type has been changed by another card, remember you must always match the jump type it was changed to.)

Skill Functions activate in addition to the Skill card's regular Effort points. For example, if a Skill card has 2 Effort points on the top left hand corner and you also activate "Add two Effort to your jump attempt" then that card gives you a total of 4 Effort points towards your jump!
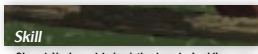
You may only activate ONE Skill Function when you play your Skill cards. Always place the Skill card with a Skill Function you wish to activate as the TOP card you place into the discard pile. Whatever action is described on the card you activate happens immediately.

If any Action or Function you activate says "Take the lead", take the Lead Rider Token the moment you activate it. This does NOT change the turn order once the Jump phase has begun. Players still jump in the order set in the **Set-the-Pace** phase.

4. Use a Horse Care card that you PREVIOUSLY placed on your horse. You may activate a Horse Care Function (🐴) by removing its card from your horse and placing it in the discard pile. **You may choose to activate Horse Care at ANY time during YOUR turn only.**

If you clear the jump, take the top ribbon card from the ribbon stack for that jump. Every rider who clears the jump ahead of you will receive a higher value jump ribbon, so the sooner you clear the jump the more points you get! Ribbons not claimed on a jump stay where they are and are not given to riders.

If you don't clear the jump, you aren't awarded jump ribbons and are forced to go around to keep up! You only get one chance to clear each jump.

> **Take the lead!** The first rider to successfully clear the jump for a given round always takes the lead and is immediately given the Lead Rider Token.

Awarding Jump Ribbons - After You Jump

If you clear the jump by matching or beating the Total Jump Difficulty for that jump, you win ribbons! Take the top ribbon card from the jump you clear.

Jump ribbons have 4, 3, 2 & 1 point values.
A 1-point ribbon is worth 1 point,
A 2-point ribbon is worth 2 points
A 3-point ribbon is worth 3 points
A 4-point ribbon is worth 4 points

The End Of Your Turn

Place your Event card face up on the Event discard pile. If it's a Group Event card, hand it to the rider who is going to jump next. That rider will use the Group Event card rather than drawing a new one. After the last rider has jumped, place the Group Event card face up in the Event card discard pile.

During your turn you may hold as many Skill cards as you want, but you must always discard down to 5 at the end of your turn. You may choose which card or cards to discard.

End of the Round

After the last rider has made an attempt to clear this round's jump, the round is over. Follow any Event Actions or Skill card Functions that happen at the end of the round.

Award the player who holds the Lead Rider Token a single 1-point BONUS ribbon for being in the lead before the next leg of the race begins! It pays to take the lead at the end of the round!

Pace Card Exchange - All riders must pass the Pace card they played for this round clockwise to the rider on their left. (unless a Function tells you to do otherwise)

Every rider should always have 4 Pace cards. You may end up with more than one of the same speed but you should always have 4 cards.

Gather up your Pace cards and choose one to play face down for the next round. You're now ready to begin the **Set-the-Pace** phase for the next jump!

Race to the Finish Line: After the Last Jump

After the last jump has been attempted by all riders and the round is over, the riders are faced with the finish line in the distance. **It's now a Race to the Finish!** Play one more Set-the-Pace phase to determine the order that the riders cross the finish line. In the order of arrival, each rider takes a single ribbon card from the top of the Finish Line ribbon card stack.

Example Jump Attempt (Pictures on the next page)

It's the start of the Jump phase and Shelley is in the lead. She flips over the next unrevealed jump in the race. The jump is **Farmstead Fence.** She reads the description to all the riders. Next, she counts the card's Difficulty (5) and tells everyone the Jump Type which is Agility (🏃).

She then draws her Event card and reads it out. She has drawn **Off-Stride.** This is an Unlucky Event as shown by the Difficulty symbols in the top right corner. She adds the **Off-Stride** Difficulty points (+3) to the Jump Difficulty for a **Total Jump Difficulty of 8!**

In her hand, Shelley has 3 Skill cards; for a total of 8 Effort points she could spend.

One of her Skill cards is **Quick Reaction** which has an Agility Skill Function! She decides to activate the card's Skill Function which lets her ignore the Unlucky Event card that she drew (Off-Stride). This makes the Total Jump Difficulty drop back down to 5!

She receives a +1 Bonus Effort Point when she attempts this Agility jump because her horse prefers Agility jumps! Next, she plays **Calm and Collected** for +2 Effort, **Quick Reaction** for +3 effort AND she announces to all the riders that she is activating the **Quick Reaction Skill Function** and she places it as the TOP card she discards into the Skill card discard pile.

Shelley has used a total of 6 Effort Points; enough to beat the Jump Difficulty of 5. She was also able to save a Skill card for the next round! What a jump!

As she is the first rider over the jump, Shelley immediately receives the Lead Rider Token (which she already holds) so it stays with her! Someone may still play a card which awards her/him the Lead Rider Token later on. (Remember, this does NOT affect Rider Jump Order)

Example Jump Attempt (continued)
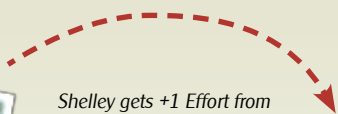

Shelley flips over Farmstead Fence.

Shelley's Event Card.

Shelley's Horse Card.

Shelley's Hand.

Shelley gets +1 Effort from her Horse. She plays **Calm and Collected** (+2) and **Quick Reaction** (+3) for a total of 6 Effort points. She also activates **Quick Reaction's Agility Skill Function** to ignore her Unlucky Event card! Shelley clears the jump only needing 5 Effort points!

Winning the game

The rider who has earned the most ribbon points after the Finish Line wins the game!

If any rider/horse teams tie for the most ribbon points in a race, the game ends in a tie between those teams. They each win!

Game Variation

Try multiple races of shorter length! Use a different number jumps (up to 10).

Basic Game

For a simpler game, remove the Pace cards, Event cards, Lead Rider Token and Finish Line bonus ribbons. Play in clockwise order, draw 2 Skill cards at the start of your turn and ignore all Skill card Functions. Match or beat the jump's Difficulty points with your Skill card and horse Effort points. Each rider who clears a jump gains 1 ribbon point. Trade ribbons for higher value ribbons if you run low. You still only get 1 attempt to clear each jump.

Extra Help and Club Perfect Stride

Visit our website at *www.perfectstride.net* to visit Club Perfect Stride and receive downloads, bonuses and other free stuff from the World of Perfect Stride! You can also visit for game tutorials, videos, additional help and to contact us! We love to hear from fans!

IMPORTANT! As much as we all love Perfect Stride, it is a game, not real life! Follow all safety precautions when riding real horses. Safety first!

Developed and Published by:
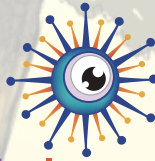
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