

REMARKS

One of the fascinating features of RACING STABLE is that it is not entirely a game of chance. Various "systems" of play may be tried out by individual players in the management of their stables. For instance, some players will choose to use their money largely for betting on their own or other players' horses, while others will prefer to spend their money for the purchase and racing of more horses in the hope of winning more purses. A heavy bettor who is lucky enough to cash in on several big bets will sometimes be found to have won the game, even though his horse may not have won the Derby.

WHEN THERE ARE ONLY TWO OR THREE PERSONS PLAYING THE GAME, it will be found more interesting to eliminate "ENTRIES" and to consider each horse as an individual when BETTING. When betting in this way, the receipt issued by the BANK will naturally contain the NUMBER as well as the COLOR of the horse bet on. Also, the odds used will be based on the number of HORSES entered in the race, rather than on the number of STABLES.

If these instructions should seem somewhat involved on first reading, remember that a game that is too easy to play is apt to be easily tired of.

Play it once just for practice. You will be surprised how easily and quickly you will fall into the idea of the game.

SUMMARY

FOR THOSE FAMILIAR WITH HORSE RACING

1. Each player starts with 2 horses and three \$500 bills, seven \$100 bills, four \$50 bills, four \$20 bills and four \$5 bills. Remaining money goes to make up the "Bank."
2. Additional horses may be bought from Bank at any time at \$1000 each.
3. Consult "Day's Racing Card" and enter horses for First Race, paying entry fee to Bank.
4. A player may enter any number of horses as an "Entry" in a race, but the same horse cannot run in consecutive races.
5. Bets may be made through Bank on any horse or entry at odds shown on board. Banker will issue receipts showing amount, entry's color, how bet, and odds.
6. Throw dice, high man starting the play. Throw again, and move horse in counter-clockwise direction the number of spaces indicated by dice.
7. Play progresses to the starter's right, counter-clockwise. Throw once for each horse entered, moving lowest numbered horse first.
8. If a "Double" is thrown, horse for which it was thrown loses turn and remains as is.
9. A horse which is "disqualified" during a race is returned to stable, but a horse which "breaks leg and must be shot" must be surrendered to Bank, but can be repurchased as a new horse.
10. First three horses to cross Finish Line are placed on proper spaces marked 1, 2 and 3. Bank then distributes purse to the winners and pays off winning bets.
11. Enter horses for Second Race and proceed as before. In Second and Third Races, the winning horse may be claimed for \$800, if advance notice is given and claiming price paid to owner before race starts.
12. When all 6 races have been run, each player counts his money and adds to it the value of all horses in his possession at \$1000 apiece. Player with most wealth is the winner.

HOW TO PLAY

THE GAME OF

RACING STABLE

The game of RACING STABLE may be played by from two to eight players, each of whom becomes the owner of a stable of racing horses which he enters in any or all of the six RACES listed on the DAY'S RACING CARD. Each player starts with TWO HORSES and \$2500 in RACING STABLE MONEY, and the player having the most wealth (including the value of his horses at \$1000 each) at the end of the six races is the WINNER of the game.

Since the Sixth Race—THE DERBY—pays \$5000 to the winning horse, the player whose horse wins this race is usually the winner of the game. It is obvious, then, that the first five races should be looked upon chiefly as an opportunity for each player to build up his STABLE and increase his CAPITAL so that he may enter as many horses as possible in THE DERBY.

THE PLAY

The method of play is really very simple, especially to those who are familiar with horse racing. However, the instructions given below take for granted NO racing knowledge and will be found to contain details which will be obvious to many players. (These may refer to the Summary on the last page.)

After the players have seated themselves about the BOARD on which the TRACK is laid out, and each has chosen his STABLE (represented by the colored rectangular spaces at the corners of the BOARD), the MONEY is distributed, each player receiving—

Three	\$500 bills
Seven	\$100 bills
Four	\$50 bills
Four	\$20 bills
Four	\$5 bills

725

The remaining MONEY goes into the Jockey Club's Treasury, which, for the sake of convenience, will be referred to as the BANK. The BANK receives all money paid for the purchase of HORSES, all ENTRY FEES, all ASSESSMENTS and all BETS; and pays out all PURSES, BONUSES and WINNING BETS.

One of the players, or a non-player, acts as BANKER. It is suggested that the BANK's money and the UNPURCHASED HORSES be laid out on a small table within easy reach of the BANKER.

Next, each player is given TWO HORSES of the same color as his STABLE. This leaves the BANK in possession of two additional HORSES of each player's color, which may be purchased from it at any time at a fixed price of \$1000 each.

The DAY'S RACING CARD is next consulted and horses are entered for the FIRST RACE by the payment of the specified ENTRY FEE. Each player may enter as many horses in a race as he wishes, but an ENTRY FEE must be paid for each. All horses thus entered are then placed upon the YELLOW space marked "4-FURLONG RACES START HERE."

If any of the players wish to place BETS on the race, they should do so at this time. The method of BETTING is explained further along.

Each player in turn now throws the TWO DICE, and the player who

throws the highest number starts the RACE. This he does by again throwing the DICE and moving his horse in a COUNTER-CLOCKWISE direction the same number of spaces as the throw of the dice. If he has entered more than one horse in the race, he again throws the dice and moves the second horse in the same way, etc. (When two or more horses from the same stable are running in a race, the dice should always be thrown first for the horse bearing the LOWEST NUMBER, then for the next higher numbered horse, etc.).

The first player now passes the dice to the player on his RIGHT, who throws them and moves his horse or horses in the same manner. The play thus continues around the table in the same direction as the horses run.

RULE: *If a player throws a "double" (both dice showing the same number), he loses his turn, and his horse remains where it stands until his next turn.* This does not mean, however, that he cannot throw for OTHER horses he may have running in the race.

As the horses progress around the track, they will occasionally stop on some of the RED or GREEN SPACES. The owner of the horse stopping on such a space must do whatever is specified on that space. All money is paid to and received from the BANK. A horse stopping on the space marked "DISQUALIFIED FOR COMMITTING FOUL" must be removed from the race and returned to its stable. But a horse stopping on the space marked "HORSE BREAKS LEG AND MUST BE SHOT" must not only be removed from the race, but is also lost to its owner and must be surrendered to the BANK, from which it may be repurchased as a NEW HORSE.

RULE: *All assessments must be paid without delay.* If a player is unable to pay an assessment during the course of a race, he must withdraw his horse, or he may negotiate with any of the other players for the sale of one of the horses in his stable, using the money obtained from the sale to pay the assessment and enable his horse to continue in the race.

As the FIRST THREE HORSES cross the FINISH LINE, they are placed in the proper order on the spaces numbered 1, 2 and 3, and the FIRST RACE is ended. Note, however, that since there is a possibility of a disqualification or a bonus being received, the dice must be thrown until the THIRD HORSE has crossed the FINISH LINE.

The WINNERS are now paid their shares of the PURSE (according to the RACING CARD), BETS are paid off and the horses returned to their stables.

Should two, or even all, of the first three horses to finish belong to one stable, the owner of that stable collects all the shares of the PURSE which his horses earned.

SUBSEQUENT RACES are run in the same manner as the first. Note, however, that they start in various places around the track, according to the length of the race. Since this is a MILE TRACK, the $1\frac{1}{4}$ MILE and the $1\frac{1}{2}$ MILE RACES continue around the track after crossing the FINISH LINE the first time.

Note that the SECOND and THIRD RACES are CLAIMING RACES. In these any player may signify his intention of CLAIMING the horse of any other specified player entered in the race by the payment of the CLAIMING PRICE (\$800) before the start of the race. Should a horse thus claimed WIN the race, it becomes the property of the player who CLAIMED it. If it does not win, the money is returned to the claimer and the horse remains in the possession of its original owner. When a horse changes hands, it must be ex-

changed by the BANKER for one of the proper color from among the extra horses.

In actual racing, CLAIMING RACES serve to prevent the owners of very fast horses from entering them in competition with cheap or mediocre ones without running the risk of losing them. In this game, however, these CLAIMING RACES afford players an opportunity to build up their stables by obtaining horses at \$200 less than they would have to pay if purchased through the BANK.

If the CLAIMING feature should sound too complicated to beginners, it may be entirely ignored without effecting the running of these two races in any other respect.

RULE: *Under no circumstances may a horse race in two consecutive races.* Each player, therefore, must enter a fresh horse if he wishes to enter the SECOND RACE. Horses which race in the FIRST race may run again in the THIRD, etc. This rule also makes it impossible to enter a CLAIMED horse in the race immediately following the one in which it was claimed. But a horse which has been "SHOT" and immediately repurchased is not effected by this rule, since it is considered as a NEW horse and not as the one which just ran.

Should the players wish to lengthen the game, they may do so by repeating any or all of the races, but THE DERBY should always be run LAST, as it is the climax of the day's racing.

When all the races have been run, each player counts his money (counting each horse still in his possession at \$1000), and the player having the most wealth is declared the WINNER OF THE GAME.

BETTING

BETTING is only incidental to the actual playing of RACING STABLE, but it serves as a means of increasing interest and of adding to one's cash capital.

A horse may be bet on to WIN (come in FIRST), to PLACE (come in FIRST OR SECOND), or to SHOW (come in FIRST, SECOND OR THIRD). The BETTING ODDS are shown on the sides of the BOARD. Note that these odds are based on the number of STABLES (not horses) represented in a race. This is because, when two or more horses are entered in a race by the same stable, they run as an "ENTRY" (or, in other words, as a unit). If any one of the horses comprising an "ENTRY" is among the first three to finish, a bet on the entry's color is collectible the same as if the horse were running alone. Of course, a bet to WIN can only be collected if the horse comes in FIRST; a bet to PLACE, if the horse come in FIRST OR SECOND, etc.

All BETS are made through the BANK, which receives the money and issues receipts to the bettors. These receipts are written on small slips of paper and contain: (1) the AMOUNT bet, (2) the COLOR of the stable bet on, (3) whether bet to WIN, PLACE or SHOW, and (4) the ODDS. *Examples:* "\$10 Red to Place 2/1," "\$25 Green to Win 4/1."

After each race WINNING BETS should be presented to the BANK for payment. In paying off bets, remember that the original amount of the bet is returned in addition to the odds which it earned. *Example:* A \$10 bet at odds of 4/1 pays \$50. After all winning bets have been paid, all receipts for losing bets should be picked up by the BANKER to avoid their becoming mixed with those issued for subsequent races.