

SWEEPS

This game is based on the famous Sweepstakes Race run in Ireland and England and played all over the world.

The object of the game is to win the Sweepstakes.

PLAYING EQUIPMENT

1 Dice

Each player has a colored horse—for moving from square to square around the track.

Each player has twenty five (25) colored markers to match his colored horse.

Each player has One Thousand Nine Hundred Dollars (\$1,900) in play money.

\$1,600.00 in Hundreds	16-100's
200.00 in Fifties	4 50's
100.00 in Fives	20- 5's

RULES OF PLAY

Each player rolls the dice. The one having the highest number starts first; the second highest second, etc.

A player rolls the dice for his first move. With his colored horse, he counts off from the square marked "START" the number of squares indicated by the dice. Proceeding along the blue circuit of the track the player pays into the Sweeps Fund (located in the center of the playing board) the amounts shown in the panel opposite the square where he stops. A player must continue to pay these fees as long as he continues on the blue circuit. When a player stops on a square opposite a panel with a horses name (light red panel) he may buy that horse or wait until he comes to another horse.

IMPORTANT CONDITION

In order to be able to win the Sweepstakes—a player must have bought a horse and must have bought a Sweeps ticket.

TO BUY A HORSE

A player pays into the Sweeps Fund (center of the playing board) the amount of money shown after the horses name. Then he also places one of his colored markers on the panel of that horse, to show his ownership. *A player may own and run only one horse in a race.*

TO BUY A SWEEPS TICKET

Whenever a player stops on a square opposite a panel marked "Sweeps Ticket \$5.00" he must put \$5.00 into the Sweeps Fund and one of his colored markers on the Sweeps Ticket panel.

(over)

TO MAKE A SIDE BET

When a player stops on a square, where a horse is already owned by another player; the player who stops must make a side bet of at least \$5.00. In making this bet, the player pays the money to the owner of the horse and places one of his colored counters on markers on the track (not on the panel) opposite this horse. If this horse wins (by the owner stopping at the Winning Post) the owner must pay off the bet to the bettor—in the odds shown below the name and price of his horse.

TO MAKE THE "RUN IN"

A player on arriving at the dark blue square of the blue circuit then goes to the yellow circuit and proceeds as usual by the throw of the dice along the yellow circuit. While on the yellow circuit the player pays no fees, buys no horses or Sweeps Tickets.

TO HIT THE WINNING POST

A player must be on the yellow circuit. If he does not stop on the "Winning Post" the first time around he makes the circuit again and the second time around as he approaches the "Winning Post" he must remain where he is until he throws the exact number on the dice that stops him at the "Winning Post"—he cannot go past it again. When a player with a horse and Sweeps Ticket stops on the "Winning Post" the first time around he takes all money in the Sweeps Fund and wins the game.

SMALL PURSE

When a player owns a horse but not a Sweeps Ticket and stops on the "Winning Post" he wins only a \$1,000.00 purse (taken from the Sweeps Fund). This player is then out of the race.

SCRATCHED

When a player stops opposite the panel marked "Scratched" he must be refunded the amount he paid for his horse—from the Sweeps Fund) and go back to "Start." If a player does not own a horse this rule does not apply.

When a player stops on a fence, ditch or brook, he must do as indicated on the panel. This rule applies to both blue and yellow circuits of the track.

When the entire amount of money is gone from the Sweeps Fund (center of playing board) the game is over.

The names of the horses used in this game are purely fictitious. Should any one, or more be the name of any living horse, it is pure coincidence.

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