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BELMONT PARK

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HORSE RACING GAME

RULES GOVERNING THE RACING

DICE RULES: The dice may be thrown by any person chosen by the players. One or more dice may be thrown at a time and the horses are moved up one place each time their number appears on the dice.

MULTIPLIER DICE: A colored dice may be thrown with one or more white dice, and each horse whose number appears on the white dice is moved ahead as many places as appears on the colored dice.

REVERSE DICE: If the players so wish, the red dice may be used as a REVERSE DICE (instead of a MULTIPLIER) in which case any horse whose number appears on the red dice is moved backward while all other horses are moved ahead one space.

REGULAR RACE: By agreement the players may start the race at any place on the track, either at START, one-quarter around the track or half way around the track.

STEEPLECHASE RACE: In this race either the printed hurdles may be used or the WOODEN GREEN HURDLES are placed across the track at intervals agreed upon by the players. In order for a horse to pass a HURDLE it is necessary for the dice to turn up a DOUBLE.

HANDICAP RACE: The players may decide to permit one horse to have several places head start, or they may decide to detain a horse from starting until a double is thrown on the dice.

WHEN THE POOLS ARE OPERATED THE RACING WILL BE MORE INTERESTING IF ALL SIX HORSES ARE RUN REGARDLESS OF THE NUMBER OF PLAYERS. WHEN THE POOLS ARE NOT OPERATED THERE SHOULD BE JUST ONE HORSE FOR EACH PLAYER. PLAYERS MAY SELECT THEIR HORSES BY ANY METHOD THEY CHOOSE.

RULES FOR THE OPERATION OF THE POOLS

The supply of COUNTERS are divided equally among the players at the beginning of the race, and each player designates himself as PLAYER "A," "B," "C," "D," "E," or "F." AT THE TERMINATION OF THE RACE THE COUNTERS WHICH WERE PLACED ON THE LOSING HORSES ARE DIVIDED

AMONG THE PLAYERS WHO PLACED COUNTERS ON THE WINNING HORSES.

BELOW ARE FOUR METHODS OF DISTRIBUTING THE LOSING COUNTERS. WHICH METHOD SHALL BE USED DEPENDS ON THE CHOICE OF THE PLAYERS.

INDIVIDUAL	<u>WIN POOL</u>	<u>PLACE POOL</u>	<u>SHOW POOL</u>
	FIRST horse wins all	SECOND horse wins all.	THIRD horse wins all.

MODIFIED PAR-MUTUAL	<u>WIN POOL</u>	<u>PLACE POOL</u>	<u>SHOW POOL</u>
	FIRST horse wins all	FIRST and SECOND horses are winners. Divide losing counters equally between all counters on these two horses.	FIRST, SECOND and THIRD horses are winners. Divide losing counters equally between all counters on these three horses.

PAR-MUTUAL	<u>WIN POOL</u>	<u>PLACE POOL</u>	<u>SHOW POOL</u>
	FIRST horse wins all	FIRST and SECOND horses are the winners. The losing counters are divided equally into two piles. One pile is divided among counters on the first horse and one pile is divided among the counters on the second horse.	The three horses that come in FIRST, SECOND and THIRD are the winners. The losing counters are divided into three equal piles. One pile is divided among the counters on the first horse; one pile among the counters on the second horse; and one pile among the counters on the third horse.

DAILY DOUBLE	A player picks two horses, ONE TO FINISH FIRST AND THE OTHER TO FINISH THIRD. These horses must finish in those exact positions in order for the player to win. It may so happen that no player will hit on the right combination and in that event the counters are carried over for the winner of the next DAILY DOUBLE.
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PLAYERS MAY PLACE ANY NUMBER OF COUNTERS ON ANY ONE OR A NUMBER OF HORSES AND PLAY ONE, TWO OR THREE POOLS AT THE SAME TIME. THE MOST EXCITING RESULTS COME WHEN PLAYERS DO NOT PLAY