

4076

## HURDLE RACE

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IMPLEMENTS

1 Dial, 4 Differently Colored Counters

## DIRECTIONS:

1. From one to four persons may play.
2. Each player takes one counter except when only one person plays, in which case he takes two or more counters and plays for each turn as a separate contestant.
3. The moves are determined by the spin of the dial, the number that the pointer stops at determining the move.
4. If the move carries the player's counter to a space marked HURDLE (which is supposed to throw the rider) he is out of the game.
5. If the move carries the counter to a space marked "JUMP" the player moves his counter ahead THREE SPACES.
6. If a player's counter rests on a space marked "STOP" or "WATER" he loses his next turn.
7. Place the counters on space marked "START" and move them in turn according to the spin of the dial. The player succeeding in moving his counter around the board to starting point WINS THE GAME.

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