

# General Directions for "HORSES"

ANY NUMBER may play. Use deck of playing cards. If more than 6 play, place two card tables together or use large table.

One player acts as Bookie. Bookie should *collect each time a horse finishes* and not pay losses until race is *over*.

I. Divide red, white and blue counters among players—white counts 1; red counts 5; blue counts 10. Cards are dealt by the "Bookie." Each player, except Bookie, receives one of the six Make-Up Boards. If more than six play, two or more may use one board.

II. The Make-Up Boards are placed on table. Each player may place counters on any horse, or combination of horses; i. e. he can lay a counter on diamonds for 1st place or "Win" (odds 3 to one); on hearts for 2nd place or "Place" (odds even); and 3 counters on clubs for third or "Show" (odds 1 to 3). Counters on *third* place *must* be placed in denominations of *three* because odds are 1 to 3. He may also place counters on "Red" or "Black" (odds even) for a red or black suit to win.

III. All counters must be placed before race starts and no change can be made thereafter.

IV. Horses are placed in their respective positions in margin above No. 1 square. "Bookie" shuffles the cards which are cut by player to his right. (Bottom card must never be shown.)

V. Bookie turns up cards *slowly* one at a time. Each card turned moves a horse one space; i. e. a club card turned moves the horse on the club track one square; a heart card moves the horse on hearts one square, etc.

VI. The first horse to reach No. 13 square wins for first place. Put horse which comes in first on No. 1 square, in his own suit; put second horse which comes in on No. 2 square of his own suit and so on. This clearly shows position horses came in.

VII. Bookie *collects all his winnings each time a horse comes in and pays his*

*losses only at the end of the race.* Example: clubs come in first; Bookie immediately collects counters on the players' Make-Up Boards which appear on First or Win position for remaining 3 horses still in the running. He also collects counters on Red because a horse from a Black suit won. If diamonds come in second, he collects counters which appear on *2nd* place for remaining horses (spades and hearts). If spades come in third, he collects counters on *3rd* position for remaining horse (hearts). When the race is over Bookie then pays for the counters which remain on the Make-Up Boards according to their odds as shown.

VIII. Counters put on 3rd place of a suit win if that horse comes in 1st, 2nd or 3rd. Counters put on second place of a suit win if that horse comes in 1st or 2nd. Counters put on 1st place win only if horse comes in first. Counters on "Red" win if diamonds or hearts come in *first*; counters on "Black" win if spades or clubs come in *first*.

IX. Player on Bookie's left now takes the track and deck of cards and acts as Bookie. This continues until each player has been Bookie. If desired, players may cut cards for the privilege of "Bookie" before each race. Selection of "Bookie" may also be made by any other favorite means.

When all play is over, the player with the most counters has won. A First Prize may be given to the player finishing with the most counters, a Second Prize to the second, and a Consolation or "Poney Prize" to the greatest loser.

*Ready! They're off! Good luck!*

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NOTE: Extra Make-Up Boards and other parts of the game "Horses" may be obtained at the store where this game was purchased, or C. O. D., direct from the manufacturers.

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