

hat (use small green tickets) and they are then drawn out one by one. The first number drawn becomes the favorite and is advanced three squares beyond the post on his respective track. The last number drawn is the long shot and is retarded the same number of squares behind the post on his respective track. The other four horses, of course, line up in their respective tracks at the Post. In this way, players do not know until after they have bet, at what odds their horse will run.

GRAND HANDICAP

Played the same as Sweepstakes except doubles must be thrown for horse to get "in".

"SPEEDWAY RACE" (Fast Race)

Bets are placed in the same manner as described in the "Belmont Hurdle Race" but all Hurdles are eliminated and only two dice are thrown — one red die and one white die. Throw both of these together. The spots on the Red Die indicate the number of the horse to be advanced. The spots on the White die indicate the number of spaces this horse is to be advanced.

For example: If 4 is thrown with the Red Die and 3 is thrown with the white die, this means that No. 4 Horse advances 3 spaces.

SPEEDWAY HANDICAP

Same as Speedway except exact number must be thrown for horse to get "In". For example if No. 2 horse is three spaces away from finish— 2 must be thrown on red dice and 3 on white to make horse win. If 1 or 2 is thrown horse of course moves.

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EXPLANATION

MONEY:—Divided equally between all players — any money remaining over is set aside as a reserve fund from which players may borrow in event of becoming "broke".

IDENTIFYING MARKERS:—These mutual tickets or markers are presented to players when they place their bets.

For example. If a player bets on No. 1 Horse, he receives a No. 1 Mutual Ticket and must present this ticket at the close of the Race if No. 1 Horse Wins, so as to collect his Winnings.

METHOD OF PAYMENT:—Method No. 1:

Players of winning horse divide the pot equally. (In this method, players select their horses as wanted.) Example: If No. 6 wins and three players hold ticket on No. 6—They divide.

Method No. 2:—The Mutual Tickets are made into sets of 1 to 6; each player selecting his desired Horse or Horses; the "Bookie" selling out the entire first set before beginning on the second, and so on. However, once a set is started—It must be sold out complete.

Winners in this method each collect "Pot" of each set of 6.

"CALIENTE HURDLE RACE"

Select a player to act as "Bookie", whose duty it is to take bets on the horses, roll the dice and move the horses around the track. Each player, in turn, becomes bookie after each race. The bookie lines the horses up at the "Post" (designated on the track), facing to the right. The order of the numbers on the horses does not matter so long as each horse remains on his individual track throughout the race. The race now begins with the bookie throwing the dice, — the horses being advanced according to the combinations of numbers showing up on the dice, as follows:

For example: If 5, 4 and 2 are thrown, advance horses No. 5, No. 4 and No. 2 one space each. If 3, 1 and 1 are thrown, advance No. 3 Horse one space and No. 1 Horse two spaces.

Three of a kind (triplicate dice) designates a "Hurdle" and the Bookie places an individual

"Hurdle" in front of horse indicated, without advancing the Horse.

For example. If 4, 4 and 4 are thrown this means that a "Hurdle" is placed in front of No. 4 Horse. In this event, No. 4 Horse cannot advance until a "Doublet" or another "triplet" is thrown. On a doublet, the Horse goes over the hurdle to the next space — on a triplet, he goes over the hurdle and advances one additional space.

NO HORSE MAY BE GIVEN A "HURDLE" UNTIL AFTER HE HAS LEFT THE "POST".

The exact number of squares must be thrown to bring a Horse "in", otherwise he remains where he is.

The race ends at the "Post".

CALIENTE HURDLE HANDICAP

Played the same as Caliente Hurdle except—doubles must be thrown to bring a horse "in".

"BELMONT STEEPLECHASE"

Place the hurdles (one on each track) at various intervals before the race starts and an exciting steeplechase ensues — the horses all being handicapped the same but at various points in the race. Only double or triple dice allow horses to jump the hurdles. If triple dice are thrown before reaching hurdle, that horse advances three spaces. If double dice are thrown before reaching hurdle that horse advances two spaces. If triple dice are thrown upon reaching hurdle, horse jumps hurdle and advances one space.

BELMONT STEEPLECHASE HANDICAP

Same as above but doubles must be thrown for horse to get "in".

"GRAND SWEEPSTAKES"

This race is run the same as the "Belmont Hurdle Race" but with the following exception:—

Line the horses up in the "Paddock" (anywhere off the track). Bets are then taken by the "Bookie" before the horses "go to the post". The "Bookie" places the six horses numbers in a