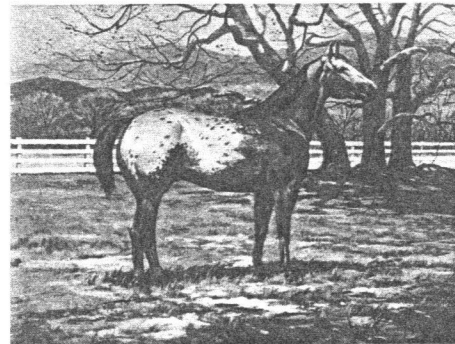
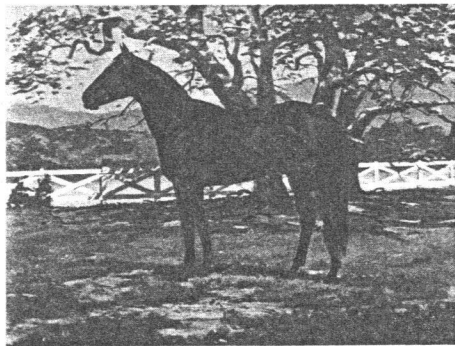
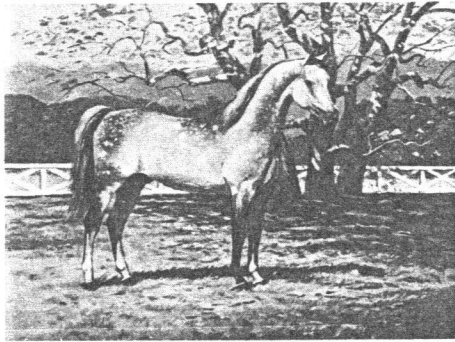


The Puzzle Game of **HORSE TRADER**



Summary of the Game

The pieces of four different jigsaw puzzles have been mixed together. Each player tries to complete his puzzle from these pieces. The action *begins as players trade for pieces they need. The winner is the first player to assemble his puzzle.*

Rules for Four Players

The Set-up

1. Thoroughly mix all the puzzle pieces and place them face down in the center of the playing area.
2. Keeping each piece face down, divide the pieces equally among the players. Double check to make sure each player has exactly forty (40) pieces.
3. Set up the separate partitions provided. They should be situated in such a way as to prevent players from seeing the other puzzles throughout the game. A table larger than a card table is desirable, or the game may be set up on the floor.
4. After allowing each player to carefully examine the four horse portrait cards, shuffle them, and deal one face down to each player. The cards will fit into the slots provided on each divider. Puzzle pieces should remain face down until play begins. *Do not begin play until you have read all of the following rules.*

The Play

All players will begin at the same time. Each player turns over his pieces and starts to assemble the puzzle that matches the horse portrait he was dealt. It will be necessary to trade with other players for the puzzle pieces he needs. He may trade according to the following rules:

Trading may begin at any time and continues throughout the game.

Without revealing the actual pieces he wishes to trade, a player may offer pieces for trade by calling out: "Who'll trade one," or "Who'll trade two," etc. A player may offer NO MORE THAN FOUR PIECES FOR TRADE AT ONCE. He MUST trade with the first opponent who responds by saying that same number.

"HOLD YOUR HORSES" OPTION — At any time throughout the game, a player may *force* other players to trade by calling out "Hold your Horses!" He chooses a direction — left, right, or across — and all four players must then pass ONE (and only one) puzzle piece in that direction. A player may call "Hold your Horses" up to THREE times in a row (in any direction or combination of directions). He may not call it again *until* another player has used it at least *once*, whereupon he may use it up to three times again, and so on.

The winner of the game is the first player to complete his puzzle.

_____ Rules for Three Players _____

Use the same rules as for four players, except one puzzle must be assembled and taken out of the game, along with the matching horse portrait card, prior to play.

_____ Rules for the Advanced Game _____
(3 or 4 players)

Use the rules for three or four players with the following exceptions:

Any player may bluff a trade. Being the bidder, a player may offer for trade as many as four pieces, but he need not actually have that same number of pieces in his hand. The first opponent who responds by calling out the same number bid *must* trade *that* number of pieces and accept whatever number of pieces the bidder actually has in his hand. In other words, only the bidder may bluff the number of pieces, the opponent accepting the bid may not. A bidder should hold the pieces he is offering away from him, so that he cannot change the number of pieces in his hand once he has offered a bid.

INSTEAD of accepting an offer for trade, any opponent may call a bidder's bluff by saying "HORSE FEATHERS!" The bidder must then reveal the *actual* number of pieces in his hand:

*IF the number of pieces in the bidder's hand is the same number of pieces he offered for trade, the opponent who called "Horse Feathers," must *pay, not trade*, that same number of pieces to the bidder.

*IF the number of pieces in the bidder's hand is *not* the same number of pieces he offered for trade, the bidder must *pay, not trade*, the number of pieces he was offering for trade to the opponent who called "Horse Feathers."

At any time a player may call "HOLD YOUR HORSES" and force all players to trade *one* and only one piece in the direction he chooses. Each player may call "Hold your Horses" *only three* times throughout the game.