

third choice in picking your horse shell. After all entries are picked and post positions established, the horses are lined up in the starting gate with the front end of the shell just touching the starting line. The race is then started by pressing the switch.

EQUIPMENT

Consists of: 6—Horse Shells 1—Die
6—Colored Horse Figures

ACCESSORIES

To obtain additional parts for this game, send check or money order to TUDOR METAL PRODUCTS CORPORATION, 176 JOHNSON STREET, BROOKLYN 1, N. Y.

Colored Horse Figure—10c
Horse Shell—15c
Die—10c

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TUDOR METAL PRODUCTS CORPORATION

176 JOHNSON STREET

BROOKLYN 1, N. Y.

GENERAL INSTRUCTIONS

The Tudor Tru-Action Electric Horse Race Game is a parlor racing game especially designed for the enjoyment of all.

It will be noted that the construction of the game is practically that of a real track. Additional finish lines may be marked on the surface to simulate the different races such as a 6 furlong, mile, mile and a quarter, etc., thereby creating further play value. Once the race is established, conventional track procedure can be followed.

SETTING UP THE GAME TO PLAY

Horse Shells—On the underside of each shell you will note backward slanted reeds which impart forward motion of the horse. By lightly bending these reeds more or less, the best movement can be obtained by trial on the vibrating track.

Adjustment—The track field vibration is set at the factory but may be further regulated for greater or lesser motion by slowly turning the adjusting screw at the right end of the game board.

Identification—The horses are simply identified by their individual colors. The players may either keep the same color figure for all the races or, if they so desire, change the figure.

THE HORSE

To ASSEMBLE:

1. Hold horse in one hand and shell in other so that horse's head is at the pointed end of shell.
2. Place rear leg in back slot.
3. Now place front leg in front slot.
4. To take apart—reverse the procedure.



In order to make the Tudor Tru-Action Horse Race Game as much a race of chance as possible, the "horse" consists of two parts. The first is the colored figure of the horse which is mainly for identification. The second is the shell which contains the actual running mechanism of the "horse." Since no two of these will run exactly alike, the slight chance that one person might always have the favorite is eliminated as each player will now have a chance to pick a different shell before each race.

PLAYING THE GAME

The players shall first pick their horse colors. This may be done by agreement. Two or more players having the same favorite color should roll the die for first choice. Once the colors are decided upon, it is advisable that the players keep their figures for all the races they enter. After each race the shell is taken off the horse and placed in a group, the underside down, with the other five shells. They should then be moved about so that any shell would not be particularly identified.

Before each race the players shall roll the die for post position and at the same time, choice of shell. In other words, if you roll a three, you have #3 post position and have