

GRAND NATIONAL  
Whitman Publishing Company 1937

PLAYING MATERIALS - THE Game of Grand National Consists of a playing board, 4 colored horses, colored markers ( to match the horses), money for paying fees, placing bets, etc, and 1 dice.

STARTING THE GAME The money is equally divided amongst the players, and each player selects a home for his playing piece. They throw the dice to determine the order of play-the person throwing the highest number is first to play, the seoncd highest is seond to play, etc.

The person throwing the highest number also becomes the Bookie. The Bookie is responsible for all bets, and before starting play, each player gives the Bookie \$50. This money is to be used for paying off b~~e~~t~~s~~ at the end of the game.

Players throw the dice in turn and advance their horses along the track, starting from the Barrier and moving the number of spaces indicated by their throw. All printed matter in the panels opposite the spaces on which players stop must be carried out at all time ( if possible).

BETTING BOOTH: Before starting the game, all players may place ONE bet at the Betting Booth (on the playing board) if they desire to do so. Bets are \$5.00~~0~~ each. and when a person places a bet, he pays the Bookie and hem places one of his colored markers on the top square of the column below the name of the horse on which he is betting.

BUYING HORSES-When a player stops on a space opposite a panel containing the name of a horse, he may buy that horse if he desires, or he may wait until he stops on another such space. However, if he decides to wait he may have to pay a higher price for a horse, or he may take a chance on not being able to buy a horse.

When buying a horse, the player pl~~ae~~s one of his colored markers on the panel containing the name of the horse, and no other player may buy a horse of the same name during the game. Each player may buy only onehorse.

When a player stops on a space opposite a red circle, h~~am~~ay ( if he has not already bought a horse) buy any horse which is still for sale for \$1000. He would them place one of his colored markers on one of the panels containing the name of the horse he bought.

BUYING A TICKET-When a player stops on a space opposite a panel marked "Ticket \$4.00 he pays the fee and places one of his colored markers on the panel to show that he mas purchased a ticket. No other player may buy that same ticket.

IMPORTANT

It is necessary to have bought and paid for both a horse and a ticket in rder to be eligible to win the game.

Purse- Whenever a player buys a horse or pays money for fees, etc.

he places the money on the playing board in the space marked "Place all purse money here."

PLACING BETS-All bets are \$5.00.

If a player stops on a space opposite a panel instructing him to place a bet, he must place this bet (on any horse he chooses) in the same square in which the other bets on this horse are resting at the time he makes the bet.

ODDS CHANGE- When a player stops opposite the panel reading "Odd Change" all bets (colored markers) placed on this particular horse (in the Betting Booth) are moved downward one square. The odds on one horse may change only twice during the game.

MUDDY TRACK- When a player stops on the Muddy Track spaces, on his following turns he may advance only one space at a time until his horse is off the Muddy Track spaces, regardless of what number he might throw with the dice.

SCRATCHED When a player stops opposite the panel "Scratched, he must start over again. However, if he has already bought a horse, the total cost of the horse is returned to him, and the horse is for sale again.

END OF THE GAME In order to win the game, a player must throw the exact count that would land him on the Finish space.

The first player to land on the Finish space wins all of the money in the Purse, provided he has bought and paid for both a horse and a ticket. If he has paid for a horse only, he wins only \$1500 from the Purse, and the balance goes to the first player to land on the Finish space with both a horse and ticket paid for. If a player who has not bought either a horse or a ticket lands on the space & out of game.

When the winner comes in, bets are paid off by the Bookie according to the odds in the square on which the bets are resting at the finish of the game.

STARTING A NEW GAME- The money is redistributed amongst the players, horses are selected, and the regular procedure of the game is followed.