
PAREE MUTU-EL RACE-TRAK

PARI-MUTUAL RACE TRACK


*A New Game
for
Young and Old*

**Description of Contents
with
Rules and Directions
For Playing the Game**

A. Zampetti
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Paree Mutuel Race Track

Box - white with red print
Race game, betting slip
9 1/4 x 4 1/4"

 long box

Description of Contents

1 THE BANKER A player is chosen as first Banker. He (or she) takes over the bank, including all Race Trak Scrip and shares. The Banker sells and redeems Bank Shares and Wager Tickets.

2 THE BANK (Special Account)—All money received from sale of Bank Shares and Wager Tickets is kept in a Special Account by the Banker, from which he redeems Bank Shares and Wager Tickets. At the end of game the total remaining in this account is divided among shareholders. An equal amount is given for each share.

3 RACE TRAK SCRIP (money used in game) Every player receives about \$50.00 or more in Race Trak Scrip from Banker at start of game.

4 BANK SHARES—Players have choice of purchasing Bank Shares from Banker. at start of game.

The price of shares are \$10.00 each and they are redeemable for this amount anytime during game.

5 WAGER TICKETS (or Bets) At start of each race (or hand) players select favorite horses and purchase wager tickets from Banker for each. The price of Wager Tickets are \$10.00 each and the are played (bet) across the board in all three (3) positions. At the end of each race (or hand), holders of winning tickets matching horses names in race (sequence), collect from Banker the amount for each position his (or her) horse finished in race (or hand).—1st (win) pays \$20.00 — 2nd (place) pays \$10.00 — 3rd (show) pays \$5.00 a total of \$35.00. All wager tickets are returned to Banker at the end of each race (or hand).

6 DECK OF CARDS — The game is played with a deck of Horse Cards with names of horses and numbers from 1 to 3 printed on each card. Five horses are entered in race (or hand) a horse can finish (win) the race in first, second and third, or in all three positions. 1st (win)—2nd (place)—3rd (show).

Rules and Directions For Playing the Game

7 THE GAME (or race)—All players try to form a sequence of horse cards from 1 to 3 in front of them. Beginning with number 1 and adding 2 and 3 consecutively. A player completing the sequence 1-2-3, ends the hand (or race). The winning sequence (1-2-3) does not have to be made or completed with the same horse in all three (3) positions. The player completing sequence (1-2-3) with the same horse in all three positions becomes the next Banker. Players are entitled to draw only one (1) card from top of deck for each play. Discards are piled face up in center of table.

8 THE PLAY (or race) **BEGINS**—A: Shuffle deck of horse cards and place face down in center of table. B: The first player at Banker's left draws a card from top of deck. If it is a number one (1), keeps it face up in front of him (her), otherwise discards it. The play continues to the left and each player does the same in rotation. C: If deck is finished, shuffle discards and continue to draw until someone completes winning sequence 1-2-3 which ends the race or (hand). D: Players holding wager tickets matching names in winning sequence redeems them with Banker. They collect for every ticket the amount for each position his (her) horse finished in sequence (1-2-3). E: Players losing all their Race Trak Scrip are disqualified and leave the game.

9 NEW RACE (or hand)—The remaining players purchase new wager tickets from Banker and the game continues as in section No. 2 etc. until the end of game

10 EXTRA OPTIONAL RULE—A player completing winning sequence (or hand) first, collects from each player \$5.00 in scrip. He (or she) also collects from Banker for winning Wager Tickets.

There are many ways to play Race Trak which are not printed here.

Originated and Designed by A. Zampetti

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