

HOLD YOUR HORSES

TRADE MARK

All the thrills and excitement of a race track.
A speedy racing game for any number of players.

EASY TO LEARN

The playing field covers a surface 50 inches by 25 inches. There are five unbreakable catalin horses in vivid colors, and 250 chips. Use any deck of regular playing cards.

INSTRUCTIONS FOR PLAYING

(1) Before beginning to play, each player draws a card from a shuffled deck of ordinary playing cards. The player drawing the highest card becomes the banker. The banker always sits at the Starting Post. He may place a limit on the number of chips each player bets on a horse, but a player may bet on more than one horse. After every five races, the bank moves on to the next player at the banker's right. Should he wish to auction off to the highest bidder, the privilege to be banker, he may do so, but he must then relinquish the right to the bank for as little as one chip if that is the most that is bid.

After the new banker has had the bank for five races, he gives it to the player at the right of the one who sold the bank. Every player in turn, has the privilege of being banker, or auctioning the right to the highest bidder.

(2) Place one horse in each of the five named boxes at the Starting Post.

(3) Each player now places his bets in any of the boxes along the sides where the horses' names and odds are shown, or in the green or red boxes marked "Pays Even".

(4) The banker shuffles the deck of playing cards, and has it cut by a player.

(5) The banker now states, "No more bets can be placed", and he places one card face up in the box behind each of the five horses, starting with "Lawrin", then "Sea Biscuit", etc.

(6) The horse in whose box the card of highest value has been placed now moves across the Starting Post into the First Space. In determining the card of highest value, remember that the aces are high, and the range of the suits is as in Bridge, spades high followed in descending order of value by hearts, diamonds, and clubs. For instance, if four kings turn up and no aces, the king of spades is high.

(7) Without shuffling the deck or picking up the first five cards, the banker again turns up one card behind each of the five horses, and the highest of the five cards indicates which horse moves forward this time.

(8) The banker continues this procedure until the winning horses crosses the Finish Line at the other end of the stretch.

(9) Now, the banker pays off to all the players who bet on the winning horse, as per odds printed on the track, and pays off even money to all players who bet on the *color of the track that the winning horse ran on*.

(10) Should 50 cards be turned up before any horse crosses the Finish Line, the banker reshuffles the whole deck, has it cut by a player, and deals as before. If two deck are available, one can always be shuffled and ready to use when the 50 cards of the first deck have been turned up. This speeds up the game, and assures more variation of cards.

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