

# Hollywood Derby

THE GAME OF SKILL—EVERY RACE A THRILL

TRADE MARK

**HOLLYWOOD DERBY** is designed solely for home amusement and entertainment. Hollywood Derby may be played by ANY NUMBER of players. A SIMPLE SCORING may be used, or the game may be played with poker chips as counters, tickets and the MUTUAL GAME BOARD with JOCKEYS, JUDGE and SPECTATORS all taking part in a game based as nearly as possible upon actual racing on the race track.

**TO RUN THE HORSES**—The jockeys cause the horses to run by quick taps on control buttons. The speed of taps govern the action of the horses—if too fast horse may slip upon the track—too hard will be apt to cause the horse to foul, etc. Speed depends upon the skill of the jockey.

### GENERAL RULES

**FOULS**—If a jockey allows his horse to move sideways so that it touches another horse it is a foul and said horse is disqualified and can not finish the race.

**HANDICAPS**—Players by mutual consent or if playing with a judge, may allow handicaps by moving horse a short distance ahead at the start of race if by doing so will make the race more even and fair.

### HOLLYWOOD DERBY AS PLAYED WITH SIMPLE SCORING

If the number of players is four or less each player acts as a jockey. If more than four players the game is played with partners and the partners alternate as jockeys. With an odd number of players one player acts as judge and a different player becomes judge each game.

The purse for each race is 100 points. The winning horse receives 70 points, place horse 20 points and the show horse 10 points. The player (or partners) that first score 500 points wins the game.

### HOLLYWOOD DERBY AS PLAYED WITH THE MUTUAL GAME BOARD

*(Six or more players)*

**COUNTERS**—Poker chips are used as counters with the relative value of BLUE—200 count, RED—100, and WHITE—10 each.

At the start of game each player is given an equal number of blue chips which are charged to his account, and any additional counters given him during game must be charged to him as the object of the game is to see which player has the greatest number of counters

*at the finish of game after deducting the number charged to his account*

MUTUAL TICKETS—All tickets have the same purchase value—200 count each.

JOCKEYS—Players that operate the horses. Jockeys can purchase tickets on own horse only.

SPECTATORS—All players not jockeys or judge. Spectators may purchase as many tickets as they wish on any horse or horses.

JUDGE—The judge starts the race and makes all decisions in regard to fouls, handicaps and finish positions. The judge supervises all sales and redemption of tickets, but can not purchase any tickets for the race that he acts in as judge.

SELLING OF TICKETS—Players buying tickets place a 200 count unit on the same space game board as ticket purchased. After a sufficient interval the judge declares the sale of tickets for that race closed.

TO START RACE—The judge moves horses to the start position with the sliding barrier and then moves barrier to the finish position, warns the jockeys to be in position and gives the starting signal.

REDEMPTION OF TICKETS—At the finish of race the judge names the win, place and show horses. He divides the counters on the win row by the number of win tickets sold with the winning number. Should the division result in a figure other than units of ten count the extra counters are placed in the purse row and added to the next race or allowed to accumulate for the last race as desired.

Place tickets—divide counters on place row by the number of place tickets sold with number of place horse.

Show tickets—same as above using number of show horse.

*Optional method. Win row as above. Place row divided between win and place horses. Show row between win, place and show horses. This method is nearer to the track plan but slower and requires more work on part of judge.*

PROCEEDS OF GAME—At the end of the first race the players move one space around the track—No. 1 jockey to No. 2, No. 2 to No. 3, No. 3 to No. 4 and the jockey from No. 4 becomes judge for the next race. One of the spectators becomes No. 4 jockey. With the finish of each race this procedure is carried out.

TO ADJUST THE GAME—If cords become loose with playing they may be adjusted by loosening the screws on back of the start board and pulling cord to the desired tightness. Fish line is used for long life of cords and can be easily replaced at any time.

STURDITOYS **CLYAN HALL** WORKSHOPS  
PASADENA, CALIF.

Box is 36" wide X 4" ~~HORSES~~ RACE ON STRINGS WITH  
A FINGER FLICKING ACTION.  
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