

Donkey Derby



A NEW and interesting GAME for the whole family. TWO to EIGHT players can play at one time. An EDUCATIONAL GAME for the children. Teaches the younger children to spell, and familiarizes them with the names of animals, birds, etc. all over the World. GAME played giving names of ANIMALS for one game, BIRDS for another, COMMON NAMES for children, and CAPITAL CITIES of the World for a more difficult game. Opposite each word is shown the scoring value. For further variation suggest the use of the names of flowers, cities of your State, personal names, etc. An INTERESTING game for parties.

The Game and How to Play It

The game is played on a table that will accommodate the number of players playing. The "DONKEY DERBY" wheel is placed in the center of the table. The alphabetical letters and Donkey Disks are kept in alphabetical order in the four sectional containers. These containers known as the BANK are taken out of the game box and placed in square around the wheel where the letters are easily accessible to all players.

THE OBJECT OF THE GAME is for each player to obtain as many letters and "DONKEY" disks as he can, and to use as many of these letters in spelling COMPLETED animal words (or other selected groups of words) as possible. ONE player is chosen as the BANKER, who supervises distribution of the ALPHABETIC CHECKS and "DONKEY" DISKS, and acts as referee.

Choice of Player's Colors

When TWO persons are playing, use one RED and one GREEN or BLUE pill. When THREE are playing, use the BLUE, RED and GREEN. When FOUR are playing, use the YELLOW pill, and one each of the BLUE, RED and GREEN. For variation substitute BLACK for one of the other pills. When FIVE are playing, use the BLACK pill, the YELLOW, and one each of the BLUE, RED and GREEN colors. When MORE than five persons are playing, use the BLACK and YELLOW pills, one each of the BLUE, RED and GREEN, and ADD AN EXTRA BLUE, RED or GREEN pill for each player over five.

To Start the Game

The colored pills are placed in the SHAKER BOX, shaken, and ONE pill is distributed to each player, starting with the player to the LEFT of the BANKER. The color of the pill distributed to each player determines his playing color on the wheel for the ONE game. The player to the LEFT of the BANKER starts the game by spinning the wheel. If the wheel does NOT make ONE COMPLETE revolution, the player must spin again. When the wheel comes to a dead stop, the player takes from the BANK the

alphabetic letter or letters, or a "DONKEY" symbol, which his color pointer or pointers has contacted. In case the pointer comes to a dead stop EXACTLY between two colored squares, the player must spin again.

Playing the Colors

BLUE - RED & GREEN

The player playing the BLUE, RED or GREEN colors receives the TWO letters which his POINTER contacts on opposite sides of the Alphabetic Circle. Should the BLUE, RED or GREEN pointer stop at letter WITHIN A SQUARE of the SAME color he is playing, the player selects the TWO letters contacted and an ADDITIONAL letter of his choice from the Bank. When the pointer stops at a "DONKEY" symbol, the player takes a "DONKEY" DISK and the OPPOSITE letter contacted on the Alphabetic Circle. If the opposite letter contacted by the pointer is in a SQUARE of the player's color, he selects an EXTRA letter of his choice from the BANK. When the pointer stops at the "MONKEY" Symbol, the player selects from the BANK the opposite letter contacted, and has the ADDITIONAL privilege of choosing ANY ONE letter from each of the players in the game, even though the letter chosen is part of a COMPLETED WORD.

YELLOW

The player playing the YELLOW color receives the ONE letter which his pointer contacts, and takes from the BANK any ADDITIONAL letter he selects. If the YELLOW pointer stops at a "DONKEY," he receives the "DONKEY" DISK and a choice of one letter from the BANK. If the YELLOW pointer stops at the "MONKEY" Symbol, the player chooses ANY ONE letter from EACH of the players in the game, even though the letter chosen is part of a COMPLETED word.

BLACK

The player drawing the BLACK color is the "ROBBER" for the duration of the game. On his play he receives the ONE letter his pointer contacts, and chooses ONE letter from EACH of the players playing the SAME color as the colored SQUARE which the BLACK pointer contacts. He CANNOT, however, choose a letter from a word the player has COMPLETED, but ROBBS the player of ANY letter NOT combined in a word. EXAMPLE: If the BLACK pointer stops at a letter in a RED SQUARE, he receives this letter from the BANK, and ROBBS from the player or players playing the RED color ANY letter he chooses, provided it is NOT BEING USED in a COMPLETED word. If the BLACK pointer stops at a "DONKEY," he receives the "DONKEY" DISK and robs the YELLOW of any letter he chooses NOT COMBINED in a completed word. If the BLACK pointer stops at the "MONKEY" Symbol the player chooses ANY ONE letter from EACH of the players in the game, even though the letter chosen is part of a COMPLETED WORD, but cannot rob the YELLOW of more than one letter. If preferred, BLACK "ROBBER" feature may be eliminated by playing Black under same rules as YELLOW.

Trading the "Donkey" Disks

The "DONKEY" DISKS are worth (50) points in scoring, but may be exchanged at ANY TIME at the BANK for ANY THREE letters which the player chooses. EXAMPLE: This exchange privilege is valuable to a player who has a six, seven or eight-letter word partially completed. The exchange of his "DONKEY" DISK for the THREE letters necessary to complete his word increases its value to 70, 90 or 110 points. This privilege is valuable to RED, GREEN and BLUE players in completing words so that they are protected from being robbed by the BLACK.

Winning the "Donkey Derby"

The FIRST PLAYER completing words (correctly spelled) plus value of unused "DONKEY" DISKS, with a total value of (400) or more points, calls "DONKEY". His score is verified by the BANKER and if CORRECT, the player is declared WINNER of the "DONKEY DERBY." Ten minutes are allowed the rest of the players to COMPLETE their scores and determine second and third winners. In case a player, by rearranging his letters, completes words having a HIGHER VALUE than the winner's score, he CANNOT displace the winner, but takes second place.

With SIX or less playing, a game of (500) points is recommended.

Value of Points and How to Score

When groups of words are used OTHER than those on the GAME LISTS FURNISHED, the POINT VALUES are ALWAYS computed as follows:

The word "DONKEY" being the game symbol is used when playing all games.

100 POINTS allowed each player for completing the first "DONKEY" word. 70 points thereafter. The "DONKEY" DISK counts (50) POINTS. Completed words with FIVE letters or less, (10) POINTS per letter.

Completed words of MORE than FIVE letters, (10) POINTS each for the FIRST FIVE LETTERS, (20) POINTS for EACH letter thereafter.

LETTERS NOT USED IN COMPLETED WORDS HAVE NO VALUE.

After a game has been completed, the players return the ALPHABETIC LETTERS to their original boxes in the center of the table. The COLORED PILLS are replaced in the SHAKER BOX and passed around for the next game.

When desired, prizes may be offered for FIRST, SECOND and THIRD place winners of each game played, OR, scores can be kept for each game individually and prizes awarded at the end of the series to the players having the highest scores.