
DIRECTIONS for PLAYING

DERBY DAY

(English Method)

KENTUCKY DERBY

(American Method)

Grand National Steeple Chase

With Hurdles
(English Method)

Myopia Steeple Chase

With Hurdles
(American Method)

and

Donkey Race

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Salem, Mass., New York, London

The Game is supplied with a Playing Board of Eight Folding sections, each divided into SIX COLORS—BLUE No. 1, YELLOW No. 2, BLACK No. 3, WHITE No. 4, GREEN No. 5, and RED No. 6, and with TWO Spaces of EACH Color to EACH Section, making a total of 16 MOVING Spaces of EACH Color for EACH Player. There are also SIX HORSES duplicate in color to the Moving Spaces, together with THREE DICE, TWO HURDLE RAILS and FOUR HURDLE RAIL SUPPORTS.

DERBY DAY or FLAT RACE

As Played on Shipboard
(English Method)

The following introductory Rules for Play are for SIX PLAYERS. The Rules governing the play when LESS than SIX take part will be described later.

To prepare the Game for Play—FIRST place the Board on a long table, or other flat surface, and UNFOLD. Now place ALL SIX HORSES on the FIRST SIX SPACES of their SAME COLOR at the RIGHT HAND END of the Board, and with the Horses facing toward the opposite LEFT HAND END of the Board; that is, the RED Horse on the RED Space, the BLACK Horse on the Black Space, and so on. The Game is now ready to START.

The player who has HORSE No. 1 is chosen to THROW THE DICE for ALL the Players throughout the First Game, and who now opens the FIRST PLAY by throwing ALL THREE DICE from his hand onto the table, and "They're Off."

Then EACH Player who has the HORSE of ANY of the NUMBER of SPOTS shown uppermost on the DICE, Moves his Horse ONE SPACE FORWARD along the Track of his Color. EXAMPLE: If a ONE and a THREE and a SIX is thrown, move BLUE No. 1—ONE Space, BLACK No. 3—ONE Space, and RED No. 6—One Space. The Dice are then thrown again and the different Horses as represented by this throw are moved forward in like manner and so on throughout the game.

If a DOUBLET is thrown, for EXAMPLE—TWO FOURS and a FIVE, WHITE No. 4 Horse moves forward TWO Spaces and GREEN No. 5 Horse—ONE Space.

If THREE of a KIND is thrown, for EXAMPLE—THREE TWOS, YELLOW No. 2 Horse moves forward THREE Spaces.

The FINISH of the RACE is when ONE of the HORSES reaches and rests on the LAST SPACE at the LEFT HAND END of the Board, and by EXACT COUNT, for example—The 16th Moving Space is the Finishing Post so if a Horse is on the 15th Space, one of his OWN NUMBER must be thrown to finish. If his Horse is on the 14th Space a DOUBLET of his Own Number must be thrown to finish, although if ONE of his OWN Number is thrown he will of course advance ONE SPACE to the 15th Space. If his Horse is on the 13th Space and THREE of his Own Number is thrown, he would finish, although if TWO of his Own Number is thrown, he will of course advance to the 15th Space.

KENTUCKY DERBY or FLAT RACE

(American Method)

This Game is played in the same manner as the English Method just described but with the following EXCEPTIONS to the use of DOUBLETS and THREE of a KIND—

When ANY Horse has reached the Space NEXT to the FINISH Space, he cannot move forward onto the Finish Space—EXCEPT—on a throw of DOUBLETS or THREE of a KIND. For EXAMPLE—if WHITE No. 4 HORSE is on this Space NEXT to the FINISH, and a FOUR and a TWO and a ONE are thrown, he CANNOT MOVE on the SINGLE throw of FOUR. If, however, TWO FOURS are thrown, he CAN MOVE his Horse onto the FINISH Space because of the throw of this DOUBLET of the NUMBER FOUR Horse he is playing—OR—should THREE FOURS have been thrown, he CAN also FINISH.

When ANY Horse has reached the Space TWO Spaces removed from the FINISH Space and a DOUBLET of his Horse number is thrown, he CANNOT Move forward onto the FINISH Space, but DOES move forward

ONE Space onto the Space NEXT to the Finish Space as he would do in case of a SINGLE number being thrown—for EXAMPLE—if BLACK No. 3 HORSE is on THIS THIRD Space from the extreme end of the Board and TWO THREES are thrown, he can ONLY move ONE Space forward.

When ANY HORSE has reached the Space THREE Spaces removed from the FINISH Space, which is the FOURTH from the extreme end of the Board and THREE of a KIND is thrown, he CANNOT move forward onto the Finish Space, but CAN move forward TWO Spaces onto the Space NEXT to the Finish Space from where at any time a DOUBLET or THREE of a KIND must be thrown on his next or some subsequent move to FINISH as previously explained.

The Player whose HORSE is FIRST to FINISH, WINS THE GAME.

The Player who is running HORSE No. 2 is now chosen to throw the Dice for the next game. Then No. 3 is chosen to throw the Dice for the third game, and so on.

When TWO play, one player moves HORSES No. 1, No. 3 and No. 5, and his opponent moves HORSES No. 2, No. 4 and No. 6. The Player whose HORSE of ANY of the THREE Colors he is playing is FIRST to reach the Finish Space WINS.

When THREE play, one player moves HORSES No. 1 and No. 4, the second player moves HORSES No. 2 and No. 5, and the third player moves HORSES No. 3 and No. 6. The Player whose HORSE of EITHER of the TWO Colors he is playing is FIRST to reach the Finish Space WINS.

When FOUR play, use ONLY HORSES No. 1, No. 2, No. 3 and No. 4. The No. 5 and No. 6 HORSES are in this case NOT placed upon the BOARD and when a FIVE or SIX appears uppermost on any throw of the Dice, they are of course disregarded.

When FIVE play, use HORSES No. 1, No. 2, No. 3, No. 4 and No. 5. The No. 6 HORSE is NOT placed upon the Board, and when a SIX appears uppermost on any throw of the Dice it is of course disregarded. OTHERWISE—the Rules governing the game for SIX Players shall apply when either Two, Three, Four or Five take part.

THE GRAND NATIONAL STEEPLE CHASE

With Hurdles
(English Method)

After the Board is set into position, as previously described, SET UP the HURDLES by First placing the SUPPORT Pieces on the table (NOT on the Playing Surface of the Board) but close to the EDGE of the Board, with the upright pieces with the SLOTS centered with the Black Dividing Line and BETWEEN the FIFTH and SIXTH Moving Spaces at EACH END of the Board which will leave SIX Moving Spaces between the HURDLES in the Center of the Board.

Now set the HURDLE RAILS into the SLOTS of the Hurdle Supports so that these Rails are directly over the Black Dividing Line and between the aforementioned Spaces.

This Game is played with but TWO DICE—otherwise the Moving of the Horses and system of play is the same as previously described under the heading "Derby Day—English Method," with the EXCEPTION—that ALL Horses MUST come to rest on the Space in front of EACH Hurdle and a DOUBLET of any Horse Number MUST be thrown to HURDLE onto the next space beyond it. In case any Horse shall rest on the Second Space from the Hurdle and a DOUBLET of any Horse Number is thrown, the player CANNOT move one space ahead and then Hurdle.

but can **ONLY** move onto the space in front of the Hurdle and must await the throw of another **DOUBLET** of his Horse Number **BEFORE** Hurdling. The game is **WON** by the Player whose Horse is **FIRST** to reach the 16th or final moving space by **EXACT COUNT**, as described under the rules for "Derby Day—English Method."

MYOPIA STEEPLE CHASE

With Hurdles
(American Method)

First the Hurdles are set up in the same manner and position as described under the heading "The Grand National Steeple Chase" but in this Game **ALL THREE DICE** are used instead of two.

1. Should any player's **HORSE** be on the **THIRD Space AWAY** from either **HURDLE**; that is, with **Two Moving Spaces** between it and the Hurdle and **THREE of a KIND** is thrown—for example—**THREE TWOS**, No. 2 **YELLOW** player **CANNOT** advance his Horse **THREE Spaces** and over the Hurdle **BUT** advances **TWO Spaces** up to the Hurdle (see following Paragraph 3).

2. Should any player's Horse be on the **SECOND Space AWAY** from either **HURDLE**; that is, with **One Moving Space** between it and the Hurdle, and a **DOUBLET** is thrown—for example—**TWO FIVES**, No. 5 **GREEN** player **CANNOT** advance his Horse **TWO Spaces** and over the Hurdle **BUT** advances **ONE Space** up to the Hurdle (see following Paragraph 3).

3. Now when **ANY** player's **HORSE** has advanced to the Space **NEXT** to a **HURDLE** he can **ONLY JUMP** when **ANY** throw of the Dice shows a **TOTAL COUNT** of **13 or MORE** and it remains for **Each Player** in this position to **WATCH** each subsequent throw **CAREFULLY** as it is wholly up to him to observe it.

4. It is **NOT NECESSARY** that his particular **Horse NUMBER** appear in the throw, as on a **TOTAL** of 13-14-15-16-17 or 18 in any combination permits him to **HURDLE**, although some other players whose Horse Number may appear on the throw will have moved in the regular way. **BEFORE** Hurdling, however, that player **Must CALL OUT** the **TOTAL** of the **THROW** in order that his Opponents may see his **RIGHT** to **HURDLE**.

EXAMPLE—If **HORSE** No. 3 **BLACK** is resting on the Space next to **EITHER HURDLE** and a 3 (**HIS MOVING NUMBER**) and a 5 and a 4 were thrown, he **CANNOT MOVE**, as the **Total Count** is **ONLY 12**—but if the throw were 6—6 and 1 (**NONE** of which is his Moving Number) he **CALLS OUT "THIRTEEN,"** and **HURDLES**; or if 6—4 and 5 were thrown, he **CALLS OUT "FIFTEEN"** and **HURDLES**—or on any other combination **Totaling 13 or MORE**.

When any player **HURDLES**, he can **ONLY** advance to the **NEXT SPACE** beyond the **Hurdle**—for example—if Horse No. 5 is in a position to Hurdle and 5—5 and 3 are thrown, he **HURDLES** because the count is 13, but **DOES NOT** advance beyond the space onto which he has hurdled because of the 5—5 (his Horse Moving Number) or if the throw was 5—5—5, he **Hurdles** because the count is 15 but cannot advance beyond the space to which he had Hurdled because of the **Three FIVES** which is (his Horse Moving Number). Otherwise the game proceeds as previously described.

DONKEY RACE

A humorous diversion from the other games.

Play this game according to the Rules as applying to **ANY** of the other four, the only difference being that the **LAST** Horse to Finish **WINS**.