

DERBY DAY[®]

Rules for Playing

PARKER BROTHERS HORSE RACE GAME AND OTHER RELATED GAMES

Parker Brothers Inc.

SALEM, MASSACHUSETTS

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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 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 are 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 are 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 are thrown, he would finish, although if TWO of his Own Number are thrown, he will of course advance to the 15th Space.

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 are thrown, he CANNOT move forward onto the Finish Space, but CAN move forward TWO Spaces onto the Space NEXT to the Finish Space. From this Space 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** "**Flat Race — 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 that **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 "**Flat Race — 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** are 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** or **THREE** of a **KIND** are thrown — for example — **TWO FIVES** or **THREE 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**.

Questions on the play of these games will be answered gladly if correct return postage is enclosed. Address:

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