

Rules for Playing
PARKER BROTHERS HORSE RACE GAME
LONG SHOT
TRADEMARK

For 2 to 6 Players

COPYRIGHT © 1962 BY

Parker Brothers Inc.

SALEM, MASSACHUSETTS • DES MOINES, IOWA
NEW YORK • CHICAGO • SAN FRANCISCO • ATLANTA
MADE IN U.S.A.

INTRODUCTION:

The "long shot", in real racing, is the horse that according to the odds has the least chance to win. Bets placed on the "long shot" always pay the backers several times the value of their bets. The horse having the best chance is known as the "favorite." In this game, the "favorite" and the "long shot" race realistically, paying their respective backers the correct odds, when winning, in return for their bets.

OBJECT:

The object of this game is to win the most money by placing bets.

EQUIPMENT:

The equipment consists of a playing board, 102 cards, 6 horses, a quantity of tickets, paper money and chips. The large chips represent 50 cents and the smaller ones 25 cents. The chips are included so that the banker may make change.

PREPARATION:

Select one player to run the bank and to take charge of all racing. Place the board on the table so that the tote board faces all players. The banker gives each player including himself 15 dollars from the

bank, and then counts and records the money remaining in the bank. If the banker participates in the play, he keeps his own money separate from the bank's money. Then he places all horses in their proper lanes at the starting gate behind the starting line. The number of races to be played is determined by the players BEFORE the start of the first race. An afternoon at a real track includes eight races and this will make a good game.

THE ODDS:

The banker shuffles the entire pack of cards and then deals 12 cards face up on the table. These 12 cards determine the odds for each horse in the race. For example: If no green cards show up, the odds for the green horse are 1 to 1. If one green card turns up, the odds are 2 to 1. If two green cards turn up, the odds are 3 to 1, and if there are three green cards, the odds are 4 to 1. If more than three cards turn up for any one horse, that horse is "scratched" and withdrawn from the race. If more than one horse is "scratched," a new deal is made. The banker then sets the odds for each horse by turning the dials on the tote board. These are the odds that were determined by the twelve cards. *These 12 cards are then set aside as they are NOT used in the race.*

BETTING:

Since there are more of the "favorites" cards left in the pack than those of the horses carrying the longer odds, it is evident that the "favorite" has the best chance to win. Occasionally, however, the "long shot" does win.

Players place their bets by selecting one or more horses and guessing if they will win, place (come in second), or show (come in third). The number of horses and the amounts bet are left to the discretion of each player. All bets are taken by the banker who puts the money in the bank.

Prior to the start of each race, each player may bet as little or as much as he wishes on the horse he thinks will win, the one he thinks will place, or the one he thinks will show, or any combination of the three. He may also hedge by betting on two horses he thinks will win. There is no limit as to the combination or to the amount of the bets. For each \$1.00 a player bets, the banker gives him a ticket indicating the horse post number selected and the position he

thinks the horse will finish. For example: If a player wishes to bet \$2.00 that the horse at post 6 will win, he gives \$2.00 to the banker and in return, the banker gives him two tickets which read "WIN; POST 6." If this same player wishes to make a \$1.00 bet that the horse at post 3 will place, he buys a ticket reading "PLACE; POST 3." Likewise, if he wishes to bet \$3.00 that the horse at post 5 will show, he buys three tickets reading "SHOW; POST 5."

DAILY DOUBLE:

Before the start of the first race, a player may, for \$1.00, bet on the daily double. He selects the horse in the first race and the horse in the second race that he thinks will win. For each \$1.00 he bets, the banker gives him a *small* ticket with the correct post position on it for the first race and another *small* ticket of a different color with the post position for the second race. If both horses win the banker pays off according to the odds on the tote board. For example: If the odds for the winning horse in the first race are 3 to 1 and if the odds for the winning horse in the second race are 2 to 1, the players holding pairs of tickets for the winning horse in each of the two races would receive \$5.00 for each winning pair of tickets plus the \$1.00 that each pair of tickets originally cost. If the first horse wins and the horse picked for the second race is scratched, the banker returns to the player the amount he bet on the daily double.

PICK TWO:

After the first two races have been run a player may pick two in any race. He pays \$1.00 for both horses and must pick one to win and one to place. The banker gives him a *small* ticket for the win horse and another *small* ticket of a different color for the place horse. If both horses finish in the order picked, the banker pays off according to the odds on the tote board.

TICKETS:

The large WIN tickets are given to players betting on a horse to WIN. They cost \$1.00 each.

The large PLACE tickets are given to players betting on a horse to PLACE. They cost \$1.00 each.

The large SHOW tickets are given to players betting on a horse to SHOW. They cost \$1.00 each.

The small tickets are used when playing the daily double. They cost \$1.00 a pair. Use one ticket of each color.

Sometimes the banker will find a number of players are playing the same post position and he is short of tickets for that post. If this happens, he may substitute the small tickets. For example: A player bets \$3.00 on the horse at post 2 to win — the banker gives the player one large WIN ticket for post 2 and two small tickets.

PLAY:

After all bets are in, the banker calls "THEY'RE OFF" and deals the remaining 90 cards one at a time face up to the table. As each card is turned, the horse of that color is advanced one space down the track. He continues to deal until the WIN, PLACE, and SHOW horses cross the finish line. After the horses have crossed the finish line, he pays off all bets to the players, including himself, who hold tickets on the WIN, PLACE, and SHOW horses. He pays the odds that appear in the windows and refers to the tote board for the proper payoffs. He pays this money from the bank.

After seven races have been played, the eighth or last race to be played is free to all players. The banker counts all money in the bank and deducts the amount that the bank had at the start of the game. This remaining money is paid to the player who picks the winning horse in this last race. Each player picks one horse and is given a win ticket but does not pay for it. If two or more players hold tickets on the winning horse in the last race, they divide the money.

WINNING THE GAME:

The player who has accumulated the largest sum of money after all races have been run, wins the game.

Questions on this game will be answered gladly if proper return postage is enclosed.

PARKER BROTHERS, INC., Salem, Massachusetts