



3 Men on a Horse

A smart and snappy game, providing keen fun and excitement for all sorts of people, of every age... It's easy to learn, thrilling to play, with a flair of burlesque which appeals to everybody's sense of humor. Once you play **THREE MEN ON A HORSE** you will agree that here at last is a new zest in table games, refreshing and stimulating—something to share with best friends who appreciate a new thrill in home entertainment.

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For a real thrill, with chance and skill, play **EASY MONEY**—the master trading-building game. And just for the fun of it, **FIBBER MCGEE**, a merry party game for any number.

Note—If two horses cross the FINISH Line at the same time, each carrying 3 men, the horse of highest number Wins. The same rule applies if two horses "making a run for it" finish on the same play.

IN CASE OF TIE

Running for a Sweepstakes

Add a little more thrill to your race, perhaps, by putting up a "purse" or sweepstakes for the winner. Use beans or matches or poker chips for tokens, each unit representing a specified amount in imaginary money, i. e., \$5.00 to \$10.00, etc. Agree upon the amount of purse, and each player contributes an equal part of the pool, winner takes all—or divide it 75-25 for first and second "money," or with a third prize if desired.

MILTON BRADLEY COMPANY

SPRINGFIELD, MASSACHUSETTS
"Makers of the World's Best Games"

Implements of Play

6 cardboard horses, with wooden bases, one each of six colors

18 "men"—three each of same six colors as horses
3 dice—two White, one Red

THE OBJECT OF THE GAME is: (a) to win a race with three men on your horse the first time around the track, or (b) failing to do this, to win on a second time around, without the three men, in a "runaway" race, as explained in the

Rules of Play

1—Each player takes a horse and GET YOUR HORSE'S HORSE'S NUMBER Note that each horse is plainly numbered. Know the number of your horse and keep it in mind, as all moves on the game are governed by the numbers on the horses in relation to the numbers on the dice.

WHAT THE DICE MEAN 2—The DICE: The three dice are thrown together, as a unit of three. The TWO WHITE DICE indicate "which horses" move, and the RED DICE "shows the number of spaces" to move.

EXAMPLE: The White Dice roll 3 and 5 — the Red Dice 4. This White 3 and 5 indicate that horses numbered 3 and 5 are to move; and the "4" on the Red Dice shows the number of spaces they move, i. e., four spaces on this throw . . . The other horses do not move . . . Two horses move on each throw of the dice, except in case of doubles. When doubles are thrown, the horse bearing number of the dice throw moves twice the total number of spaces shown by the Red Dice — i. e., on a double 6 and a six on the Red Dice, horse No. 6 moves 12 spaces.

Action of Play

One player may throw the dice for the first game, or each player may throw them a specified number of times — as three, four, or five — and other players take turns in throwing them a like number of times. As the moves of the horses are controlled by the up-numbers on the dice, it doesn't matter which player throws the dice.

When the dice are thrown, the players having horses bearing numbers matching those turned up on the dice, place their horses on the space marked "START" and move them forward the number of spaces shown by the Red Dice. Others place and move their horses as their numbers are thrown.

"ON" AND "OFF" Note that several spaces on the board bear legends, accompanied by the word "ON" or "OFF" at the inside end of the space . . . **SPOTS** When a player's horse lands on an ON space, the player puts a man on his horse . . . When a player's horse lands on an OFF space, he takes a man off his horse.

NOTE: If a player lands on a space marked "OFF" and has no man on his horse, or on a space marked "ON" with three men already on his horse, he, of course, pays no attention to the instructions on the space, since he cannot follow them.

Two Winning Ways

WINNING FIRST TIME AROUND THE TRACK WITH 3 MEN ON A HORSE

The first player to cross the FINISH line with 3 Men on his horse, WINS THE GAME . . . This applies only if the first time around the board, he crosses the line with the 3 men on his horse.

All the directions and legends on both ON and OFF spaces must be observed by all players during their first time around the board.

Note Carefully: When a player's horse goes all the way around the board, and crosses the FINISH line "without" three men on it (i. e., he may have only one man or two or possibly none) — the scheme changes, thusly:

WINNING A RUNAWAY RACE WITH MAN ON HORSE'S HEAD

When a player has crossed the FINISH line "without three men on his horse," he is said to "make a run for it" . . . If he has one or two men on his horse, he places ONE OF THEM ATOP THE HORSE'S HEAD, and moves forward TWICE THE NUMBER OF SPACES SHOWN ON THE RED DICE whatever his number is thrown, ignoring all legends and instructions on the board, as he makes his second trip around the track . . . "If he has no man" on his horse when he crosses the FINISH Line, he puts a man on his horse's head when the horse first lands on an "ON" space, and thereafter moves along around the track, ignoring all legends on the spaces.

A player "making a run for it" WINS the game if he crosses the FINISH line before any other player crosses it with 3 men on his horse.

DOUBLES HELP A LOT NOW If a player running his horse a second time around gets doubles of his number, the total is doubled and the horse moves four times the amount of the number thrown.

EXAMPLE: A "second-time around" player running horse No. 5 gets a double 5, and a 6 on the Red Dice. He doubles the 6 for each dice, making 12 plus 12 spaces he moves, or 24 in all, on the throw.

NOTE: This Rule applies only to horses on their second trip around the track after once passing the FINISH line. It does not affect the play of the first time around.