

Directions for Playing the New Horse Race History Game

Two to six may play.

Mix the cards well. Place them face down in a pile.

Choose race horses as markers. Put them on START.

Take turns spinning the spinner. Move the number of spaces shown or, if the spinner stops on "Draw a card," take a card from the pile.

Players may help each other read the cards.
Do what the card tells you to do.

If you land on a space with instructions, follow them, too.
If you land on a stone or board fence, you must miss one turn.

Put the cards you have read into a discard pile EXCEPT that you may keep all the BLUE RIBBON CARDS. When you have collected 5 blue ribbon cards, you may move ahead 5 spaces instead of drawing a card on any turn you choose. (It might be smart to save those until you come to a trouble spot.)

No more than one horse may be on a space at one time. If you land on a space with a horse already on it, that horse may move to the next empty space ahead of it even though it is not that player's turn.

If you land on the space marked LOSE GAME, that means your horse had a bad accident and you are out of the game. But, if you wish, you could pick another horse and begin at START with it.

If you are near the finish line and land on EXACT SPIN, you must either spin a 2 or have a card that tells you to move 2 spaces before you can move again. If you land on any other space near the finish line and the number you get on your next turn is more than you need, you may go past the finish line and win the game.

HAVE FUN AND LEARN ABOUT TAYLOR COUNTY FAIRS.

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