



Northwoods Oasis
These are the good old days.

How to Play the Horse Racing Game

1. Remove Jokers, Aces and Kings from the deck. The remaining cards (2 through 12) are a player's "bets" on the horse of that same number. Jacks and Queens equal 11 and 12.
2. Line up all horses on the starting gate.
3. Shake both dice to determine four "scratch" horses. (These horses won't race.)
 - To the bottom row (worth 20 cents), move the horse that matches the total on the dice. (For example, if the dice total 8, move the #8 horse to the bottom, – or 20-cent – scratch position.) Roll and do the same for the next row from the bottom (the 15-cent scratch position), then 10-cent, then 5-cent scratch.
 - When you're done, you'll have four horses lined up *behind* the starting gate, and that's where they'll stay throughout the round.
 - For this round, they represent the penalty when players have a card or dice roll matching that horse number.
 - NOTE: Not everyone assigns different penalties to the scratch horses. We find it's a lot more fun and adds to the game.
4. Deal the cards, one to each player, till all are dealt evenly. Put any remainders in the discard pile till the next round.
5. All players review their hands.
 - For any card that matches a scratch horse, pay the corresponding amount to the pot. For example: If a player's hand contains a 6 card, and the #6 horse is on the 15-cent pay square, the player puts 15 cents into the pot for that card.
 - Do this for all cards in the hand until all scratch cards are paid. Put the scratch cards in the discard pile.
6. All remaining cards should match the running horses.
 - Each card is a player's "bet" on that horse and a share of the pot if it wins. For example: If the #10 horse wins the race, anyone holding a 10 card will split the pot with any other player holding a 10 card.
7. Player to the left of the dealer rolls the dice first. If the dice equal a scratch horse, pay the corresponding amount to the pot. If the dice equal a running horse, move that horse one square forward.
8. The dice continue clockwise around the board, one roll per player, until a running horse reaches the finish line (the last open space on its run.)
9. The pot is split between any players with a bet (a card) that matches the winning horse. Players with more than one matching card (example two 8's for the #8 winning horse) collect a winning share for each card.
10. Players are "out" when they don't have enough money left to complete the round.
11. After a round is finished, a new round begins at Step 2 above.
12. The game ends when either: 1) one player has with all the money; or 2) players decide to stop playing. In that instance, the player with the most money is the winner.