



Horse Play Card Game



Five card games to play with cards featuring favorite Breyer® Horses

For 2 to 4 players • Ages 6 and up
Contents: 48 cards

Game 1 • No More Horses!

Object of the game:

To be the first to get rid of all his/her cards.

Before you begin:

Remove the 7 Horse Facts cards from the deck, shuffle the rest of the cards and deal 5 cards to each player. Place the remaining cards in a draw pile. Turn over the top card of the draw pile to form a discard pile.

Playing the game:

The youngest player begins. He/she lays down a card that either: (a) has a picture of the same horse as that on the turned up card or (b) is the same color border as the turned up card. If the player does not have either of these in his hand, he must draw cards from the draw pile until he gets one. This card is then placed atop the discard pile.

It is the next player's turn, who must lay down a card that has the same picture or is the same color border as the top card on the discard pile.

Play continues with players laying down cards when they can, and collecting cards from the draw pile until they find a match when they don't have one in their hand.

The Mustang Wild Card:

This card is a wild card. The player who is dealt or draws this card is very lucky! The player can lay this card down at any time and can choose which horse and color border he/she wishes it to represent.

Winning the game:

Whoever is the first to get rid of all his/her cards shouts, "No more horses!" This player is the winner!

Game 2 • Find the Horses

Object of the game:

To match the horses shown on cards and to win the most pairs.

Before you begin:

Remove the Mustang Wild Card and the 7 Horse Facts cards from the deck. Shuffle the remaining 40 cards and deal 5 cards to each player. Place the remaining cards in a draw pile. Players now look at their hands. If you have two cards that picture the same horse (you are matching horses, not colors), you may place this pair down in front of you and take 2 more cards from the draw pile. You can do this for every matching pair you have in your hand. (If you have 3 cards that match, you may only place 2 cards down, as you are matching **pairs**.)

Once players have matched all pairs in their hands, they are ready to begin.

Playing the game:

The youngest player begins by turning the top card on the draw pile faceup for players to see. All players, at once, quickly look at the cards in their hands to see if any of them match the turned up card (you are matching horses, not colors). If you have a match, hurry and put the card down on top of the turned up card and say the name of the horse shown on the matching cards. Take the two matching cards and place them in front of you.

For example, a player turns up the top card from the draw pile. The card shows a Palomino. You have a Palomino card in your hand. This is a match. Quickly place the card from your hand down onto the turned up card. State the name of the horse, "Palomino." Take the two Palomino cards and place them in front of you.

If neither player has a match for the turned up card, the player who turned the card over must add it to his/her hand.

It is now the next player's turn, who turns over the top card from the draw pile. On every turn, any player can place one of his/her cards onto the turned up card as long as it matches. As play continues, the cards turned up from the draw pile are either matched or added to one of the player's hands.

Winning the game:

When one of the players uses up all his/her cards, or when there are no draw cards left, count the number of points you have - you get one point for each card you put down on the table as a match (or 2 points for each pair). Subtract one point for each card you have left in your hand from that total. Whoever has the most points wins the game.

Game 3 • Hold Your Horses Color Rummy

Object of the game:

To be the first player to collect 5 cards of the same color.

Before you begin:

Remove the 7 Horse Fact cards from the deck. Shuffle the remaining 41 cards and deal 5 cards to each player. The remaining cards become the draw pile, which is placed facedown in the center of the table. Turn the top card from the pile faceup to form the discard pile.

Playing the game:

The youngest player begins by taking either the top card of the draw pile or the turned up card in the discard pile. The player then must choose which card in his/her hand to discard, as each player must always hold 5 cards. Play passes to the next player. Play continues as players try to collect 5 cards of the same color. If all of the cards in the draw pile are used before there is a winner, the discard pile should be shuffled and used for a draw pile.

The Mustang Wild Card:

This card is a wild card. The player who is dealt or draws this card is very lucky! This card can represent any other card and can be used to match any color.

Winning the game:

The winner is the player who collects 5 cards that are the same color. Place the cards on the table face up for all to see.

Game 4 • Hold Your Horses Classic Rummy

Object of the game:

To be the first player to match all of the cards in his/her hand by collecting 3 cards picturing one horse and 4 cards picturing another.

Before you begin:

Remove the 7 Horse Facts cards from the deck. Shuffle the remaining 41 cards and deal 7 cards to each player. The remaining cards become the draw pile, which is placed facedown in the center of the table. Turn the top card from the pile faceup to form a discard pile.

Playing the game:

The youngest player begins by taking either the top card of the draw pile or the top card on the discard pile. The player must then choose which card in his/her hand to discard, as all players must always hold 7 cards.

Play passes to the next player. Play continues as players try to match sets of cards - 3 matching cards that show one horse picture and 4 matching cards that show another. If the cards in the draw pile are used before there is a winner, the discard pile is shuffled and used for a draw pile.

The Mustang Wild Card:

This card is a wild card. The player who is dealt or draws this card is very lucky! This card can represent any other card.

Winning the game:

The winner is the player who forms 2 sets of matching cards first. Place the cards on the table faceup for all to see.

Game 5 • Horse Memory

Object of the game:

To collect the most pairs.

Before you begin:

Remove the Mustang Wild Card and the 7 Horse Fact cards from the deck. Shuffle the remaining 40 cards and place them facedown on the table in 5 rows of 8 cards.

Playing the game:

The youngest player begins and turns up 2 cards for all players to see. If they match, the player can claim them. If they do not, they are again placed facedown. (You are not matching colors, you are matching horses!) All players should try to remember where they are so they can find them later! It is the next player's turn.

Winning the game:

As the game is played, players claim matches until all of the cards are claimed. Whoever has the most matching pairs is the winner.



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