

HERD YOUR HORSES!

**JOIN THE HERD FOR
THREE WILD ADVENTURES**



You were born in the wild to a mustang mother and a mustang father. Your bloodline goes back through generations of wild mustang horses. Ranchers captured you – once. They were intent on taming you, but none could even approach you. Soon, you and other horses broke free to begin your own mustang herd, a herd that multiplied and swelled until the sounds of pounding hooves thundered through the valley . . .



Welcome to **HERD YOUR HORSES®**, three adventure games designed by and for horse lovers! The games take place in a time set by your imagination and in a legendary country where wild horses rule.

In **Mustang Escape**, you play a horse that has just escaped into the wild and must round up a herd. You will

- battle other stallions for mares
- guard your own mares from wolves and cougars
- defend against young bachelor stallions eager to take your place, and more!

In **Rancher's Round-up** and **Rancher's Revenge**, you switch points of view. Now, you're the rancher and your best horses have just escaped. To get them back, you will

- compete on friendly terms with other ranchers
- roam the wide open spaces of your ranch
- battle the elements—and your own fatigue.

Ready for some action and adventure? Round up your friends and head for the hills—on two legs, or four!

PLAYERS

2 to 4, ages 8 and up

GAME MATERIALS

Game Board

4 Stallion Playing Pieces

55 Illustrated Horse Cards

23 brown Mustang Horses;

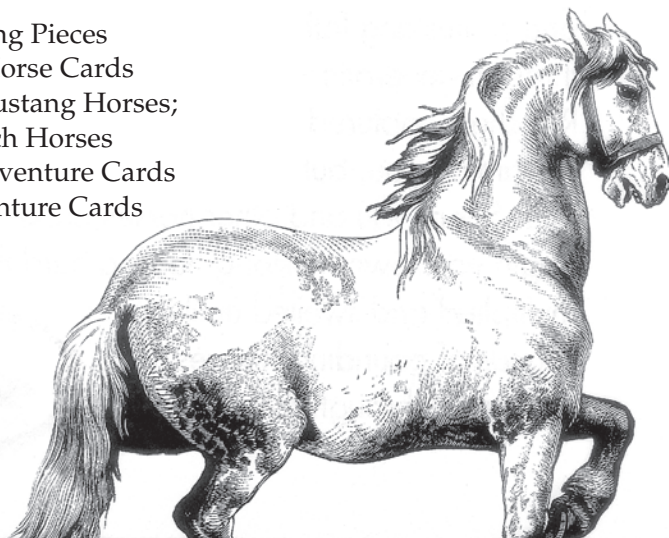
32 gold Ranch Horses

21 Mustang Adventure Cards

21 Ranch Adventure Cards

1 Die

Booklet



GAME 1

MUSTANG ESCAPE

As a wild mustang, you have never felt a saddle or bridle. You've never spent a cold winter in a warm barn. A human has never saved you from a flood, drought, or starvation. You have, by your very survival, proved your worthiness to thrive in the rugged hills of Mustang Country.

Your mustang mother and mustang father once taught you how to survive. Now, as the strongest and smartest stallion, the whole herd is your family, and you must teach your offspring. You are their protector. Your mane and tail are long and tangled, and your body is covered with scars from the many brave fights with wolves, cougars, and other stallions. Even so, your coat glows with health. There is fire in your eyes.


OBJECT OF THE GAME

You are a wild mustang stallion that has just escaped from a ranch. Now, you must round up a herd of at least nine mares and foals and be the first stallion to reach the safety of Green River Valley.

CHOOSE WHICH OF THESE WILD MUSTANGS YOU WILL BE TODAY:

Black Bart (the black playing piece) is a big, black stallion with the swift stride of a race horse. He is a thief! Local ranches have lost their best mares to his bold raids. No tame ranch stallion can stop him. Black Bart and his lead mare soon teach newly stolen ranch mares the secrets of the wild. They know that a well-trained band is vital for survival. In rare moments of rest, Black Bart stands nose-to-tail with his lead mare while they swish flies off each others' faces.

Rio Rojo (REE oh RO ho, the red piece) has a broad forehead, restless ears, and a long, silky mane. A great scar on his chest tells the story of a mountain lion that attacked the herd, and lost. Rio



Rojo knows every inch of his homeland—every trail, every box canyon, every stand of trees, and every stream. He often pauses for a moment on a high ridge in his beloved Greenhorn Mountains, silhouetted against the sky. He is usually serious, as a herd stallion must be. But sometimes in the spring, he plays with the newborn foals as though he were a foal himself.

Gold Dust (the yellow playing piece) is a palomino whose coat shines like gold in the sun. His proud neck is a legacy of the fine Spanish horses that were his ancestors. He is quick to become angry at anything that threatens his herd, but is unusually gentle with his mares. He is a powerful jumper. A rancher who chased him still talks about seeing Gold Dust leap 30 feet over a ravine. When fleeing, Gold Dust sends his mares one way, and leads his pursuers another way over the most rugged country he can find. When no danger is near, Gold Dust is content to go slow so that the foals can keep up.

Stormcloud (the white playing piece) is beautiful in motion. When he runs, his tail streams behind him in a feathery banner. Like the legendary white stallion that couldn't be caught, Stormcloud is wily and determined. He bravely faces any natural predator. But when his opponent is human, he knows the best defense is to run. Most stallions will not leave their home range, but Stormcloud travels far to keep his herd safe. His herd includes a mule, whom Stormcloud welcomes for its common sense, intelligence, and good company.

SETTING UP THE GAME

1. Put your Stallions on START, the Double Cross Ranch.
2. Sort the 55 Horse Cards into Mustangs and Ranch Horses and shuffle the two decks. Deal each player five cards from the Ranch deck. These are the horses you are taking with you as you escape from the Double Cross Ranch. Spread them out picture-side up. Put the Mustang Horse cards and the remaining Ranch Horse cards in two stacks picture-side up near the board.
3. Put the Mustang Adventure Cards (not the Ranch Adventure Cards) face-down near the board.
4. Roll to see who goes first. Highest roller begins. The turn passes to the left.

RULES FOR PLAYING

1. TO TAKE A TURN: Roll the die and move your Stallion in any direction. (If you roll a six, see rule 6.) The rules for moving:

- You can't land on the same spot twice in one turn.
- You can't move back to START once you've left.
- You can't land on any of the three spots in Dead Horse Pass, just before Green River Valley.


2. HORSE SPOTS: If you land on a Mustang Spot, draw a card from the Mustang stack. If you land on a Ranch Spot, draw a card from the Ranch stack.

3. ADVENTURE CARDS: Mustang herds lead lives of great adventure. Your herd may spend one month wading through floods, and the next searching for the faintest drops of water. A stallion may attack—and while he attacks, a third stallion may sneak off with one of your mares! Mustang Country adventures such as these happen when you land on an Adventure Spot. Draw the top Mustang Adventure Card, read it aloud, and follow the directions. Put the card on the bottom of the Adventure Card deck when you're done.

4. LANDING ON OTHER HORSES: If you land on another player, take any Horse Card from that player. (Horses should be face-up and spread out, so that you can see what you're getting.) If you land on two or more players, take one Horse Card from each.

5. BACHELOR STALLIONS: Bachelor stallions hang around herds to steal mares. If you have a Bachelor Stallion card, you can use it at the start of any turn to remove a Mare or Mare with Foal card from another player's herd. You don't have to be on the same spot as the player. You can use a Bachelor Stallion card from anywhere on the board. The bachelor runs off with the mare to form his own herd, so you don't keep the cards. Put both cards on the bottom of the Mustang or Ranch Horse stack, depending on what kind of horses they are. You can only use one Bachelor card per turn.

6. DANGER SPOTS (RED BORDERS): The wilderness abounds with predators. Cougars lurk near water holes and in the branches of trees. Rattlesnakes lie waiting to strike if disturbed. Any spot with a red border—even a Horse Spot or an Adventure Spot—is a bad place to stay. Whenever a player rolls a six, each player on a Danger Spot must choose a horse to give up. (Put the card on the



bottom of its corresponding stack.) The player who rolled the six then moves and takes a turn as usual.

7. TO WIN: Be the first player to reach Green River Valley with nine mares and foals or more. Bachelor Stallions and the Mule do not count toward the horses needed to win. You don't need an exact roll to reach Green River Valley, but you need a big enough roll to get past Dead Horse Pass. You can never land in Dead Horse Pass.

QUESTIONS YOU MAY HAVE

Can I really move in any direction? Don't I have to keep moving toward Green River Valley?

You can move backward, forward, or in a circle—as long as you don't land on the same spot twice in one turn or go back to START.

But why would I want to go away from the finish?

To land on another player, pick up a horse behind you, or avoid landing on a Danger Spot or in Dead Horse Pass.

If I roll a six, do I lose a horse too?

Only if you are on a Danger Spot. Any time a six is rolled, all players on a danger spot lose one horse.

Near Green River Valley, what if I roll too low to get in?

You must still move, even if it takes you away from the finish. Remember: You can't land in Dead Horse Pass. You can roll a higher number than you need to enter Green River Valley.

Do Mare with Foal cards count as two horses?

Yes. Dusty has two foals. Her card counts as three horses.

Why doesn't the Mule count?

Mules are the offspring of a female horse and a male donkey. They can't have young of their own, and so can't pass on their bloodlines or those of the herd Stallion (that's you).

So what good is the Mule?

The mule has superior senses for detecting predators. Having a mule will help you on one of the Adventure Cards.

If I land on a player who is on an Adventure Spot or a Horse Spot, do I take a card from the stack first or from the player?

Take a card from the stack. Then take a horse from the player.

GAME 2

RANCHER'S ROUND-UP

You are a long-time rancher in the broad, windswept valleys of your beloved Mustang Country. Your father and mother have ranched your vast spread for nearly 40 years, as their parents did before them. Now, the sound of the chuckling brooks and whispering pines on your ranch are a part of your being.

Above all, you love the wild mustangs that roam the land, as their ancestors did for generations before. You have spent hours watching them fight, play, sniff the wind for the scent of danger, and gallop away as humans approached. Your manner with horses is gentle. Slowly, you have earned the trust of the four greatest herd stallions: Black Bart, Rio Rojo, Gold Dust, and Stormcloud.

You select one of these stallions as yours. As months go by, he grows to accept you and graciously allows you to slide astride and race the winds with him. He will let only you, and no other, ride him. He is the best horse you have ever had, the best horse of a generation of horses. Together, you ride through Mustang Country, rescuing calves, checking herds. And together, you and your mount enter the competition known as Rancher's Round-up.

OBJECT OF THE GAME

As a rancher, you must round up horses that broke free as a result of the wild stallions in Mustang Escape. To make the round-up more interesting, all the ranchers have agreed on a friendly contest: The winner is the first one who makes it to Green River Valley with a set of horses. A set consists of eight horses, one from each of these breed type categories (look on the back of each card):

Hot Blood/High School (a category that includes two breed types), Cold Blood, Warmblood, Harness, Pony, Exotic/Non-Horse (two breed types), Gaited, and American Sporting.

CHOOSE WHICH RANCH YOU OWN TODAY:



Double Cross Ranch: This large spread boasts babbling brooks and stately ponderosa pines. A waterfall overlooks the ranch and, from the top, you'll find the finest views in Mustang Country. The Double Cross specializes in breeding Spanish horses—Paso Finos and Peruvian Pisos. It has raised some of the world's finest.



Rocking R Ranch: A well-respected ranch, the Rocking R is known for fine Quarter Horses. It is one of the few ranches in the world that specializes in breeding the rare grullo color. The many box canyons of the Rocking R provide a safe haven to the wild mustangs that roam the ranch.



Bar BQ Ranch: The Bar BQ is a working dude ranch, where guests pay to come and help with wrangling and branding cattle. The Bar BQ has a number of warm springs. Only you, who grew up on the ranch, know the secret locations of the best ones.




Lazy B Ranch: Lazy B cattle and horses are tough. They have to be. Lazy B has little water and scant grass, so Lazy B horses and cattle must range farther to find food. Though it has "lazy" in its name, the Lazy B is the hardest working ranch in Mustang Country.

SETTING UP THE GAME

1. Choose a Stallion playing piece and put it on START.
2. Set the Ranch Adventure Cards face-down near the board.
3. Use only the Ranch Horse Cards, not the Mustang Horse Cards. Each Ranch Horse Card has a brand that tells which ranch owns the horse. Use only Ranch Horses that are owned by players.





If there are two players, use 16 cards (eight horses per ranch). Three players use 24 cards. Four players use all 32 cards.

4. If there are two ranchers, deal two cards per player. For three ranchers, deal three cards per player. Four ranchers get four cards apiece. Spread your cards picture-side down (so that you can see the breed types), or picture-side up if you can recognize breed types by sight. (It's okay peek at the back of a card, if you need to.)

5. Place the remaining Ranch Horse Cards in a stack picture-side up near the board.

In Rancher's Round-up and Rancher's Revenge, one card counts as one horse, even a Mare With Foal, unlike Mustang Escape.

RULES FOR PLAYING

Play is much like that of Mustang Escape. Roll the die and move in any direction. Lose a horse if anyone rolls a six and you're on a danger spot. Make your way to Green River Valley as soon as you have a complete set of horses. You do not need an exact roll to enter Green River Valley, but you can't end your turn in Dead Horse Pass.

Here are the differences between the games:

LANDING ON ANOTHER RANCHER: Take from that player one horse that bears the brand of your ranch. If the player has no horses with your brand, you cannot take a horse. Keep cards spread out, so that players can see the ranch names or brands.

HORSE SPOTS: When you land on any Horse Spot (either Mustang or Ranch), take a Horse Card from the stack.

ADVENTURE CARDS: Take a Ranch Adventure Card, not a Mustang Adventure Card. If the card tells you to take a horse from another player, you may take a horse that belongs to any ranch, not just your own ranch. When you lose a horse, put the Horse Card of your choice on the bottom of the stack.

BACHELOR STALLIONS: To a rancher, a bachelor stallion is just another horse. So unlike Mustang Escape, you cannot use a Bachelor Stallion Card to steal horses from other players.

TO WIN: Be the first rancher to enter Green River Valley with one horse from each of the eight breed types. You can have more than eight cards, and the horses do not all have to be from your ranch. After the game, all horses will be turned over to their rightful owners.

GAME 3

RANCHER'S REVENGE

As in Rancher's Round-up, you must round up escaped Ranch Horses. This time, you and the other ranchers have agreed to new rules for your somewhat friendly contest.

OBJECT OF THE GAME

Be the first rancher to enter Green River Valley with three pairs of horses, for a total of six horses. There are two types of pairs:

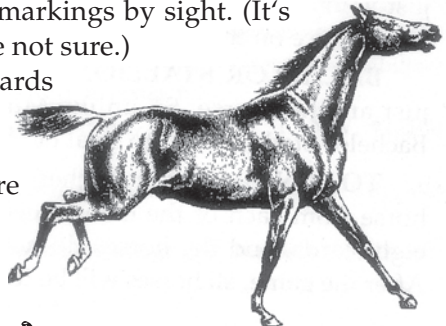
Color Family (for example, two Roan Family horses)

Marking (for example, two horses with striped hooves)

A color family consists of many colors. Only the color family, and not the color, counts. Also, the color family has to match exactly. Example: a black, a black point dun, and a dun with no black points are three separate families. Brands and breed types don't matter.

SETTING UP THE GAME

1. Each rancher chooses a Stallion and puts it on START.
2. Shuffle all the Ranch Horse Cards and Mustang Horse Cards together and deal five cards per player. These are the horses you caught before your friendly competition began. Note that one card counts for one horse. This means that a Mare With Foal card counts as one horse, not two.
3. Spread out your cards picture-side down (to see the color families and markings on the backs) or picture-side up if you can recognize color families and markings by sight. (It's okay to peek at the backs if you're not sure.)
4. Put the remaining Horse Cards in a stack picture-side up.
5. Put the Ranch Adventure Cards (*not* the Mustang Adventure Cards!) in a stack face-down.
6. Roll to see who goes first.



RULES FOR PLAYING

Play for Rancher's Revenge is like that of Rancher's Round-up with these exceptions:

LANDING ON ANOTHER PLAYER: If you land on another player, take a Horse Card of your choice from that player. Keep the cards spread out picture-side down so that players can always see the color families and markings on the backs. If you are looking for a specific color family, a marking, or a favorite horse, play goes more quickly if you simply ask if the other player has that card.

TO WIN: Be the first player to enter Green River Valley with three pairs of horses. It's okay to have extra horses in your herd. Remember: You do not need an exact roll in order to reach Green River Valley, but you cannot land in Dead Horse Pass.

TWO-PLAYER VARIATION: Two players may wish to collect four pairs (rather than three) to win.

QUESTIONS YOU MAY HAVE

Do the brands count in Rancher's Revenge?

No, the brands are only important for Rancher's Round-up. The breed types and breeds don't count either.

Do Mare with Foal cards count as a pair, since they have the same color and markings?

No, you must have two separate cards to count as a pair.

What about "No Mark." Does that count as a marking?

Yes. There are four horses with No Mark as a marking. Two No Mark horses qualify as a pair.

What is the difference between the color and the color family?

A color family (gray, for example) consists of several colors (dapple gray, rose gray, and so on). The color family is used in playing the game. The specific colors are not. They are there to show you the variety of colors in real-life horses. For more on colors, markings, and breeds of horses, see the back of the manual.

Is horse trading allowed?

That's up to you. Our game testers found that working together made the game go a lot faster, but you'll have to decide on your own rules for making trades.

HELPFUL HINTS FOR WINNING

When you get enough horses to win, break away from the other players and race for Green River Valley. That way, it will be harder for them to land on your herd and take away your horses

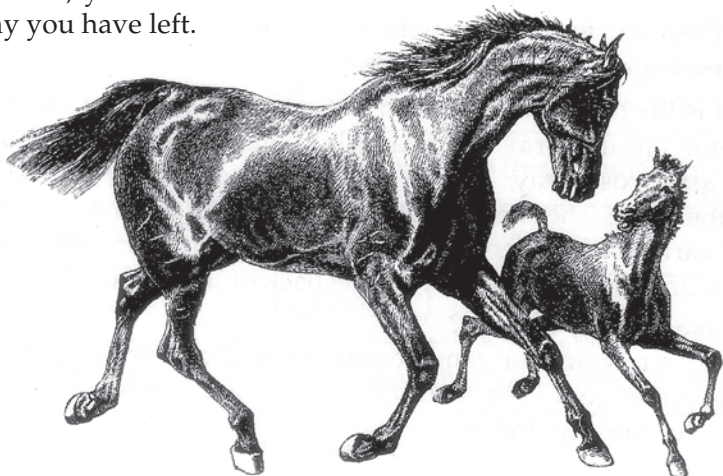
Adventure Cards are very hard to predict—some are good, some are bad. It's a good idea to land on Adventure Spots if you're behind. It may help you to catch up. But if you're winning, an Adventure card can be very risky.

In **MUSTANG ESCAPE**, Bachelor Stallions can be very powerful cards. It's a good idea to save them and use them late in the game to take a horse from someone close to winning. Take a Mare with Foal, if you can, since that counts as two horses. Remember that you can only use one Bachelor Stallion Card per turn.

Bachelors, Lead Mares, and foals don't affect the game in **RANCHER'S ROUND-UP** or **RANCHER'S REVENGE**. What counts are breed types or color families and markings. In these games, you need to think like a rancher, not a horse.

In Rancher's Round-up, it's smart to collect horses that belong to your ranch. That way, other players can't take them from you. But remember: You can win the game with horses from any ranch, not just your own.

In **RANCHER'S REVENGE**, don't be afraid to change your strategy for collecting pairs. Example: Suppose you have two bays and another player takes one. You don't have to find another bay. Instead, you can find another horse with the same marking as the bay you have left.



GAMES FOR ONE PLAYER

A HERD IN DANGER

In this solitaire version of Mustang Escape, you are the Lead Mare of a herd of wild mustangs. Ranchers are fencing off grazing land and blocking trails. Mustangers are moving in, trying to capture the horses in your little herd. A recent raid left your herd scattered over miles of rough country.

As the Lead Mare, you know the land better than any horse. It's up to you to find your herd members and lead them to safety in Green River Valley. Set a fast pace, as time is running out!

OBJECT OF THE GAME

Make it to Green River Valley in 22 turns or less with 9 horses.

GAME MATERIALS

Scrap paper and pencil (for keeping track of turns)

Mustang Adventure Cards

Mustang and Ranch Horse Cards

Game Board and Die

2 Stallion Playing Pieces

SETTING UP THE GAME

1. Sort through the Mustang Adventure Cards and remove the cards that tell you to take a horse from another player. Shuffle the remaining cards and put the deck face-down.

2. Sort through the Horse cards and find a Lead Mare that you like. This card stands for you, the Lead Mare of the herd.

3. Sort the cards into Ranch Horse Cards and Mustang Horse Cards. Take two Mustangs and put them near your Lead Mare Card. They are the remnants of the herd after a recent mustang round-up.

4. Write the numbers 1 through 22 on scrap paper.

5. Put two Stallion playing pieces on START. One stands for your herd stallion. The other marker is the approaching mustangers!

RULES FOR PLAYING

This game plays like MUSTANG ESCAPE, except that your Lead Mare cannot be lost or taken away, even if it is the last horse in the herd. Here are other rules:

1. TO TAKE A TURN: At the start of each turn, cross out a number (in order) on the scrap paper. Then roll a die and move your herd Stallion playing piece in any direction.

Important: Always cross out a number before you roll the die. One way to remember is to roll the die on the scrap paper.

2. HORSE CARD SPOTS: If you land on a Ranch Spot, draw a card from the Ranch stack. On a Mustang Spot, take a Mustang Card.

3. ADVENTURE SPOTS: Take the top Mustang Adventure Card and follow the directions. Set it aside when you're done. If a card says to roll again, you do not have to cross out a turn for that roll.

4. TO WIN: Make it to Green River Valley with 9 horses by the end of your 22nd turn. If you don't make it, you lose. Unlike MUSTANG ESCAPE, ALL the horses on your cards count toward winning. Your Lead Mare counts, as do the other mares, foals, bachelor stallions, and the mule. This is a game of skill and chance. As you play, you will find strategies to win more often. Keep track of the earliest turn on which you win. That's the record to beat!



HORSE DOUBLES

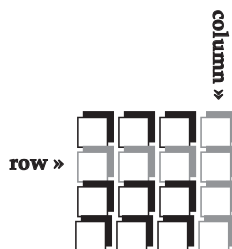
Here is an easy game you can play using just the Horse Cards. It gives you a chance to match horses based on their markings.

OBJECT OF THE GAME

Pair up as many horses as you can by their markings.

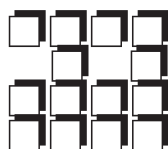
SETTING UP THE GAME

Remove and set aside the three Horse Cards with a pastern marking (Freya, Natasha, and Bertie). Shuffle the deck and hold it picture-side up. Deal 16 cards in four rows and four columns picture-side down.

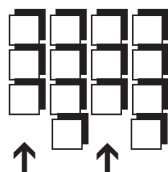


RULES FOR PLAYING

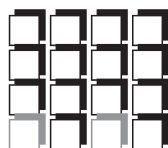
1. LOOK FOR PAIRS: Look for two horses in the same row or column that have the same marking. Remove all the matching pairs.



2. FILL THE SPACES: Shift cards up from the bottom to fill the spaces. Look for and remove any new pairs that appear. Keep shifting cards and removing pairs until there are no more pairs in the grid.



3. ADD CARDS: Look at the horse on the top of the deck. Can you identify its marking? (A few markings are very hard or impossible to see.) Place this horse in any empty space. Look for a row or column that has a horse of the same marking. Fill all the empty spaces with cards from the deck. Then remove all the pairs and shift the cards up.



4. TO WIN: Pair up, shift up, and add cards until no cards are left in the grid. If you get stuck and can't form any more pairs, count how many cards are left over. That's the number to beat in the next round!

CORRALS

This simple game involves horse breeds. The easiest way to play is by putting the cards picture-side down so that you can read the breed type on the back. For a real challenge, play picture-side up and try to recognize the breed. You can always peek at the back if you are not sure. The only materials you need are the 32 ranch Horse Cards.

OBJECT OF THE GAME

Round up the Horse Cards into three stacks, or corrals, by matching breed types and brands.

RULES FOR PLAYING

1. TO TAKE A TURN: Deal out cards in a row from left to right. (You may end up with a very long row, so lay the first card as far to your left as you can.) For each new card, see if you can make a play as follows:

- A card may be moved on top of its neighbor to the left if the two horses are of the same breed type or from the same ranch.

- A card may be moved on top of a card *three* spaces to the left if the horses are of the same breed type or from the same ranch.

Whenever you move a card, always take along any cards that are beneath it.

2. FILLING GAPS: Moving creates a gap in your row. Fill it by shifting cards from right to left, keeping them in the same order.

3. TO WIN: Move all the cards into three “corrals,” or stacks. Hint: Look at the cards carefully. Some moves may be hard to spot!



A FEW WORDS ABOUT HORSES

Our goal in **HERD YOUR HORSES®** is for you to have fun. For that, you don't need to know a thing about horses. You can simply admire the beautiful horses and pick favorites, just as people have done for thousands of years. In fact, **HERD YOUR HORSES®** evolved because there is nothing we admire so much as beautiful horses. But as with most things, the more you know, the more beauty you see.

After playing the game, you will come to know more than you realize, and you will do it in the same way great horsemen and horsewomen do: by thinking like a horse. You will gather herds, fight off stallions, and avoid predators and mustangers. But loving horses also means knowing how to look at them—to see differences between breeds, colors, and markings. This brief guide is here to deepen your knowledge—and love—for these magnificent animals.

THE FIRST HORSE

The Dawn Horse, Eohippus (EE oh HIP us), gave rise to every horse alive today. But you wouldn't recognize it. Eohippus was the size of a terrier (about 9 inches high at the shoulder) and it had four hooved toes on each front foot and three on each back foot.

Eohippus lived millions of years ago in the swamps of North America, before modern humans were around. In time, Eohippus spread around the globe. But some 8,000 years ago, the horses of North and South America vanished. For thousands of years, the American plains were empty of equine hoofprints.

Between five and six thousand years ago, humans in parts of Asia and Europe tamed wild horses for the first time. These early horses inspired vivid cave drawings found today in France and Spain. They were part of ancient mythology. They were part of religions. And they were a big part of the reason for human progress. Wheeled carts, chariots, and the invention of the saddle allowed humans to do more, go more places, and see more than ever before. Genghis Khan, the infamous leader of the nomadic Asian horsemen, built an empire on the backs of scruffy Mongolian ponies! Knights



rode heavy draft horses into battle and, later, into tournament jousts.

In 1492, Christopher Columbus landed in the Caribbean and, later, in Central America. With the Spanish explorers came the great Spanish horses to the New World. Some horses escaped and found fine pastures and vast territories in which to roam. The wild horse population grew to the millions, becoming part of many Native American cultures, and giving rise to the “cow horses” of the Old West cowboy culture.

THE HERD MENTALITY

Horses are social animals; they like company. Nowhere is this more true than in the wild mustang bands that have roamed the great American West for centuries. Though descended from tame horses, they live lives of freedom and peril and depend on staying together for their very survival.

The stallion and the lead mare form the basis for a herd. The lead mare is a senior mare in the social order, and she stays at the head of the herd. Once the herd uses up a grazing land, the lead mare usually knows how to get to the next one. The stallion keeps the herd together, often following behind to nip at stragglers. He also battles predators with his powerful hooves.

Herds usually include a lot of mares and foals and a single stallion. Nine horses form a typical group, which is the target number in our game MUSTANG ESCAPE. In real life, however, a stallion is always on the lookout for more mares.

Not every stallion can form a herd. Bachelor stallions (those without a herd) sometimes steal mares from other herds. When they aren't trying to get mares, they sometimes form small groups to keep each other company. As we said, horses are social animals.

Mustang herds protect themselves against wolves, cougars, and other predators in a number of ways. When threatened, they may gather in a circle, heads pointing out, with the foals in the middle. Not only does this shield the foals, but it also keeps wolves from going after the horses' hindquarters--the most vulnerable area. The many pairs of eyes of a herd are better at watching out for predators than a single animal is, so the herd often gets a head-start at fleeing. The warning signal of just one horse can cause the entire herd to take off, pronto.

Even flies and mosquitoes are less trouble for animals that live in a herd. Horses can stand head to tail and swish the insects off each other's faces with their tails!

Horses form very strong friendships, and good friends will go to great lengths to be together, as you will find in playing **HERD YOUR HORSES®**.

HORSE BREEDS

People have bred traits into horses for thousands of years: a big size for pulling, a smooth gait for riding, a beautiful coat for status and show. Horses of a breed share certain traits. Horses that don't belong to a breed have mixed traits (like a dog that's a mutt). Horse breeds are grouped into breed types. In the game, we chose these breed types:

BREED TYPES	BREEDS
Warmblood	Trakehner, Dutch Warmblood, Selle Francaise, Hanoverian
Cold Blood	Belgian, Percheron, Suffolk, Shire
Harness	Standardbred, Friesian, Cleveland Bay, Norwegian Fjord
Pony	Shetland, Hackney, Icelandic, Welsh
Gaited	Tennessee Walking Horse, Paso Fino, Peruvian Paso, American Saddlebred
American Sporting	Morgan, Quarter Horse, Paint, Appaloosa
Hot Blood	Arabian, Thoroughbred
High School	Andalusian, Lipizzan
Exotic (or rare)	Akhal Teke, American Bashkir Curly
Non-Horse	Donkey, Mule



BRAND MARKS

Just as in real-life ranching, brand marks play an important role in **HERD YOUR HORSES®**. Long before barbed wire, a rancher's livestock could drift for miles and join with another rancher's herds. Branding was the only way to legally decide which cow or horse belonged to which rancher. Branding was also, and still is, one of the best ways to deter thieves. Although there are no brand laws in the East, many western states have old branding laws. They are being newly enforced to cut down on horse thefts.

Brands develop reputations. For example, many Quarter Horse owners know that the Running W on a hip means the horse was probably bred on the famed King Ranch.

Europeans brand horses on the hindquarters or the shoulders to indicate both the owner and the horse's origin. The Warmblood breeds each have their own brand, for example.

Many Arabian and some other owners use freeze branding, which turns the hair white. Race horse owners use a lip tattoo.

THE COLOR OF HORSES

If you bought a new bike, you would care what color it is. The same is true of horsemen and horsewomen. The horse's color has always been very important. Some patterns or colors are just not accepted on some breeds, even if the horse has a stellar parentage. For example, you will never see a dun Thoroughbred or Arabian.

Many cultures have felt that horses of a certain color were hardier and faster. Spanish conquistadors and the Arabs thought chestnuts were more durable. Many cowboys and gauchos preferred linebacked duns. Belgians believe roans are the hardiest and best-built. Native Americans preferred spotted horses, and the medicine hat paint pattern was thought to give the horse immunity from wounds during battle. Few have made the effort to prove or disprove these assumptions. Polish horse breeders, however, have shown that chestnut mares are more successful than bays over short distances, while the reverse is true for longer distances. Different colors may indeed make a difference in how a horse performs.

The original Spanish horses, the ancestors of today's Andalusian and Spanish Barb, carried a great variety of colors.

Most of these colors and patterns are the result of a particular gene. For instance, one gene can make a horse turn gray as it grows older. This gene produces all the grays found in the gray family. Another gene is responsible for various bay-colored horses.

As the Spanish horses ran wild in the Americas, many of the colors and patterns of the ancient horse began to occur more often: duns and buckskins and, aided by human selection, paint and appaloosa patterns. These all added to the already wide variety found in the old Spanish horses to create the truly dizzying array of colors seen in today's mustangs.

For our game, we selected these common color and pattern families. There are five cards for each color family

COLOR FAMILY COLORS AND PATTERNS

Bay	Mahogany Bay, Blood Bay, Standard Bay, Sandy Bay
Paint	Tobiano, Overo, Sabino, Splashed White
Chestnut	Liver Chestnut, Bright Chestnut, Standard Chestnut, Sorrel
Black Point Dun	Slate Grullo, Olive Grullo, Zebra Dun, Gray Dun, Buckskin
Dun, no Black Points	Lilac Dun, Red Dun, Claybank, Yellow Dun, Apricot Dun
Gray	Rose Gray, Fleabitten Gray, Dapple Gray
Black Family	Black, Faded Black
Brown Family	Brown, Seal Brown
Roan Family	Strawberry Roan, Red Roan, Blue Roan, Blue Corn, Purple Corn
Appaloosa	Blanket, Leopard
Light Family	Cremello, Perlino, Palomino, White, Silver Dapple

HORSE MARKINGS

You and your friends probably have special features that set you apart—a birthmark on your arm, a blond streak in dark hair, freckles, and so on. So do horses. We picked 13 face, leg, and general markings for our horses. We also added a No Mark category. Each marking is on four horses, except for the pastern, which is on three. Some markings have other names. We used the most common terms.

Face Markings



Star



Bald Face



Snip



Stripe



Blaze

Leg Markings



Stocking



Sock



Pastern



Coronet

Other Markings



Wall Eyes



Striped Hooves



Dorsal Stripe



Dapples

A FEW HORSE TERMS

(ap ah LOOSE ah): A spotted horse pattern. The Appaloosa is also a breed.

bachelor stallion: A young stallion (male horse) without a herd. Bachelors sometimes hang out with other bachelors for company.

barn sour: Said of horses that always try to turn and go home when you ride them. If you were too shy to spend the night at a neighbor's house and came home, you would be called barn sour, too.

bay: A common horse color. The mane, tail, and legs (the "points") are black; the body is reddish brown. Brown horses have black points, too, but their coat has no red in it.

bolt: To gallop madly away.

box canyon: A canyon with steep walls on three sides. There is only one way in or out.

brand: A mark on an animal that identifies the owner.

breed: A group of animals that humans have bred to look a certain way and have certain traits—a color or big size, for instance.

brown: A horse color with no shades of red. See *bay*.

buckskin: A horse whose body is the color of tanned deerhide, and who has black points (mane, tail, and legs).

chestnut: A color family. Chestnut horses have shades of red and may have a flaxen (milky white) mane and tail. Unlike bays, chestnuts do not have black points (legs, mane, and tail).

claybank: A dun coloring halfway between the pale orange apricot dun and the yellow gold palomino.

cimmarron (SIM ah ron): A tamed horse that has escaped to the wild.

cold blood: A big, strong, easy-going European breed type. It is descended from the prehistoric Northern Forest Horse. Cold Bloods are often called draft horses. See also *Warmblood* and *Hot Blood*.

colt: A young male horse. See also *filly*.

conformation: Body shape. A well-shaped horse has good conformation.

corn: Dark spots that may appear on the roan pattern. They look like kernels on the ears of Indian corn. Blue corns are blue roans that have corn spots. Purple corns are purple roans with corn spots. See *roan*.



corral: A closed pen for horses.

cremello: A creamy off-white horse. See *perlino*.

dapples: Little splotches of darker areas on a horse's coat. They are common on gray horses, but can appear on any color horse.

dorsal stripe: A dark line along the horse's back from mane to tail. Also called an eel stripe. See *primitive marks*.

draft horse: A very large, easy-going horse bred for pulling heavy loads. It includes such breeds as the Shire, the Percheron, the Clydesdale, and the Belgian. See *Cold Blood*.

dressage (druh SAZH): A French term for training which is now extended to cover the sport of dressage, where a horse moves in response to tiny motions of a rider's hands, legs and weight.

dun: A color family with a light body and dark mane, tail, and legs ("points").

eel stripe: See *dorsal stripe*.

English: "She rides English style" means riding with an English saddle (which has no horn) and steering the horse by pulling its head in the direction you want to go. See *Western*.

faded black: Black horses with manes and tails that faded in the sun.

feathering: The long hair on the lower legs of draft horses. This hair protected the legs against saw-toothed grasses in the low, marshy lands of Europe.

filly: A female baby horse.

foal: A baby horse, either male or female.

gallop: The fastest gait of a horse.

gait: The horse's way of moving. The three basic gaits are the walk, the jog or trot, and the lope or canter. (A gallop is a very fast canter.) Some breeds have special gaits of their own.

green-broke: Freshly tamed, and unused to the ways of humans.

gray: A family of colors. Gray horses are born dark. Hairs turn white as the horse grows older.

grullo or grulla (GREW ya): Spanish for the slate-colored sandhill crane. Western riders use the term to describe a bluish-gray colored horse with dark points (mane, tail, and legs) and a black head.

hand: The unit of measurement for horses. One hand equals four inches. Horses and ponies are measured by their height at the shoulder.

haute école (OTE ay COLE): An advanced artform of riding. The horse does

hard moves such as trotting in one place and jumping on the back legs alone. Many of these moves had their origins in battle training. For example, being able to trot in one place allowed soldiers to warm their mounts in very small areas.

high school: The words *haute école* mean “high school” in French. They are the same thing.

hobbles: Leather straps or chains for tying a horse’s front feet together. They allow the horse to wander and graze, but prevent it from running away.

hot blood: There are only two breeds of Hot Blood: the Arabian and the Thoroughbred. Hot Bloods are spirited horses that can be hard for beginners to control. See *Cold Blood* and *Warmblood*.

lariat: A light rope to lasso cattle or horses, make *hobbles*, and tie a horse out to graze.

lead mare: Every herd has one mare, usually older, experienced, and clever, who sometimes leads the herd when they travel. She knows the good pastures and hiding places.

mesa (MAY sah): A hill or mountain that looks like a table with a flat top and very steep sides. (*Mesa* is Spanish for “table.”) A mesa usually stands alone, away from other mountains.

mule: The offspring of a horse mother and a donkey father. Mules usually can’t have offspring of their own. Female mules sometimes want babies so much that they try to steal foals from horses.

mustang: Descendants (for the most part) of Spanish horses brought to the New World in the 16th century that escaped into the wild.

overo (oh VARE oh): A paint pattern. The edges of the patches are often irregular, the back is usually dark, and the head is mostly white. See *tobiano*.

pace: A *gait*. The horse picks up both left feet and moves them forward, and then picks up both right feet and moves them forward. Some horses and breeds (Paso Fino and Tennessee Walking Horse) do this naturally. See *trot*.

palomino: A golden-colored horse with a white mane and tail.

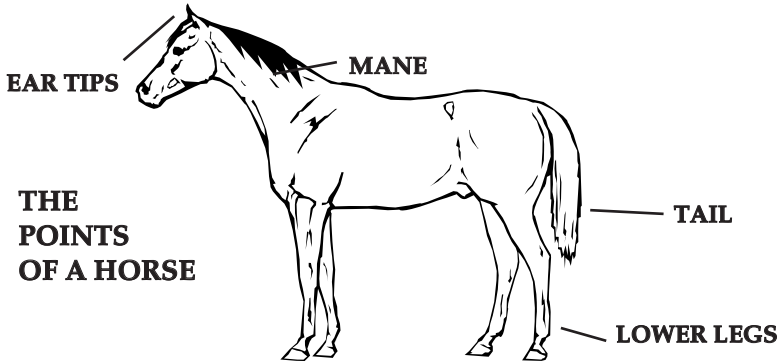
paint: A breed or any horse with large patches of white and color. It is also called a pinto.

partbred: A horse that is partly, but not fully, of a breed. Example: A horse with a Morgan mother and a father of no particular breed is a partbred Morgan.

pass: A low point between two mountains, and so a great place to cross. “Head them off at the pass” is a line heard in more than one western movie.

perlino: A creamy off-white horse. Perlinos have a rusty tinge to their points (mane, tale, and legs). See *cremello*.

points: The mane, tail, and legs of a horse, and often the ear tips, too. Horses are often classified by the color of their points.



pony: A small horse that is usually not over 14.2 hands (58 inches) in height. Ponies may be smaller and chunkier (shorter legs, thicker body) than horses, but pound-for-pound they are stronger.

primitive marks: Markings that include a *dorsal stripe*, a stripe over the withers (shoulders), and zebra stripes on the legs. They are often found on *dun* colored horses, but appear on other horses, too.

ranch-bred: In the game, it means a horse of a certain breed, rather than a mustang. Normally, "ranch-bred" means a horse raised on a ranch.

ridge: A long, narrow stretch of land.

roan: A color family. Roans have a mix of colored and white hairs, and, unlike grays, do not get lighter as they age. To tell a roan from a gray, look at the head. A grey often has white hairs mixed in with the colored hairs. A roan has white hairs on its body, but not its head. Blue roans have the roan pattern over a dark body color, such as black or seal brown. Strawberry roans have the pattern over a chestnut coat. Red roans have it over a bay coat. Purple roans have it over a mahogany bay coat.

round-up: When a rancher gathers cattle or horses spread around the range.

sabino (sa BEE no): A rare color pattern of flecked white patches found most often on Clydesdales.

seal brown: A brown that is close to black. The horse may appear black until you notice the lighter brown or yellowish areas around the mouth and on the insides of the legs.

silver dapple: An unusual and striking scattering of *dapples* found in some

Shetland Ponies and European breeds. This is a different type of dapple than dapple gray.

sorrel: A lighter chestnut color. Western riders and draft horse breeders frequently use the term “sorrel” instead of chestnut.

Spanish horses: Horses at least in part descended from horses bred in Spain around the late 15th and early 16th centuries. In Europe: the Andalusian (an da LOO shun) and the Lipizzan (LIP ih zan). In the Americas: the Paso Fino, the Spanish Barb, and the mustang, along with others.

The Spanish Riding School: The Imperial Spanish Riding School of Vienna, founded about 400 years ago, uses horses from Spain called the Lipizzan (LIP ih zan). They are trained in *High School* riding.

splashed white: A rare color pattern that looks as if someone threw white paint at the horse’s belly. The legs, belly, and head are usually white, and the eyes blue. This color is found in European breeds such as the Welsh Pony.

tobiano (tow bee AHN o): The most common paint pattern. The white areas usually have a very smooth edge, white crosses the back, and the head is dark. See *overo*.

trot: A *gait*. The horse moves the right front foot and back left foot at the same time; then it moves the other two feet. A trot and a *gallop* is like a jog and a flat-out run for humans. Horses can trot for long distances. Trotters are bumpy to ride. See *pace*.

wall eyes: Blue eyes, more often found on light-colored horses. Most horses have dark brown eyes; a few have amber (yellowish-orange) or gray eyes.

warmblood: A mixture of a spirited *Hot Blood* (Arabian or Thoroughbred) and any other type of horse.

Western: A type of movie, a way of riding, a state of mind—take your pick. “She rides Western style” means riding with a Western saddle (which has a horn, or pommel) and steering by touching the horse with the reins on the opposite side of the neck you want to go. Example: If you touch the horse on the left side of the neck, it will turn right. It seems like a funny way to steer, but it allows riders to use only one hand, leaving the other hand free to rope cattle, open gates, or what-have-you. See *English*.

wrangle: To herd horses or cows. People who look after very young children on movie sets are called “baby wranglers.”

zebra dun: A horse with a yellowish dun coloring and *primitive marks*.

zebra stripes: Zebra-like stripes on a horse’s legs. See *primitive marks*.

RECOMMENDED READING

Many thanks to Barbara Oakley for compiling this list of horse resources. A few books may be out of print, but are available in libraries or used bookstores. **Knight Equestrian Books**, (Boothbay Road, P.O. Box 78, Edgecomb, Maine 04556) puts out a very complete catalog of current equestrian books—fiction and non-fiction.

FICTION FOR CHILDREN

Mustang Related Classics:

Blackface Stallion, by Helen Griffiths. Follows the life of a mustang growing up in the deserts of Mexico.

Buck, Wild and *Indian Paint: The Story of an Indian Pony*, by Glenn Balch

Dark Sunshine, by Dorothy Lyons. Check your library for this and other out-of-print Dorothy Lyons titles.

Mustang, Wild Spirit of the West, by Marguerite Henry.

Smokey the Cow Horse, by Will James. A classic tale by a legendary cowhand. Told in cowhand dialect.

White Stallion, by Elizabeth Shub. Written on a second grade reading level.

Wild Animals I Have Known and *The Pacing Mustang*, by Ernest Thompson Seton.

Wild Mustang, by Joan Campbell.

General Classics:

Black Beauty, by Anna Sewall

The Black Stallion Series, by Walter Farley. The many adventures of a beautiful black Arabian and the boy who has won his heart.

The Last Hurdle, by Frieda K. Brown

Misty of Chincoteague, Misty's Twilight (about the great-granddaughter of Misty), and the many other books in this series, by Marguerite Henry.

My Friend Flicka, by Mary O'Hara

National Velvet, by Enid Bagnold. The movie version is available on video.

Roger Caras' Treasury of Great Horse Stories, compiled by Roger Caras. Includes literary classics.

Newer Works:

The Saddle Club Series, by Bonnie Bryant, follows three young teenage girls through their adventures with new friends, horses, horse shows, and a trip to a

dude ranch.

The Blue Ribbon Series, by Chris St. John, adds the factor of teenage social life to setting priorities among horses, school activities and boys.

The Galloping Detective Series, by Claire Birch. Good horsemanship and a mystery to boot!

The Thoroughbred Series, by Joanna Campbell. About a girl raising her Thoroughbred racehorse.

The Horsecatcher, by Mari Sandoz. A Native American story.

Casey, the Utterly Impossible Horse, by Anita Feagles. Delightful story of a horse and his boy.

Ghost Horse of the Palisades, by Jean Thompson. A girl's quiet life is enlivened by the reappearance of a legendary white stallion that no one has ever captured.

Winners, by Mary Ellen Collura. An Native American boy raised in foster homes returns to live with his grandfather. His life changes when he gets a wild mare.

Books for Very Young Readers:

The Billy and Blaze Series, by C.W. Anderson.

Cowardly Clyde, by Bill Peet. Clyde, the war horse, and his knight take on the terrifying dragon.

Gift of the Sacred Dog, by Paul Goble. Legend of how Native Americans got the horse.

The Girl Who Loved Wild Horses, by Paul Goble. Beautifully illustrated book about a young Native American girl who loves wild horses.

Fritz and the Beautiful Horses, by Jan Brett. A homely tubby little pony saves the day.

The Silver Pony, A Story in Pictures, by Lynd Ward. A classic story.

NON-FICTION FOR CHILDREN

All About Horses and *The Album of Horses*, by Marguerite Henry.

Appaloosas, Baby Horses, and other books by Dorothy Patent.

Draw Horses with Sam Savitt, by Sam Savitt. Excellent how-to by a great master (both children and adults can learn from this one).

Feeding, Grooming & Handling, Jane Kidd, Editor. A super guide.

Horse of Different Color, by Dorothy Patent. A well illustrated introductory text about horse color.

Looking at Paintings: Horses, by Peggy Roalf. A children's guide to observing horses depicted in art.

Usborne Guide to Riding & Horsemanship, by C. Rawson et al. Profusely illustrated, colorful large format, ideal manual for grade schoolers.

BOOKS FOR ADULTS

America's Last Wild Horses, by Hope Ryder. A definitive work about the attempts to preserve American feral horses.

American Wild Horses, by B.F. Beebe. Describes the Przewalski horse, the wild ponies of Assateague, and the mustang and wild burros found today in the eastern and western United States.

A Guide for the Parents of Horse Crazy Kids, Francis Wilbur. A must-buy book.

The Horse, by Evans et al. The most authoritative and comprehensive study of horse science available.

Horse Color, by Sponenberg and Reaver. This very thorough work includes photos of every conceivable color and an excellent discussion of color genetics.

Mustang Roundup, by Paul Laune. Laune discusses the habits, manners, training, origins, and history of the mustangs on his father's ranch in northwestern Oklahoma.

Roaming Free: Wild Horses of the American West, by Skylar Hansen. A beautifully illustrated book about mustangs by a man who has spent years researching, following, and photographing the animals.

Such is the Real Nature of Horses, by Robert Vavra. Beautifully illustrated book on horse-watching by the great equestrian photographer.

The Ultimate Horse Book, Elwyn Hartley Edwards. An excellent, wonderfully illustrated guide to the various breeds.

The Whole Horse Catalog, by Steven D. Price. Top notch reference to horse "stuff."

MAGAZINES

There are a great number of magazines for horse lovers, many of them specializing in a particular breed, like the *Arabian Horse Times*, or an industry, such as horse racing. Here are some good general interest magazines:

The Chronicle of the Horse, P.O. Box 46, Middleburg VA 22117-0046. A weekly general interest and sport magazine.

Equus, 656 Quince Orchard Road, Gaithersburg MD 20878-1472. A sophisticated, beautiful magazine for the intelligent horseperson.

Horse & Rider, 1060 Calle Cordillera, #103, San Clemente, CA 92672. A fine western training and health oriented magazine.

Horse and Horseman, P.O. Box HH, Capistrano Beach CA 92624-0596. Good general interest.

Horse Illustrated, P.O. Box 6050, Mission Viejo CA 92690-6050. General interest, great photography.

Horse Show, 220 East 42nd St., New York NY 10017-5806. Show, general interest.

Horseplay, 11 Park Ave., P.O. Box 130, Gaithersburg MD 20877. Classical Riding.

Practical Horseman, Gum Tree Corner, Unionville, PA 19375. English riding and horse care.



Western Horseman, P.O. Box 7980, Colorado Springs CO 80933-7980. The biggest and one of the best of the general interest. Western oriented.

Conquistador Magazine (8729 Santa Rosa Rd., Buellton, CA 93427) is devoted to the breeds of Spanish origin, but it has informative general articles that are highly recommended to anyone. Since mustangs are of Spanish origin, they are frequently featured in *Conquistador's* pages.

FAMILY VACATION

You may want to plan a trip to one of the best places in the world to learn about, see, and ride horses: the beautiful **Kentucky Horse Park** (4089 Iron Works Pike, Lexington KY 40511-8400).

ORGANIZATIONS

There are a number of large organizations that have programs that deal with horses. Here's how to contact some of the biggest:

The American Youth Horse Council, c/o the American Horse Council, 1700 K Street NW, Suite 300, Washington DC 20006-3805.

The National 4-H Council, 7100 Connecticut Ave., Chevy Chase MD 20815.

National FFA Organization, P.O. Box 15160, Alexandria VA 22309-0160.

United States Pony Clubs, Inc., 4071 Iron Works Pike, Lexington, KY 40511-8462.

If you are trying to find out about a specific breed, contact the **American Horse Council** at the address above (please enclose a stamped, self-addressed envelope). The American Horse Council also puts out a "Horse Industry Directory" that lists all the breed organizations and how to contact them.

VOLUNTEER WORK

Those who are interested in working with horses and doing well for their community at the same time can contact the **North American Riding for the Handicapped Association** (P.O. Box 33150, Denver CO 80233; 1-800-369-RIDE). NARHA has more than 450 riding centers located all over the United States. The group provides therapeutic assistance to people with a wide variety of illnesses and handicaps, ranging from multiple sclerosis to Down's syndrome.

If you would like to volunteer your services to help rescue or rehabilitate horses here are some outfits you might want to contact:

The American Horse Protection Association, 1000 29th St., NW, #T-100, Washington, DC 20007-3820.

The American Mustang and Burro Association, P.O. Box 7, Benton City, WA 99320-0007; Hotline: 1-800-US4-WILD.

International Society for the Protection of Mustangs and Burros, 11790 Deodar Way, Reno, NV 89506.

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