

Triumph Race Game

The Triumph Race Game is a great party game and excellent for club functions. The game is based on the old horse racing games played at many resorts. The play is fairly simple, the cars are arranged at the starting line and may not change lanes.

In the event betting is desired, the bettors select a car by color. Each chip counts for one unit of bet, for example if the bet is decided to be \$.25 then each chip has a value of \$.25. When the bettor places his bet he is given one chip the color of his selected car. If he chooses to bet \$.50 he is given two chips and so on. This allows everyone to keep track of who bet on which car. When the race is completed, the pot is split by the number of chips held by the players. Say there are two winners, one with a single chip and another with two chips. The pot is split into three shares and player one gets a single share while player two gets two shares. If the pot can't be split exactly, it is split as well as it can be and any extra goes into the pot for the next race. In the event the winner is a car no one has bet, no one wins, and the pot is added to the next race.

Ready to begin the race. The six dice are thrown, and the cars are moved as follows. One die comes up as a 1. Car number one is moved one space. Two dies come up as 3's, then car three is moved two spaces. Three Dies come up as 4's, car number four moves three spaces, and so on. The first car to cross the line wins, and in the event of a tie, the pot is simply split more ways.

The Oil Slick. This is optional, but can add some additional fun to the game. Opposite, the starting line, there is a double line. This is the location of the oil slick. All cars require a double to cross this line, meaning two dies must come up with their number in a single toss in order to cross the line.