

JEROME PARK

Steeple Chase

NEW GAME

RULES.

This new and interesting Game can be played in different ways, and by an unlimited number of players.

The players should previously fix upon the wager for the course, and agree upon the scale of fines. The stakes, increased by the fines and forming the pool, go to the horse that first attains or exceeds No. 100, as may be agreed upon.

After casting lots with dice for the order of starting, each player will throw the dice in his turn and bring his horse on the line indicated by the number of points obtained by the throw

Each player is allowed to take several horses, paying one stake for the first, and one-and-a-half for the second and following.

The player who on his first throw brings his horse on No. 10, loses his turn, and has to become the last player. When the throw brings the horse on one of the lines corresponding with No. 20, 30, 40, 50, &c., (except No. 100, which is the end of the Game,) the player must return where he was previously placed.

The player cannot stop on No. 16, 33, 48, or 68 points, which indicate hedges, barriers, and ditches; but if he should be thrown on one of these obstacles, he must return to his former place, and must pay the fine.

If the points lead the player on No. 57, he is thrown out of the Game; but he may recommence without paying his entry or stake.

If he is thrown on No. 84, he loses the Game altogether; but may recommence by paying the entry or stake again, and taking his place after the others.



3	62	61	60	59	58	57	56	JEROME PARK	45	44	43	42	41	40	39	38	37	36	35	34	33	32	31	30	29	28	27	26	25	24	23
64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95

The player who first arrives at No. 100 has won the Game. Each player passing No. 100 has to return just as many points as he has thrown above No. 100.

This Game is generally commenced with two dice. After having passed No. 80 one die only can be used. If the players, however, wish to shorten the Game, they may use four dice until they arrive at No. 70, when only two dice can be used. On arriving at or passing No. 90, one die only is allowed.

All of these rules may be modified, however, according to the will of the players, who can establish rules to suit themselves.

S I M P L E C O U R S E .

This is played by removing the ditches, hedges, and barriers.

The player who first arrives at or passes No. 100, is the winner. The Simple Course is less interesting than the Steeple Chase, and does not last as long. It can be played with two or four dice, as the players may wish.



85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1

