

*Margin from Models*

DIRECTIONS

FOR THE

JOHN GILPIN  
FOLDING GAME BOARD,

CONTAINING THE FOLLOWING NEW GAMES:

*John Gilpin,*

*Rainbow Backgammon.*

*The Bewildered Travelers.*

Each Game has a separate design, and uses our new INDICATOR—the only substitute for Dice which has thus far found favor with the public. In all respects, this Combination of Games will prove

Par Excellence,

the most attractive and charming of any issued during the CENTENNIAL YEAR.

McLOUGHLIN BROTHERS,  
NEW YORK.

*Publishers' Note to Buyers of Games.*

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*Hitherto it has been found impossible to produce a Game of special and lasting interest, without basing it upon different valuations of the spaces, or moves, upon the Board. The larger the number of these valuations, the more confused and intricate the Game appeared in the hands of the Learner or Novice. For similar reasons, it followed that a Game for a child would be too simple for an adult, and one for an adult too complex for a child. All these difficulties have been overcome in this Game, and both child and adult will find John Gilpin the delight of their leisure hours.*

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THE  
GAME OF JOHN GILPIN.

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PLAYERS who read JOHN GILPIN, will find the same difficulties besetting them in their journey to the Islington Inn that befell that renowned personage; and although the roads are straight and symmetrical, yet, when they attempt to stop at the Inn, they will soon discover that their pieces are not unlike the vicious beast that Gilpin rode.



THE STORY OF JOHN GILPIN.

JOHN GILPIN was a citizen  
Of credit and renown,  
A train-band captain eke was he  
Of famous London town.



John Gilpin's spouse said to her dear,  
 "Though wedded we have been  
 These twice ten tedious years, yet we  
 No holiday have seen.

"To-morrow is our wedding-day;  
 And we will then repair  
 Unto the Bell at Edmonton  
 All in a chaise and pair.

"My sister and my sister's child,  
 Myself and children three,  
 Will fill the chaise, so you must ride  
 On horseback after we."

He soon replied, "I do admire  
 Of womankind but one;  
 And you are she, my dearest dear;  
 Therefore it shall be done.

"I am a linendraper bold,  
 As all the world doth know;  
 And my good friend the calender  
 Will lend his horse to go."

Quoth Mrs. Gilpin, "That's well said:  
 And for that wine is dear,  
 We will be furnish'd with our own,  
 Which is both bright and clear."

John Gilpin kissed his loving wife;  
 O'erjoyed was he to find  
 That, though on pleasure she was bent,  
 She had a frugal mind.

The morning came, the chaise was brought,  
 But yet was not allowed  
 To drive up to the door, lest all  
 Should say that he was proud.



So three doors off the chaise was stayed,  
 Where they did all get in;  
 Six precious souls, and all agog  
 To dash through thick and thin.

Smack went the whip, round went the wheels,  
 Were never folks so glad;  
 The stones did rattle underneath,  
 As if Cheapside were mad.

John Gilpin at his horse's side  
 Seized fast the flowing mane;  
 And up he got, in haste to ride,  
 But soon came down again.

For saddle-tree scarce reach'd had he,  
 His journey to begin,  
 When, turning round his head, he saw  
 Three customers come in.

So down he came ; for loss of time,  
 Although it grieved him sore,  
 Yet loss of pence, full well he knew,  
 Would trouble him much more.

'Twas long before the customers  
 Were suited to their mind,  
 When Betty, screaming, came down-stairs—  
 "The wine is left behind!"

"Good lack?" quoth he—"yet bring it me,  
 My leathern belt likewise,  
 In which I bear my trusty sword  
 When I do exercise."

Now Mistress Gilpin (careful soul!)  
 Had two stone bottles found,  
 To hold the liquor that she loved,  
 And keep it safe and sound.

Each bottle had a curling ear,  
 Through which the belt he drew,  
 And hung a bottle on each side,  
 To make his balance true.

Then over all, that he might be  
 Equipped from top to toe,  
 His long red cloak, well brushed and neat,  
 He manfully did throw.

Now see him mounted once again  
 Upon his nimble steed,  
 Full slowly pacing o'er the stones  
 With caution and good heed.

But finding soon a smoother road  
 Beneath his well-shod feet,  
 The snorting beast began to trot,  
 Which galled him in his seat.



So, "Fair and softly," John, he cried,  
 But John he cried in vain;  
 The trot became a gallop soon,  
 In spite of curb and rein.

So stooping down, as needs he must  
 Who cannot sit upright,  
 He grasped the mane with both his hands,  
 And eke with all his might.

His horse, who never in that sort  
 Had handled been before,  
 What thing upon his back had got  
 Did wonder more and more.

Away went Gilpin, neck or naught,  
 Away went hat and wig.  
 He little dreamt, when he set out,  
 Of running such a rig.

The wind did blow, the cloak did fly,  
Like streamer long and gay,  
Till, loop and button failing both,  
At last it flew away.

Then might all people well discern  
The bottles he had slung;  
A bottle swinging at each side,  
As hath been said or sung.

The dogs did bark, the children screamed,  
Up flew the windows all;  
And every soul cried out, "Well done!"  
As loud as he could bawl.

Away went Gilpin—who but he!  
His fame soon spread around;  
'He carries weight! he rides a race!  
'Tis for a thousand pound!"

And still, as fast as he drew near,  
'Twas wonderful to view  
How in a trice the turnpike-men  
Their gates wide open threw.

And now, as he went bowing down  
His reeking head full low,  
The bottles twain behind his back  
Were shattered at a blow.

Down ran the wine into the road,  
Most piteous to be seen,  
Which made his horse's flanks to smoke  
As they had basted been.

But still he seemed to carry weight,  
With leathern girdle braced;  
For all might see the bottle-necks  
Still dangling at his waist.



Thus all through Merry Islington  
These gambols he did play,  
Until he came unto the Wash  
Of Edmonton so gay.

And there he threw the Wash about  
On both sides of the way,  
Just like unto a trundling mop,  
Or a wild goose at play.

At Edmonton his loving wife  
From the balcony spied  
Her tender husband, wondering much  
To see how he did ride.

"Stop! stop, John Gilpin!—here's the house!  
They all at once did cry;  
"The dinner waits, and we are tired."  
Said Gilpin, "So am I!"

When straight he came with hat and wig,  
 A wig that flowed behind;  
 A hat not much the worse for wear,  
 Each comely in its kind.

He held them up, and in his turn  
 Thus showed his ready wit,  
 "My head is twice as big as yours,  
 They therefore needs must fit.

"But let me scrape the dirt away,  
 That hangs upon your face;  
 And stop and eat, for well you may  
 Be in a hungry case."

Said John, "It is my wedding-day,  
 And all the world would stare,  
 If wife should dine at Edmonton  
 And I should dine at Ware."

So turning to his horse, he said,  
 "I am in haste to dine:  
 'Twas for your pleasure you came here,  
 You shall go back for mine."

Ah! luckless speech, and bootless boast!  
 For which he paid full dear;  
 For while he spake, a braying ass  
 Did sing most loud and clear;

Whereat his horse did snort, as he  
 Had heard a lion roar,  
 And galloped off with all his might,  
 As he had done before.

Away went Gilpin, and away  
 Went Gilpin's hat and wig;  
 He lost them sooner than the first,  
 For why?—they were too big.



Now Mistress Gilpin, when she saw  
 Her husband posting down  
 Into the country, far away,  
 She pulled out half-a-crown.

And thus unto the youth she said,  
 That drove them to the Bell,  
 "This shall be yours, when you bring back  
 My husband safe and well."

The youth did ride, and soon did meet  
 John coming back again;  
 Whom in a trice he tried to stop,  
 By catching at his rein;

But not performing what he meant,  
 And gladly would have done,  
 The frightened steed he frightened more,  
 And made him faster run.



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Away went Gilpin, and away  
Went postboy at his heels,  
The postboy's horse right glad to miss  
The lumbering of the wheels.

Six gentlemen upon the road,  
Thus seeing Gilpin fly,  
With postboy scampering in the rear,  
Thus raised the hue and cry:—

Stop thief! stop thief:—a highwayman!"  
Not one of them was mute,  
And all and each that passed that way  
Did join in the pursuit.

And now the turnpike gates again  
Flew open in short space:  
The toll-men thinking, as before,  
That Gilpin rode a race.

And so he did, and won it too,  
For he got first to town;  
Nor stopped till where he had got up  
He did again get down.

Now let us sing, "Long live the king,  
And Gilpin, long live he;  
And, when he next doth ride abroad,  
May I be there to see!"

#### DIRECTIONS FOR PLAYING THE GAME.

ANY number of persons can play.

Each player has one man only, and it should differ in color from those of his opponents.

The circular row of spaces is called the London-town Road. This road is connected with the Islington Inn by a series of spaces called Cross Roads, resembling in appearance the spokes of a wheel, the hub being the Inn.

Each player places his man upon any one of the spaces on the London town Road, designated by a horse's head.

Throughout the game each man is moved, by the spin of the Indicator, over as many spaces as shown by its arrow.

At the opening of the game, and always when upon the London-town Road, the men are moved to the left.

Whenever a spin brings a man upon a space on the London-town Road, exactly opposite any one of the Cross Roads leading to Islington Inn, the player, upon his next spin, moves his man along the Cross Road.

When upon a Cross Road, if he can get a spin that will bring his man exactly upon the Inn, he moves there, and wins the game.

If his spin carries him beyond the Inn, upon his next turn he moves on toward the London-town Road, turning into it as though it was a continuation of the Cross Road.

Whenever a player's man returns to the London-town Road, it can enter a Cross Road only upon the exact spin, as before.

Each space, including the Islington Inn, counts one in moving.



## GAME OF Rainbow Backgammon.

EITHER two, three, or four persons may play.

IMPLEMENTS OF THE GAME.—The Board, Indicator, eight Pieces, (two for each player), and twelve Counters.

At the opening of the game, a Counter is placed upon each of the twelve circular spaces in the oval ring in the middle of the Board.

Each player then selects two Pieces of the same color, and places one upon each of the two Points nearest to him, marked by circular spaces.

All moves are made in turn by means of the Indicator. One piece only is moved upon each spin, it being moved to the right as many Points as are indicated by the arrow.

The object of the game is to capture the Counters placed upon the oval ring.

By examination of the Board, it will be seen that the twelve circular spaces on the ring above named, are contiguous to twelve of the Points, and that these Points are longer than the others.

Whenever a player can occupy one of these Points, he takes the Counter from the adjoining circular space, and retains it until the close of the game.

The game is ended when all of the Counters have been taken; and the player having the largest number wins.



## RULES.

No two opposing Pieces can occupy a Point at the same time.

Whenever two opposing Pieces come together upon the same Point, the first comer is displaced, and returns to the Point next to the corner last passed.

When a Point is occupied by two Pieces of the same player, they cannot be displaced.

## GAME OF THE Bewildered Travelers.

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In the game of the Bewildered Travelers, four families, living on very intimate terms, are supposed to occupy the four houses at the corners of the Board. The play is based upon incidents connected with an evening visit which two or more of these families have been making each other. During this visit a dense fog arose, and when the friends set out for their respective homes, they lost their way, or wandered about, until good luck, or their superior tact, led them to the doors of their dwellings.

The players in this game are the Travelers. The Checker Board, the devious route they pursue on their journey, the Indicator, and the numbers at the sides of the Board, are the signboards and landmarks that either mislead or carry them safely to their homes.

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### DIRECTIONS FOR PLAYING THE GAME.

Two, three, or four persons may play.

IMPLEMENTS OF THE GAME.—The Board, Indicator, and four Pieces.

Each player has one Piece, differing in color from those of his opponents.

At the beginning of the game the pieces are placed upon the unnumbered open spaces in front of the houses nearest to the players.

The Pieces are moved in turn, in any direction, forward, backward, crosswise, or diagonally, in straight lines only.

Upon the first round, each in turn spins the Indicator, and moves his Piece as many squares as are shown by its arrow.

Upon the second round the Indicator is not used, but each in turn moves as many squares as are indicated by the number opposite his Piece, either at the sides or ends of the Board. When the Piece is in line with two different numbers—one at the side and the other at the end of the Board—the player may use either number.

The next or third round is played by means of the Indicator, the fourth by the numbers at the sides or ends of the Board, and so on. In other words, the Indicator and the numbers alternate with each other in determining the moves of the players.

To make this more clear, we will suppose the first player spins 4. If he moves his Piece on the first round straight forward, it will occupy the square in line with 3, at the sides of the Board. Upon his next turn, he must move the three squares indicated by the number at the side of the Board. If he moves forward in a diagonal direction, his Piece would be in line with 5, both at the sides and ends of the Board. Upon his next or third turn, he must spin the Indicator. Suppose he now spins 4, and advances his piece four squares in a straight line. It will then be in a line with 2 at the sides, and 5 at the ends of the Board, and as his next move is by the numbers on the Board, if he selects the 5, it will carry him to the open, or home square.

The above illustration shows how the moves are made, but it



is highly improbable that any player will be able to win a game so easily. Instead of entering home at once by a number, he may be compelled to remain outside for a long time, and finally get there by means of the Indicator.

The home of each player is located at the corner, in a diagonal direction from his starting point.

To arrive there, he must be able to move his Piece exactly upon the open square in front of his home, which wins the game.

No two players can occupy the same square.

A player who cannot move except to an occupied square, loses his turn.

When a player passes over or jumps another Piece, the Piece jumped must be returned to its starting point.

NOTE.—Each player has but two squares, when moving by numbers, from which he can enter his home. These are the squares at the end of the Board, next to 5, and the 6th square, in a straight line from the end in the same row.

When moving, if players will turn over their pieces, they will aid them in keeping run of the moves. Thus the upper surface of the piece, when uppermost, will show that it must be moved by the Indicator, and the under surface, when uppermost, that it must be moved by the numbers.