

RULES FOR PLAYING

"THE JUNIOR BICYCLE GAME."

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The "Junior Bicycle Game," a smaller edition of the popular "Century Run Bicycle Game," represents the bicycle ride of a party of players who, starting from their Club, travel through a hundred miles of varied country, and finally reach their destination at the end of the hundredth mile. The first player reaching "Home" WINS the GAME.

Each player chooses one of the pieces, which is to represent him on the tour.

Players, in turn, spin the indicator, the player spinning the highest number beginning first.

The first player, after spinning the indicator, moves his piece as many spaces (each space representing a mile) as the arrow indicates. Thus, if he spins five, he moves five miles.

If the space upon which a player lands has no instructions upon it,

telling him to go back or advance, he remains there until the other players have had their turns, and it is his turn to spin again and move forward.

When a player's piece rests upon a space, it must obey the instructions marked upon that space.

The instruction to coast means to advance to the number indicated.

When a player's piece lands upon a space occupied by another player, neither is removed from the board.

The first player reaching "Home" WINS THE GAME.

The larger edition of this popular Game is called "The Century Run Bicycle Game," and may be obtained at all leading Toy Stores.

PARKER BROTHERS' ILLUSTRATED CATALOGUE OF GAMES MAILED ON RECEIPT OF TWO-CENT STAMP.