

BIKEE.

A novel and very amusing Game.

81-84	1-4	5-8	9-12	13-16	17-21	22-25	26-29	30-33
76-80	PLAN OF THE COURSE							34-36
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RULES.

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BIKEE

A New Cycling Game.

CYCLING TRACK. Lay out the cards so that the numbers follow in order as shewn on plan of the course. They will then form the track.

CYCLISTS.—Each player will choose a bicyclist, for whom he must pay into the pool five counters. In case there may be more cyclists than players, any player may choose two cyclists, or the surplus cyclists may be left out. Should any player run two cyclists, he must pay ten counters into the pool—five for each cyclist. Should there be more players than cyclists, any two may become partners in running a cyclist, but they will only be allowed one turn of the teetotum between them.

METHOD OF PLAY.—Whoever turns up the highest number on spinning the teetotum begins the game, the other players to the left following in rotation. The game is played by spinning the teetotum and placing the players' cyclists on the number corresponding to that which turns up, and continuing in progress according to the number thrown by the players. Only one turn of the teetotum is allowed at a time for each cyclist, whether he is run by one or more players. When a player turns up a number which will bring his horse on to a picture card, the following rules will apply :—

- No. 1.—Buys a bicycle. Pays six counters into the pool. It is not essential, however, that a player should turn up No. 1 before proceeding.
- No. 5.—Learning to ride upsets an apple cart. Must pay four counters into pool as compensation to the owner of the cart, and miss one turn.
- No. 9.—Shows great skill in avoiding a little child standing in road. Receives three counters from pool for his carefulness, and has another turn.
- No. 16.—Is overtaken by a fog, and has to pay three counters for a linkman to light him home.
- No. 22.—Through the cyclist's carelessness, a cab-horse breaks his machine up, and he must pay eight counters into the pool, and lose a turn of the teetotum.
- No. 27.—Is found riding without a lamp after dark, refusing his name and address, and must pay four counters into pool.
- No. 33.—Wins a prize at the Crystal Palace. Receives four counters from the pool, and has an extra turn.
- No. 39.—Skids on a tram line, and is thrown into a puddle. Pays three counters for a brush down, and three for medical attendance.

- No. 43.—Breaks the record from London to Brighton, Receives three counters from the pool, and has another turn of the teetotum.
- No. 47.—A railway porter drops his machine, and injures it. Receives six counters from the pool.
- No. 53.—Is arrested for furious riding or "scorching." Goes back to 42, and pays six counters into the pool.
- No. 57.—Comes a cropper, and must lose two turns to recover himself.
- No. 64.—Pursues some bank robbers, and procures their arrest. Goes forward to 71.
- No. 70.—Coasting down a steep hill smashes up machine in a ditch, and has to discontinue the race, or go back to No. 42, and pay six counters into the pool.
- No. 75.—The roads being bad, has to send his machine by rail. Pays five counters into the pool for fare.
- No. 84.—Takes first prize in a tournament, and receives all the counters in the pool. The player must get exactly 84 to win; if he gets more he must go back as many points as he exceeds the number required.