

HOW TO PLAY STEEPLE CHASE

For Two, Three or Four Players

The **HORSES** are represented by the **Four Colored Wood Pieces**.

At the beginning of the game each player selects a Piece or Horse and places it on the space marked **START HERE**.

The first player throws **ONE** of the Dice from a Dice Box and moves his piece forward as many spaces as indicated by the spots uppermost on the die. The others follow in turn.

In moving always count as the next space the one next to that on which his playing piece rests, and not that on which it stands.

There are five illustrations i.e. **obstructions** on the track such as **STONE WALL, FENCE, etc.**, representing **TWO SPACES** all of which must be jumped in the progress of the game.

A player's piece landing on any of these obstructions which must always be counted as **TWO SPACES**, cannot move from the space from which he attempted to make the jump and loses that turn.

As each obstruction counts as **TWO SPACES**, it takes at least a count of **THREE** to make the jump.

The player whose piece (or horse) first reaches or passes the space marked **FINISH HERE** and having made a **complete circuit** of the Track **WINS THE GAME**.

The finish line need not be reached by exact count.