



ROOK 

 **CARDS**

Trade Mark

FOR PLAYING

10

GOOD GAMES

 **PARKER BROTHERS** 
INCORPORATED

Salem Mass., New York and London

Sole Makers of

**ROOK CARDS, PIT, BLOCK,
QUIEN SABÉ, ETC.**

ROOK CARDS have become enormously popular, on account of the large number and variety of the splendid games played with them. Some are light, bright and simple, some are full of skill, but are all delightful games for the HOME.

The Rook pack consists of four distinct sets of cards, shown by the different colors, red, blue, black and green. The cards of each color run from 1 to 10.

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RULES FOR PLAYING

ROOK

A New Intensely Interesting Game

For any number of players from 3 to 8
Especially good for 4, 5 or 6 players

1. Draw for deal, the player drawing the highest card dealing.

2. Deal out the *entire* pack, one card at a time, [even if this gives some players one more card than others.]

3. **Assort the cards in your hands according to colors.** Players may then **bid** for the privilege of choosing the trump color, the dealer having the first chance to **bid**. The dealer must bid some number of points (divisible by 5) such as 10 or 15 points or more, which he feels reasonably sure he can earn, if he can choose the trump. **The turn to BID passes to the left, each player in turn having a chance to raise the last bid.** When a player does not wish to raise the bid he says "I pass," *the player finally bidding highest choosing the trump color*, and announcing whether it is to be red, blue, black or green, selecting, of course, the color which happens to be his strongest suit.

Example.—A, B, C, D, are playing. A [the dealer] examines his hand, and bids 15. B bids 20; C [who has a poor hand] passes. D bids 25. A then has the chance to bid again and bids 30, and B [who has a very strong suit] bids 35.

C passes, D passes, A passes. B therefore makes the trump the color of his longest suit.

B now has the advantage of a strong hand in trumps, but he must *make 35 points, or over*, [because he BID that amount.] If he does not, he is set back 35 points.

6. After the color of trumps is announced, the player at the left of the dealer starts the game by playing to the center of the table *any card of any color*. The play passes to the left, each person playing one card. **The highest card of the color lead takes the trick, unless the trick is "trumped,"** [i.e., if some one plays a card of the trump color] *in which case the highest trump takes it.* **Players are obliged to follow suit**, that is to say, if a player has a card of the color lead, he must play a card of that color, but if a player does not have a card of the color lead, he may *throw away*, i. e., play a card of any other color, or, if he wishes to do so, he may play a trump.

Whoever takes a trick, leads a card for the next trick.

7. The object of each player is to capture tricks that *count*, the cards which count being the **5's, 10's and 14's**. Remember in playing that it is valueless to capture tricks which do *not* contain one or more of these *count cards*. Remember that you must follow suit when possible.

8. Continue playing until *all players are out of cards*. Any player having an odd card left after all other cards are played, surrenders it to taker of the last trick.

9. After all the cards have been played, the score is taken. Each **5 counts 5**; each **10 counts 10**; each **14 counts 10** for the player who cap-

tures tricks containing them. **The player who made the trump, must have captured in playing out his hand, tricks which will give him an aggregate count equal to, or greater than the amount that he bid, otherwise he gets no count whatever, even for what he does make, and moreover, whatever amount he bid is deducted from his score as a penalty.** After each hand is played, the cards are shuffled and dealt out again, the trump being bid for as before.

10. The player first getting 200 points wins the game, unless a longer game is agreed upon before beginning.

Note—To make a still more skillful game, it is advisable to make the count cards 5, 10 and 13, instead of 5, 10 and 14 (the 13's in this case counting 10 points.) This gives an opportunity to capture the 13's, and adds a more skillful element to the game.

To prove the count is correct.—The count of all the hands added together will be 100 at the end of each hand.

“I DOUBT IT”

A JOLLY AND SIMPLE GAME

1. Shuffle the cards thoroughly and deal the entire pack although it may give some players one more card than others.
2. Each player then picks up his cards.
3. The player at the left of the dealer begins the game by taking from his hand a No. 1 card,

if he has it. (In this game the color of a card has no significance.) If not, he draws *any card* from his hand and puts it, face down, on the table, calling “ONE” whether he plays a No. 1 or not. The player at his left then draws a 2 card, if he has it, from his hand, and plays it in the centre of the table, on top of the first card played, face down, calling “TWO.” The play thus continues, each player playing a card and **calling the next consecutive number, whether the card he plays bears that number or not.**

4. Whenever a player **suspects** that the card played is **not** the card of the number named, he may call “**I Doubt It.**” The player whose play is doubted must then show the card he played. If it is the number that he called, the *player who called “I Doubt It”* is obliged to take all the cards that have been played to the centre of the table, **but if the player whose play was doubted did not play the number that he calls, HE is obliged to take all the cards in the centre of the table.**

After 14 has been called begin calling 1, 2, 3, etc., over again.

The object of each player is to **run out of cards.** He who first does so, gets one point for every card left in the hands of his opponents. It is an object for a player to call “I Doubt It” when he thinks that an opponent is playing a false card, (i. e. a card which is **not** of the number that is called) for the player who plays a false card and is thus “Doubted” has his hands filled up again immediately with a number of cards which he is obliged to pick up from the table.

The game continues in this until one of the players **runs out of cards.** The first player run-

ning out of cards has one point for each card left in the hands of his opponents, but no points for those left on the table.

The player first getting 100 points Wins the Game.

... RULES FOR TUXEDO ...

For from two to eight players

Draw a card to see who deals, the *highest* card getting the deal.

Shuffle the pack, and deal *four cards to each player, and four to the center of the table*, the dealer turning *face up the four in the center of the table*. All players examine their hands. (The color of the cards is of no importance.)

The player at the left of the dealer begins the game. **If he has a card of the same number as one of the cards in the center of the table**, he may show it, and *take the card which he matches, laying the cards aside to be counted for him at the end of the game*, or, if he has a card which is exactly equal to the **sum of the numbers of two or more cards** in the center of the table, **he captures those cards**, removing them from the center of the table, and placing them aside with his card which matched them, to be counted for him at the end of the game. **Example:** If a player has a **10** in his hand, and there is a **5, 2** and **3** on the table, he captures them [because they make 10] and lays *all four cards aside to be counted*, for him at the end of the game.

If a player *cannot* capture any card or cards in the center by thus matching them, he must play a card [any card he chooses] from his hand, face up, to the center of the table, and the turn passes to the player at his left, who then proceeds to play in the same manner.

The turn passes to the left, each player having the opportunity to match the center cards or play a card to the center when he cannot capture cards as above shown.

When a player captures *every card left on the table* [which sometimes occurs] he makes a "**SWEEP**" which counts him **one point** at the end of the game.

When all the players have run out of cards four more are dealt to each player. *The center is not dealt to, after the first deal*, because it is constantly being replenished by people who have to play a card to it because they cannot match, as shown above.

After a **SWEEP**, that is, when all the cards on the table have been captured, the player whose turn it is to play must play a card in the center of the table because there is none there for him to match. The next player then tries to match it, or, if he cannot, *he* plays a card to the center of the table.

It sometimes happens that in the last deal it is impossible to give all the players four cards. In that case deal to each player an equal number of cards and put every odd card in the center. The player taking the very last trick in the pack takes whatever cards remain in the center of the table.

Counting. After all the cards in the pack have been played, the player having captured the *largest number of cards gets 5 points; each sweep made during the hand counts 1 point* [when a player makes a SWEEP, turn one of the cards face up as a reminder] each 5 card captured or saved counts **5 points**. The game is won by the player first getting **50 points**.

FLIP

A Simple but Very Popular Game

Deal the entire pack, one card at a time to each player. If there are any cards left over, beyond what will divide evenly, these cards are left in a pool on the table, and are taken by the player who takes the first trick.

The **object of the game FLIP** is to *avoid capturing red cards*. Each **red** card taken by any player counts one point *against him*, with the exception of the "**red 10**" which counts *ten points against him*.

To start the game. After the cards are dealt, each player arranges his cards, putting all the cards of the same color together, for convenience. The player at the left of the dealer then plays any card he desires, in the middle of the table, the other players following in turn, in all cases playing a card of the *same color as the card led*, if possible. When a player has *no card of the color led*, he may play **any** card he chooses, and usually plays a *red* card, so as to get the red

card out of his hand, and as it counts against the player taking the trick. There are no trumps, and the *highest card played of the color that is led, always takes the trick*. The game is continued until all the cards are played, when the players examine the *tricks* which they have captured, and count any *red* cards contained in same, each red card counting one point *against*; and the player having the "**red 10**" has ten points scored against him, for that particular card. The game consists of six hands. Whoever at the end of six hands has the smallest count against him **WINS the Game**.

EVERLASTING

FOR CHILDREN

Deal one card at a time to each player, until all the cards have been dealt, even though some of the players obtain one more card than the others.

Players do not look at the cards that are dealt them, but place them, *face down*, in their hands.

The player at the left of the dealer then starts the game by playing a card in the center of the table from the *top* of his hand, without examining the card before playing. The next player at his left, plays from the top of his hand, the play continuing around the table, until someone plays a card which is *of the same number as the card which was first laid down*. *Whoever thus duplicates the first card, takes all the cards played, and puts them in his own hand*. The player at his left then starts a *new pile*, playing the top card from his hand,

this pile being captured in the same manner, by the first player who duplicates the starting card. When a player runs out of cards, he is out of the game. When *all but two players are out of the game*, five piles more are played, when **the game ends** and the player having the **most** cards **WINS the Game**.

In this game pay no attention to the COLOR of the numbers on the cards.

RULES FOR ...SIMPLIFIED CRIBBAGE...

This simplified game is pleasing and helpful for young people, and is so named because its fundamental principle is derived from the game of Cribbage. **Any number from 2 to 8 can play.** The *colors* of the numbers has no significance in this game.

Shuffle the pack and deal **five** cards, one at a time, to each of the players. Each player picks up his hand and examines it.

The player at the left of the dealer begins by leading any card that he chooses from his hand, playing it directly in front of him [but not in the middle of the table] and **calls** the number upon it, as he plays it. The player **upon his left** then plays a card in front of himself, **calling aloud the sum** of the number just called, added to the number on the card he plays, [thus if the previous

player played and called 8, and he plays 7 he calls 15.] Then the player next on his left builds up the amount by playing another card, *calling the sum*, of the value of his card, added to the number called by the player just preceding.

This building up continues until a count of **31** is made (or as near **31** as can be played without exceeding that number.)

SCORING.—The object of each player is to score by playing a number that, added to the number just called will add up to either **15, 20, 25, 30 or 31** points. Points are scored as follows—When a player plays a card which enables him to call 15, 2 points are scored for him. For 20, 2 points: for 25 and for 30 2 points: and for 31 3 points. The game is won by the player first obtaining a score of 50 points.

EXAMPLE.—**A** started the game by playing an 8. **B** follows with a 3, *calling 11* (the sum of 3 and 8) **C** who has 4 plays it, *calling 15*, (and as 15 is a scoring number, he has 2 points marked for him.) If **D** then plays 10, he will call 25, (winning two points for making 25). If there are only four players, it will then be **A's turn again**, and he will play a 6, (if he has it) in order to bring the score to 31. We will say he does not have a 6, and plays 4, building the game to 29. If **B** can then play a 1 or a 2 card, he will make 30 or 31, and obtain the count, but if **B** does *not* have a 1 or 2, he is obliged to say "**I Pass**," as he **must not build the number beyond 31, that being the limit of each hand.** If **C** can build it to 30 or 31, he will do so, otherwise he will pass. We will say, however, that the cards remaining in the

HIGH 14

players hands are too large, and would carry the amount over 31. In this case, when all the players have *passed* in turn, it is a "go", and the player who played the last card has **1 point** added to his score. The player at the left of the one who last played, **begins a new round** and the building up continues as before from whatever card he plays, *towards 31* once again.

The play continues in this way until the five cards dealt each player have all been played.

The turn to play always passes to the left—building up towards 31, and then starting over building up again, etc.

COUNTING THE HAND.—After the last card of the hand dealt has been played, each player gathers up his five cards which he has played, and examines them. With these five cards he wins two points for *every* combination of these 5 cards which will count 15. Thus, if his hand consists of 2, 5, 7, 3 and 10, he can make 6 points—2 points for 15 (made by adding 5 and 10 together) 2 points for adding 3 and 7 and 5 (making 15) and 2 points for adding 10 and 3 and 2 together (making 15). These points are added to a player's score.

Sometimes a player will find it impossible to make a score in counting his hand, as he will have no combination counting 15.

When a hand has been played, shuffle and deal again.

The player first obtaining 50 points **WINS THE GAME.**

Players draw for the deal, the player drawing the highest card getting the deal. The dealer shuffles the cards thoroughly, and deals the **entire pack**, one card at a time, even if this gives one more card to some players than others.

Sort the cards in your hand according to the color. The player at the left of the dealer must lead, playing any card he chooses to the table. The play follows to the left. *Players must follow the color led, if possible or the player has the option of playing a 14 of any color.* If, however, a player has no card of the color led, and cannot, or does not wish to play a 14, he may play *any* card that he chooses. **Whoever plays the highest card of the color led takes the trick, unless a 14 is played, in which case, regardless of color, the 14 captures.**

Any 14, no matter what color it is, may be played on any lead. Should two or more 14's be played on one trick, the 14 first played captures, unless a 14 of the color which lead is played, in which case the 14 of the color which lead takes precedence and captures the trick.

The object of the game is to capture 5's and 10's. Each 5 captured counts 5 points, and each 10 captured counts 10 points. It will be seen that tricks in which no 5's or 10's appear are valueless to capture, therefore a player naturally reserves his high cards until a 10 or 5 makes its appearance, or until he believes one will be played.

After each hand is played, players examine the tricks which they have captured, and add together the 5's and 10's therein, if they have captured any, and record the number of points each player has made. The pack is then re-dealt, and the game proceeds. The first player obtaining **50 points WINS the game.** (For a longer game, 100 points is used.)

🐴 DONKEY 🐴

A GAME FOR CHILDREN

The entire pack is dealt, even if it gives some players more cards than others.

The object of the game is to obtain **four cards of any one number**, (for example, four 5's, four 7's, or four 10's.) As soon as the cards are sorted in a player's hand, each player takes a card from his hand, and passes it, *face down*, along the table to the player at his left. All do this at once. The players continue drawing and passing cards in this way, until one player succeeds in getting *four cards of the same number*. Whoever does this, quietly puts his cards down upon the table, and folds his hands in his lap. As soon as the other players observe that one player has got a set of four cards, they quietly lay down *their* cards, folding their hands in their laps. The player who first gets *four* cards of any one kind is the Winner of the Game.

RULES FOR PLAYING THE GAME OF

🎴 TENS 🎴

FOR LITTLE CHILDREN

Shuffle the cards and divide the pack equally among the children. Turn the cards face down. One child begins by playing a card from the top of his pack to the centre of the table. The turn passes to the left, each player in turn playing a card until someone plays a 10. Immediately a 10 is played (no matter what the color) the player first perceiving it, slaps his hand upon the pile. The first one who does so takes the entire pile of cards played. For the purpose of teaching very young children familiarity with numbers, let them play different games with different numbers (6's, 7's, 8's, etc.)

When a player runs out of cards, he is out of the game. The game ends when one player has succeeded in getting a stack of 30 cards.

🎴 CORDOVA 🎴

A SPANISH GAME

The idea of the game is to secure the **count cards** of the trump suit. These are the ten which count 10, the seven counting 15, the five counting 5 and the two counting 2 to the one capturing them. A total of 32 points which is the maximum score of each hand.

Any number from three to six can play.

Deal the entire pack one card at a time to each player.

The dealer has the natural right of making the trump, but any of the other players may bid him for the privilege of making it themselves. Players bid against one another as at an auction.

The dealer may sell for the number of points bid by any of the players, or decline. If, however, he should decline a bid and should fail to make the equivalent number of points, the amount bid him is deducted from his score, or if he has none he is minus the amount bid, and in the same manner any player who buys the right to make the trump is similarly penalized should he not make the number of points which he has bid.

As the total possible score is 32, this is, of course, the maximum bid. The dealer if he accepts a bid has the amount of the bid added to his score.

After the trump is declared the player at the left of the dealer leads from any suit he pleases. Players play in turn and must follow suit where possible, but when unable to follow may trump or throw away.

Whoever first scores 100 points **WINS THE GAME.**