

NEW EDITION - WITH  
RULES FOR "DIXIE ROOK"

THE FAMOUS GAME  
**ROOK**  
TRADE MARK

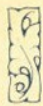


*and*  
OTHER  
SPLENDID  
GAMES

*PLAYED with the SAME CARDS.*



Some for ADULTS



Some for CHILDREN

Copyright 1910-1911 by Geo S Parker

PATENTED March 22 1910

**PARKER BROTHERS**

INCORPORATED  
SALEM, MASS., NEW YORK AND LONDON

© RookCards.com



## "THE GAME OF GAMES"

The ROOK Pack is Patented.

It consists of 56 cards divided by the distinction of Colors into four sets, each Color running from 1 to 14.

Copyright 1910, 1911 and 1913 by Geo. S. Parker.

Trademark-Title ROOK and Bird-Picture Registered 1911, by Parker Brothers.

PATENTED March 22, 1910.  
No. 952,939.

**PRICE, 50 CENTS**

SOLD BY ALL DEALERS. Or by Mail from Publishers.

**PARKER BROTHERS, Inc.**  
Salem, Massachusetts.

Sole Makers of ROOK, PLAZA, PIT, PING-PONG,  
PILLOW-DEX and other famous games.



**FOR ALL TASTES AND ALL AGES.**

PLAYED WITH THE SAME CARDS

### FOR ADULTS:

- ROOK—for 3, 4, 5, 6, 7 or 8 players.
- DIXIE ROOK—The most popular of all card games—great fun for 4 or 6 players.
- DISPLAY ROOK—a superb and skillful partnership game for 4.
- TUXEDO—for all the family, 2 to 6 players.
- FLIP or GOLDEN TEN—a great favorite.
- HIGH 14 and ROOK SOLITAIRE.

### FOR CHILDREN:

- "I DOUBT IT"—a jolly, simple and exciting game
- PANJANDRUM—great fun for 3 to 8 players.
- MATCH—delights children.
- DONKEY—for very little folks.

**© RookCards.com**



**IMMENSELY POPULAR** For 3, 4, 5, 6, 7 or 8 Players

Copyright 1911, by GEO. S. PARKER

Use entire pack when Four or more play.  
When Three play, remove all cards below 5s.

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

2. Deal out the 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.

4. **BIDDING.** Players 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 15 or 20 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 chooses the trump color, and then announces whether it is to be red, yellow, black or green, selecting, as a rule, the color of which he holds most cards.*

The advantage of obtaining your own choice of trump color is apparent, as any card of trump color will capture any cards of other colors.

**EXAMPLE.**—Four people, A, B, C, D are playing. Suppose B has six good green cards and a few each of other cards. A [the dealer] examines his hand, and bids 15. B bids 25, C [who has a poor hand] passes. D bids 30. A then has a chance to bid again and bids 35 and B [having a strong hand] bids 40, C has passed, D passes, A passes. B therefore announces "Green is trump color." [No one but highest bidder tells what color he bid on.]

B now has the advantage of a strong hand in trumps, but he must *make 40 points, or over*, [because he BID that amount.] If he does not, he is "set back" 40 points.

5. **PLAYING.** 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 led takes the cards thus played, which are called a "TRICK," unless the trick is "trumped,"* [i. e., if someone plays a card of the trump color] *in which case the highest trump takes it. Players are obliged to follow the color led,* that is to say, if a player has a card of the color led, he **must** play a card of that color *but if a player does not have a card of the color led, he may either "throw away,"* i. e., play a card of any other color, *or, if he wishes to do so, he may play a trump.*

6. Whoever takes a trick, places it face down near him and leads a card for the next trick. *Any color may be led.*

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*.

© RookCards.com

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. **COUNTING.** 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 captures tricks containing them. The score of each player is recorded. **The player who chose the trump color, however, earns no score unless he has captured in the tricks which he has taken, cards which will give him an aggregate count equal to or greater than the amount he bid.** If successful in so doing, his count is recorded, **but if he falls below** what he bid he has no credit for what he made, and furthermore the amount he bid is **deducted from his score as a penalty.** In other words he is "set back."

After all the cards have been played they are shuffled and dealt out again, the trump color being bid for as before.

The player first getting **150 points Wins the Game**, unless a longer game is agreed upon.

Should two or more players run over 150 at the *end of the same hand*, the highest total **wins**.

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

## PARTNERSHIP ROOK

**Four** play—two against two—partners opposite. Game is **200 points**. In addition to the score of the captured "count cards" (5's, 10's, 14's) 20 points are given side taking most tricks. If both sides take same number of tricks, only "count cards" score.

It is also good fun for **Six** to play partners—two on each side, or better, *three against three.*



Copyright 1912, by Geo. S. Parker.

**A Partnership Game for Four or Six Players**

This form of **ROOK** is immensely popular especially throughout the southern and western states, being used exclusively in hundreds of **Rook Clubs** and for play at Parties.

"Dixie Rook" is much like ordinary Rook except that every captured 13 card (instead of the 14) counts **10 points** and that four cards are turned down to form a "nest".

### FOR FOUR PLAYERS

Draw for right to deal, the player drawing highest card dealing. **Deal** out the entire pack with the exception of the last four cards, which are turned *face down* to form the "NEST". The game is for **300 Points**.

**Count Cards:** Count Cards captured count the side capturing as follows:

Any **5** card counts Five Points.

Any **10** card counts Ten Points.

Any **13** card counts Ten Points.

The Side taking the most tricks gets 20 Points

© RookCards.com

**Bidding:** The player at the left of the dealer starts bidding for the privilege of naming **trump-color**. Bidding is as in ordinary ROOK, but must be started at **70** or over. If a player is not willing to bid so high, he must "pass", (always remembering that as his partner is there to help he may take a legitimate risk in bidding. (Bidding must be in multiples of 5 or 10, such as 75, 80, 90, etc., and continues until no one will bid higher. The total possible to capture in one hand is **120**, so bids rarely exceed 95. A player who has once "passed" cannot bid again on *that* hand. It is perfectly proper to bid higher than your partner if your hand is strong. No one but the highest bidder tells *what* color he bids on.

**The highest bidder** picks up the "NEST", consisting of four cards, as above described, and may **exchange** any of the cards in his hand for any, or all, of the four in the NEST, replacing for the NEST any four cards **face down**. After thus discarding to the NEST he **names aloud the color** which he elects as Trump Color.

Players, of course, should not make suggestions as to partner's play.

In discarding to the NEST highest bidder sometimes disposes of all the cards which he may have of a certain color, so that he may be free to trump that color. Sometimes he may make the NEST "richer" by putting there some "Nest Egg" (count cards) provided he thinks he can arrange to take the last trick by holding on to a high card, *as the taker of the last trick takes the NEST also*.

Should a player fail to put back cards for the NEST, after he has picked it up, and the play begins before he notices his error, he must *then* discard to a NEST and 50 is deducted from the score of his side as a penalty.

**THE OBJECT** of the game is not only to take as many "**count cards**" as possible, but also to take more **tricks** than the other side, as that counts **20** Points additional.

**Play** as in ordinary ROOK, with exceptions noted.

Player at left of dealer leads a card of **any color** and every other player, in turn, **must** follow with a card of the color led, if he has a card of that color. Otherwise he may play a card of Trump Color or throw away a worthless card. The taker of the final trick takes the NEST, (**which is also counted as a trick**) and any "count cards" therein, are added to the score of his side. The side which has taken the most tricks in that hand has 20 added to its score in addition to any "count cards" taken in those tricks. Each trick consists of four cards. Deal passes to the left after each hand is played out and score recorded.

**If each side** takes seven tricks (counting the "nest" as a trick) players "**cut**" the pack, the **20** points going to side cutting highest. ("Cutting" consists of lifting a portion of the pack and showing the bottom card thus raised.) Each player cuts **once**, the two cards cut by partners being added together, side against side.

**The Score** of both sides is recorded at the end of each hand. To "**prove**" the score, both sides together will total 120 Points at the end of each hand (100 by points, 20 by tricks). Therefore, one side earns such portion of that number as the other side does not get. Should, however, the side of the highest bidder not earn as many points as he bid, his side is "set back" the amount bid, even if it leaves a minus score, and, furthermore, is given no credit for what it did earn *in that hand*.

### Dixie Rook

**Game is won** by the side first earning **300 Points**. By agreement this number may be changed.

**NOTES.** Highest bidder "makes good" his bid, if his side earns the amount bid, either by "count cards" alone, or by "count cards" and 20 Points earned by taking most tricks.

**EXAMPLE:** If a player bids 90, and his side captures 70 in "count cards" and 20 for taking most tricks, he earns his 90 thereby.

The 14 card is not a "count card", but it is, of course, the most powerful card for capturing.

Partners' tricks and "count cards" are, of course, always added together **side against side**.

### FOR SIX PLAYERS

**DIXIE ROOK** is perhaps the most successful and interesting card game ever designed for **six** players.

**Six play, three against three**,—friend and rival alternating around the table, so that no two partners sit side by side.

Deal nine cards to each player,—turn down two for the "NEST," which is counted as a trick.

### PROGRESSIVE PARTIES

Four hands only are played at each table, which gives each player one deal.

Partners who are highest have 50 points added to the score of each and move to the next higher table, changing partners at that table. Should scores *tie*, cut to see who moves. At the highest table, however, winners remain and losers go down to the lowest. *Each* player records as for himself, the score made by himself and partner.



FOR ALL THE FAMILY

Two to six players. Easily taught to children

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 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*.

© RookCards.com

Take every distinct combination or card you can match with *any* **One** card you hold. Thus, if you *hold* an 8, and on the table is 6, 2, — and 5, 2, 1, or an 8, you capture them all.

If a player *cannot* capture any card or cards in the center by thus matching them with *one* card from his hand, he plays a card [any card he chooses] from his hand, face up, to the center of the table, and

*The turn to play passes to the left*, [each person making but one play, during his turn.]

When a player captures *every card left on the table*, which sometimes occurs, he makes a "SWEEP" which counts him 5 points. A "Big" Sweep counts 10 points. After a "Sweep" the next player must play a card to the center of the table. The player following then tries to match it, or, if he cannot, *he* plays a card to the center, and the game continues.

**ORANGE.**—If a *red* card and a *yellow* card lie on the table, a player capturing *both at the same time* should quickly call "ORANGE" [as red and yellow combined make and suggest orange color.] **ANY** player noting this play may call "Orange," the one calling *quickest* getting 10 points.

When players run out of cards four more are dealt to them. *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.

**BUILDING** — A player when possible, may use his turn to "build" in the following manner: Suppose he sees a 6 on the table, and holds a 2, and also an 8, he may use his turn to **build** his 2, upon the 6, (so only the corners show) saying "I hold an 8." On his *next* turn [unless someone has

captured them, or built higher in the meantime] he takes them with his own 8. Building can be done from the hand *only*, not by using two cards already on the board.

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.

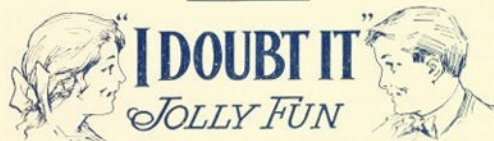
**Counting.** After all the cards in the pack have been played score as follows.

- Player having captured **MOST Cards** 15 points.
- Each "Orange" correctly called 10 points.
- Each "Big Sweep" in which Four or more cards are taken 10 points.
- Each "Little Sweep" in which Three or fewer cards are taken 5 points.
- Each 5 card captured or saved 5 points.

Each Orange called *by mistake* deducts 10 points *from* caller's score.

Game is **WON** by player first earning 100.

**NOTE:**—When two or more players have equal claim to "most cards" each gets 5 points not 15.



A MERRY AND SIMPLE GAME FOR CHILDREN

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,

### *I Doubt It*

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 running out of cards **Wins the Game.**

## RULES FOR PANJANDRUM GOOD FUN!

NOT scientific—easily taught to children by their elders.

This game can be played by from three to eight players.

1. Deal the entire pack, one card at a time [although it may give some players one card more than others.]

2. Each player takes the cards dealt to him and *without shuffling, re-arranging, or looking at them*, places them in a pile, *face downward*, on the edge of the table in front of him. These cards are called his "**HAND.**"

3. **TO START THE GAME,** the player at the left of the dealer lifts the top card off his "hand" turning it face up. If it be a "1," he plays it in the center of the table, thereby starting a **BUILDING PILE.** He may then lift the next card and if this reads "2" and is of the *same* color, he may play it on top of "1." If he does *not* lift a card which will build up in immediate sequence on a Building Pile, or a "1" which would start a new Building Pile he must place the card face up in front of his hand, [i.e. nearer the center of the table than his face down "hand" from which he plays] **thereby starting a DELAY PILE.**

Each player can have but one Delay Pile.

Pay no attention to the color of the cards, except when playing to a Building Pile.

Turn to play passes to the left.



Next player turns up the top card of his own "hand" and if it will play on any *Building Pile* in direct increasing sequence (1, 2, 3, and upwards on its proper color) he *must* play it *there*, but if he *cannot* build on a *Building Pile* he must, if possible play it on an opponent's *Delay Pile*.

NOTE—that on an Opponent's *Delay Pile* you may build *up or down*, i. e. you may put either 9 or 11 on a ten [next number below or above] regardless of color.

A **PLAYER'S TURN** continues as long as he can properly build (playing from his own "hand" or his *Delay Pile*) upon a *Building Pile*, or up or down upon another's *Delay pile*. As soon as he cannot do either he has to play on his *own* *Delay Pile* and his turn ends. Keep "hand" face down. *Building* and *Delay Piles* are kept face up.

**EXAMPLE.** If the first player lifts a "3," he cannot start a **Building Pile** in the centre of the table, but instead starts his *own* *Delay Pile*, playing it face up in front of his "hand." The turn must then pass to the player at his left. If the second player lifts a "1" card, he starts a **Building Pile**, playing the card in the centre of the table. He may then lift another card and if it is a "2" of that color he builds that upon the "1" in the centre of the table. If he then lifts a "4" (as he cannot of course build with it upon a "2") he may play upon the *Delay Pile* of any opponent which reads "3" (or if there were a *Delay Pile* reading "5" he could play his "4" on that, as a *Delay Pile* may be *built up or down*, regardless of color whereas the **Building Piles** are only built up.

Building up or down on one's own *Delay Pile* does not continue the turn.

**The Object of each player is to get rid of ALL of his cards**, both his hand and also his *Delay Pile*. This he accomplishes when possible by playing on the **Building Piles**, or playing on other player's *Delay Piles* as described above.

Play from the top of your own *Delay Pile*, or top of your "hand."

A player must play from his *Delay Pile* (when he can do so) before lifting a card from his down-turned hand,—and *if possible to play on a Building Pile*, he must play there, not elsewhere.

**THUS**—A player first must see if he can play from his *Delay Pile* to a *Building Pile*, if he cannot do this he sees if he can play from his own *Delay Pile* to a *Delay Pile* of an opponent. He next must lift the top card from his hand and if he can play it upon a *Building Pile* does so. If not he plays it upon an opponent's *Delay Pile*, (if it will build either up or down) but if he can not do this he plays it upon his own *Delay Pile*.

When a player has played all his cards of his "hand," he must pick up his *Delay Pile* and (without re-arranging or shuffling) place it face down in front of him, thus making it a new hand.

As there are four "1's" in a pack there will be four *Building Piles* started in the course of most games.

**THE PLAYER WHO FIRST** succeeds in getting rid of all his cards (both his Hand and *Delay Pile*) **WINS THE GAME.**

**CALL "PANJANDRUM" to increase fun—**

When a player makes any mistake in playing—such as playing a card to a *Delay Pile* when he could play it to a *Building Pile*, or if he lifts a card from his "Hand" when he could play a card from his *Delay Pile*.

The Player who notices an Error immediately CALLS "Panjandrum" and the player who made the mistake pays penalty by receiving two cards from the player who first calls and one card from every other player's hand. The player "Panjandrummed" must place the cards so received under his own hand.

If a player calls Panjandrum, when there is no Panjandrum, he is "Panjandrummed" himself and must accept cards as above.

---

## ↪ DONKEY ↪

### A GAME FOR LITTLE 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 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. The very last player to fold his hands, must run around the table three times calling "I am slow, I am slow."

## ↪ FLIP ↪

### Or GOLDEN TEN

A Very Popular Game for from 3 to 7  
(When four play, play Partners)

Deal the entire pack, one card at a time to each player. If there are any cards left over, beyond what will divide evenly, they are placed in the center of the table face down, 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, and "red 5" which counts five points against him.

The "Golden Ten" (10 yellow) however is a desirable capture, as it reduces by 10 points any "red" score against the player capturing it.

If a player has ten or fewer red points against him, capture of "Golden Ten" simply erases his adverse score.

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. The play passes to the left, each person playing one card. The highest card of the color led takes the cards thus played, which are called a "TRICK."

Whoever takes a trick leads any card he chooses to start next trick.

Continue 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*; except "Red 10" and "Red 5" which count 10, and 5 points *against*.

The "Golden Ten" reduces the "against" score of player capturing it as previously explained.

The Game continues until six deals have been played. Whoever at the end of these has the smallest count against him **WINS the Game**.

## ↪ MATCH ↪

### FOR CHILDREN

**Easily taught to Little Folks.** Where too young to match Numbers let them match Colors instead.

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*, on the table. [These are called the players' "hand"].

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 under his own cards.* The player at his left then starts a *new playing-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.*

## ↪ HIGH 14 ↪

### For from Three to Six Players

When Four Play, Play Partners,—Partners Opposite

Draw to see who will deal, player drawing highest card dealing.

**Dealer** hands pack to player at his right, who lifts a portion of the pack showing bottom card, *color* of which shall be **trump color**. Dealer then shuffles and deals entire pack, one card at a time.

**When three or six** play [in order that each player may have the same number of cards] deal two last cards to the center of table face down,—they are taken by whoever takes the first trick.

Assign the cards in your hand according to color.

**PLAYING.** Player at left of dealer leads, playing *any* card of *any color* he chooses to center of table. The play follows to the left, each player playing **one** card. **Players must follow the color led if possible,** (with *exception* that any player has option *any time* of playing a "14" of *any color* if he holds one). If a player does **not** have a card of the color led, he plays any card he chooses from his hand. In such case he would play a trump or a "14" if he wishes to capture trick, or if he does not he would throw on any low card. The highest card of color led takes the trick unless the trick is trumped or a "14" played.

**Value of Cards.** The "14's" are higher than any other cards in the pack, even higher than any other cards of trump color. Whoever plays the highest card of the color led takes the trick, unless a "14" or trump has been played. **Any "14"** of any color may be played on *any* lead, but the

"14" of the color led is higher [for use on that trick] than any other "14," whether of trump color or not. The cards of trump color come next in rank after "14's." If two "14's" are played on the same trick the one played first captures, unless "14" of the color led is played.

Whoever takes a trick, leads a card [any color] to start next trick.

The **OBJECT** of the game is to capture tricks, and especially tricks containing 5's and 10's. Each trick captured counts 5 points and in addition each 5 and 10 card, regardless of color, in captured tricks count player respectively 5 and 10 points. The game is **WON** by the first player getting 250 points.



**ANY INQUIRIES** regarding **ROOK** rules, or those of other games played with these cards, will be promptly and gladly answered by us.

**PARKER BROTHERS, Inc.**  
SALEM, MASS. or Flatiron Bldg., NEW YORK.

We also publish the famous games: PIT, PLAZA, PING-PONG, PILLOW-DEX, AUCTION-ANAGRAMS and numerous others. PLAZA, next to Dixie-Rook, we consider the best new game. PLAZA is played with a special patented pack of 60 cards divided into five different sets of colors and running from 1 to 12. We mail PLAZA post-paid upon receipt of 50c. Any of the above games are for sale by leading DEALERS.



#### SHOWING HOW TO "DISPLAY."

The man at the left of dealer has started the game by playing a card. The partner of the dealer as soon as this card is played displays his hand upon the table in four rows, all of each color being grouped together. The dealer plays in turn for her partner and herself also.

### DISPLAY ROOK OR PARKETTE

A New Immensely Popular Partnership Game for Four  
Four play—two against two—partners opposite.

**Bid and play as in ordinary Rook, with exceptions mentioned below.**

The game is **WON** by the couple first getting 200 points (partners' points, of course, are counted together). **Bid** for privilege of choosing **Trump Color** as in ordinary Rook, the first Bid being made by the dealer and turn to bid passing to the left.

© RookCards.com

If a player holds a strong hand, *say five or six good cards of one color*, he may reasonably **bid** as high as **55** or **60** points for the privilege of making that color **Trumps**—if a very strong hand, sometimes as high as **75** or more. A reasonable amount of daring in bidding is desirable, and it is often a mistake to let one's opponents obtain the privilege *too* cheaply.

It is perfectly proper to bid higher than your partner if your hand is strong. Only the highest bidder tells *what* color he bid on.

**The highest bidder** names the Trump Color after all others have "passed." After the Trump Color is announced, *player at left of dealer* **BEGINS** by leading any card of any color he chooses. As soon as the first card is played the **DEALER'S PARTNER** *instead of playing a card, puts down his hand face up* upon the table in front of him, **displaying it so that all can see.** (*The cards should be neatly placed, all of the same color together in order of value, the colors separated from each other and spread so the numbers in the corners can be seen.*) The cards thus displayed are called The "Dummy" and the **DEALER** reaches over and plays for his partner from this displayed hand, the partner simply watching the play until the hand is played out. In other words the Dealer plays for his partner, and in his proper turn for himself also.

Play around in turn, to the left, **THE HIGHEST CARD OF THE FOUR THROWN DOWN** taking the trick. Whoever captures the Trick *sets it aside to be counted for his side* and **LEADS ANOTHER CARD.**

When the "Dummy" takes a trick, the lead for next trick is, of course, from the Dummy's hand.

The deal passes to the left, after each hand is played out, so all players have a chance to deal.

and whoever is Dealer plays the displayed hand of his partner.

The display of this hand adds much life and interest to the game.

---

**SCORING.** After all cards have been played (14 tricks of 4 cards each) each side counts its score, partner's tricks being counted together.

Each **trick** counts **2** points for the **side** that captured it.

Each 5 card counts **5**; each 10 counts **10**; each 14 counts **10** for the side in whose tricks they are captured or saved.

**If Side which chose trump color** has earned enough points to equal or exceed its bid, it wins that hand and scores all it made.

Opposing side in this case scores *only* its captured tricks (2 points for each), but does not score its "count cards."

**If Side which chose trump color does not "make good,"** as above, it gets **nothing** and the amount of its bid is deducted from its previous score, even if this makes a minus score.

Opposing side in such case scores all it made, both tricks and "count cards."

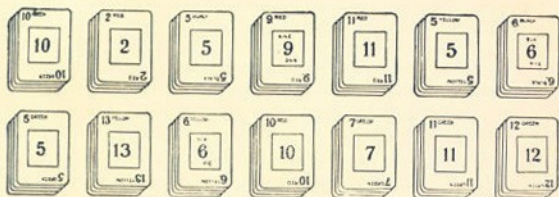
**Side first obtaining 200 points  
WINS THE GAME.**

---

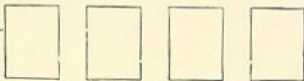
**TO PROVE THE COUNT IS CORRECT.** Total "count cards" captured by both sides added together will be 100. Total trick points 28 (14 tricks, 2 points each).

**TO AID SCORE-KEEPER** tell him how many tricks your side has captured, before adding up your "count cards."

Score-keeper should first record "trick points" for both sides, *then* put score of "count cards" underneath, and draw line. Cross out, but do not erase, any count that must be canceled. Show total of both sides at end of each hand.



SHOWING LO-  
CATION



OF BUILDING  
PILES

## ROOK SOLITAIRE

### INTERESTING AMUSEMENT FOR ONE PERSON

Deal out all the cards in fourteen piles of four cards each, face down. Turn up the top card of each pile. If a 14 card appears on any of the piles, place it face down at the bottom of the pile on which it appears, AND ALWAYS AT ALL TIMES TURN THE TOP CARD OF THE PILE FACE UP. Every 14 card is thus placed at the bottom of a pile whenever one appears. No other card is so placed.

These fourteen piles are called original or "TRANSFER PILES."

The game opens by transferring any card at the top of any of the original fourteen piles to the top of any other TRANSFER PILE on which the top card is of different color, and on which

will build in **decending sequence**. Example: On any TRANSFER PILE play a 7 on any 8 of *different* color, a 3 on any 4 of *different* color, etc.

When a No. 1 card appears on top of a TRANSFER PILE lay it down immediately for the base of a "BUILDING PILE."

The OBJECT of the play is, however, to create and complete four separately colored "BUILDING PILES," each beginning with a 1 card of one of the four different colors. These "BUILDING PILES" are to be **built up** in sequence, 1, [at the bottom] 2, 3, 4 and so on up to 14. In transferring on the original piles colors must not match, **BUT** on the **FOUR "BUILDING PILES"** cards OF THE SAME COLOR ONLY CAN BE BUILT UPON A PILE.

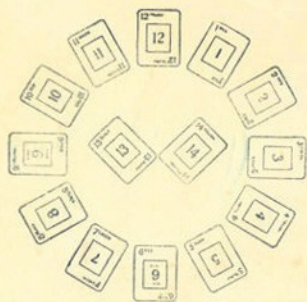
Players **must** play a card from one Transfer Pile to another, or from a Transfer Pile on to a Building Pile, **whenever opportunity offers**.

As soon as a card is removed from Transfer Pile turn up the top card of that pile. In cases where the c is a **sequence exposed on a Transfer Pile** it may be removed **bodily** to another pile when the bottom card of the sequence will build down on the turned up card of another Transfer Pile.

For example, where a 6, 7 and 8 lay face up in order on the top of one Transfer Pile, the three cards may be transferred bodily to a pile on which the top card is a No. 9 of another color than the 8, thus making the cards read 6, 7, 8, 9. When moved to *another Transfer Pile*, sequences must be moved bodily, not split.

When one of the Transfer Piles is exhausted, **the space must remain vacant**. If the last two or three cards of a Transfer Pile prove to be 14's, they must rest until the top one can be transferred to complete a Building Pile.

The player wins the Solitaire if he is able to build the four different colored "BUILDING PILES" completely up in sequence. Otherwise he fails and the "dummy" **WINS**, in which case shuffle the pack and start again.



## ROOK CLOCK PASTIME FOR ONE PLAYER

Deal one card at a time, *face down*, in a circle, beginning at the top, dealing two cards to the center to represent the clock hands. Continue dealing out the pack until all the cards are out, four in each pile, but with faces down.

Begin at the cards which are in the position of one o'clock on the dial and turn the **TOP CARD** up. If this happens to be a 5, for example, place it *face up at the bottom of the pile*, equivalent to five o'clock on the dial; or if 6, under the hour six. Then **turn up** the upper card of this pile *under which you have just placed card*, and place that card in the same manner *under* its proper pile, face up. That is to say, if it should be an 11, place it face up on the bottom of the pile corresponding to eleven o'clock, turning up the upper card of the eleven o'clock pile and transferring it in a similar manner. Proceed in like manner and if the game works out all the 13 and 14 cards will be in the middle and the other cards will be properly placed on the dial, as shown.