

♠ SOME ♠
ADDITIONAL, ADVANCED

ROOK
REG. U. S. PATENT OFFICE
GAMES

*The usual booklet
of Rules comes also
with each game.*



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BOSTON ROOK

A Partnership Game for Four

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BOSTON ROOK is an advanced game, and should be played only by those who are already familiar with Partnership and Display Rook.

The principal difference lies in the fact that the capture of tricks is fully as important as the capture of Count Cards and that the value of the captured tricks depends upon what Trump Color is chosen.

Two against two—Partners opposite.

The game is WON by the couple first getting 1000 points. Partners' points, of course, are counted together.

DEAL. Draw for right to deal, player drawing highest card dealing. Deal passes to the left.

COUNT CARDS are as in ordinary Rook,—each 5 counts 5; each 10 and 14 counts 10 for the side capturing.

TRICKS. Each trick captured counts from 4 to 10 points each, the value depending upon the elected Trump Color, under which that particular "hand" is played. (See below.)

Boston Rook

BIDDING VALUES. The total value of the Count Cards played always aggregates 100 points, but the value of the tricks varies according to the trump color under which that particular "hand" or deal of 56 Cards (14 tricks) is played. Each player's bidding is greatly influenced by the color that he thinks he may best bid upon.

The values are as follows:	Each captured trick counts	The highest score possible in one hand
When		
RED is Trump—COLOR	10 points	240 points
BLACK "	8 "	212 "
GREEN "	6 "	184 "
YELLOW "	4 "	156 "

A player having a strong general "hand" may if he desires bid "NO COLOR," which means playing the hand through **without** any color having trumping quality. If played "no color" each trick counts 10 points and a total of 240 can possibly be earned if partners capture every trick. In playing "no color" the highest card of the color that is played will always take the trick. This "no color" play is often the best bid and counts as much as red.

The Count Cards always aggregate 100, and as 14 tricks of four cards each are played it will be seen that the highest possible count, if, for example, Green is made trumps, will be 184 (14 tricks earning 6 Points each plus the Count Cards 100) and to earn this score of 184 Partners would have to take every one of the 14 tricks played. On the other hand, players taking every trick under Red trump color would earn 240 (14 tricks, worth 10 each and 100 Count Cards).

As one does not know to what extent his partner's hand will help, bids running in the vicinity of **two-thirds** of the highest possible make for the color, may be considered fairly strong.

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Boston Rook

BIDDING: The player at the left of the dealer always starts the bidding for the privilege of naming TRUMP-COLOR. Bidding must be started at **70 Points or over**. Each additional bid must be at least 10 Points higher than the preceding and in multiples of ten. The bidder in Boston ROOK names the Color he is bidding on,—thus, "70 for Green," "100 for Black," etc.

The turn to bid passes to the left. Any player not desiring to bid may "pass," but having once passed cannot bid again on that "hand."

A player may raise his partner's bid, or bid on another color (either because he wants that color, or to show his partner what his strong color is). The bid may go around the table several times until no one will bid higher. A player must raise the bid or "pass." When no one will bid higher, the highest bidder has named the trump color. No one of course may bid higher than it is possible to score under the color he names with his bid. A player having bid upon one color may change his next bid to another color if he wishes, (naming the color, always), but the final bidder cannot change his color after all others have passed.

TRUMP-COLOR MAKER and his partner "to make good" must capture tricks and count cards of value sufficient to equal or surpass his bid.

PLAYING. The player at left of the "Color-maker" begins by playing any card. The "Color-maker's" partner then displays his hand as in Display Rook (unless it is the previously expressed preference of the player to play with unexposed "hand" as in ordinary Partnership Rook). The displayed "hand" as in Display Rook is, however, gaining in popular favor and will be found more and more interesting as players become accustomed to it. It is the partner of the Color-maker who displays as soon as (but not before) the first card is played.

Boston Rook

It is always the player at the left of the Color-maker who first leads. After that the taker of the trick always leads.

SCORING. There is no "setting back" in Boston Rook. If the side electing Trump Color makes good its bid, both sides score what they make (so much for tricks, so much for Count Cards) but if the side naming TRUMP COLOR does not equal its bid, it scores only its Count Cards (if any) and their opponent's score is DOUBLED, as a premium for winning against the Color-makers.

The side first obtaining 1000 points WINS the game (unless a smaller number is agreed upon before the play begins).



FOR MISPLAY

In Rook if a player plays a card of a different color when he could follow the color led (particularly if he plays a card of trump-color when he could follow color led) the error may be corrected if discovered before the trick next following is taken. If the error is disclosed, however, only by subsequent play, the "hand" on discovery of error is immediately ended and 40 points is deducted from score of player who made the error (or Side which made the error) the other players (or Side) scoring what they have made. Deal then passes to the left.



DISPLAY ROOK

Copyright 1913, by Geo. S. Parker.

A 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.

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.

Display Rook

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.

SCORING. Each trick counts 2 points for the side that captured it. Both sides score what they earn in tricks and captured count cards, unless Color-makers fail to make bid, in which case they get nothing and opponents get **DOUBLE** what they earned in that hand.

COUNT CARDS IN THE NEST

The following new rule regarding the "Nest" has been adopted by practically all Rook Clubs, and is now in general use, when a nest is used.

No count cards may be discarded into the Nest. Furthermore, if there are count cards in the Nest the Highest Bidder is obliged to take those count cards from the Nest in exchange for cards from his hand. If the Highest Bidder makes an error by leaving a count card in nest, he (*or his Side*) is set back the amount of his bid and 20 points beside.

THE ROOK CARD

(This Card is for the purpose of notification and protection of Copyright, but is, in many localities, used in actual play.)

When this card is used in playing the game, take out card No. 1, Yellow so as to leave an even number of cards for playing. The Rook Card, when used, is the highest of all cards, no matter what color has been chosen. **it also can be played at any time the holder wishes, regardless of the color led.** It is the only card which has this privilege. If led, it calls for the play of trump-color.

RULES REGARDING MISDEALING

If a misdeal is discovered **before three tricks are taken** the cards are withdrawn and re-dealt, the deal passing to the player at the left. **If not discovered until later in the game** (except in a partnership game) the dealer is set back 40 points for his error, others not scoring.

In case of Misdeal in a Partnership game, the Dealer's Side does not score. The other Side scores what it makes up to the time the error is discovered, or if that Side was the Highest Bidder it is given the amount of the bid. Deal then passes to the left.