

DIXIE, TUXEDO, ETC.

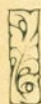
"The Game of Games"

ROOK

TRADE MARK
REG. U. S. PATENT OFFICE

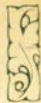


SEVERAL
SPLENDID
GAMES



Some for ADULTS

Some for CHILDREN

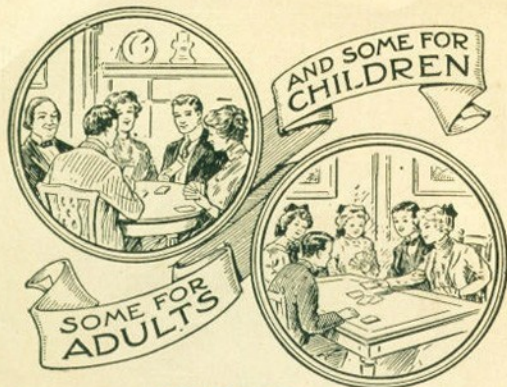


Copyrights 1909, 1910, 1912, 1913, 1916, 1917, 1919, 1924 by Geo. S. Parker

ROOK CARD CO.
PARKER BROTHERS, INC.

SELLING AGENTS
SALEM, MASSACHUSETTS

© RookCards.com



ROOK

REG. U. S. PAT. OFFICE

COMBINATION GAME

Trademark-Title, Bird-Picture, and Cards
Registered in U. S. Patent Office.

Copyrights 1909, 1910, 1912, 1913, 1916, 1917, 1919, 1924 by Geo. S. Parker

FOR ALL TASTES AND ALL AGES

FOR ADULTS:

TWO-HANDED GAMES.
THREE-HANDED ROOK.
DIXIE.
TUXEDO.
PARTNERSHIP GAMES.

ESPECIALLY FOR CHILDREN:

"I Doubt It"—A jolly, simple and exciting game.
Donkey and Match—For very little folks.
Panjandrum—For 3, 4, 5, or 6 players.



REGULAR ROOK. For 3, 4, 5, or 6 Players.

Copyright 1916, 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 can capture any cards of other colors.

© RookCards.com

Rook

Bidding continues until no player will bid higher. A player must either bid higher or say "I pass." A player who has "passed" cannot bid again on that hand.

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 already 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 trump takes it. If two or more trumps are played on the same trick, the highest captures. Note, however, that a player is obliged to follow the color led, if possible; 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 card of any color may be led.

Rook

7. The **OBJECT** of each player is to capture tricks that **count**, the cards which count being 5's, 10's and 14's. Remember in playing ordinary Rook that it is valueless to capture tricks which do **not** contain one or more of these **count** cards.

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 before beginning. Should two or more players run over 150 at the end of the same hand, the highest total wins. In case of a Tie, another hand is played.

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

Any inquiries regarding Rook rules or those of other games in this book, will be gladly answered by Parker Brothers, Salem, Mass.



Copyright 1933, by Rook Card Co.

MOST POPULAR TWO-HANDED GAME

From the pack of fifty-six cards throw aside all cards numbered 1, 2 and 3 of each color. Remove from the table leaving 44 cards.

Each player then draws a card from the pack, the one who draws the higher card dealing.

SHUFFLE the pack thoroughly.

DEAL the cards one at a time until each player has 11 cards. Then deal four cards face-down to the center of the table to form the "NEST."

DRAWING-PILE: Place the remainder of the pack face-downward on the table at the left of the dealer (equally distant from the two players). This is called the Drawing-Pile.

Take the top card from the pile, turn it face up and place close beside the pile.

BIDDING: Bid for the privilege of naming trump-color, as in regular ROOK, but dealer must begin by bidding 60 or over. The highest bidder names the trump-color, and then picks up the "Nest" and may exchange any of the cards in the Nest for cards in his hand in order to strengthen his hand. (If, however,

Tennessee Rook

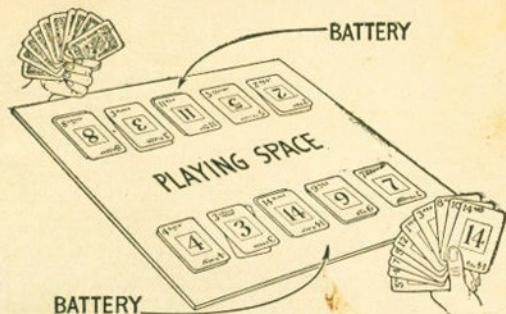
there are count cards—5s, 10s, 14s in the Nest he must take such from the Nest in exchange and he is not allowed to discard a count card to the "Nest" as all count cards must be used in the game.) The "Nest" is then removed from the table.

PLAYING: Opponent of highest bidder leads by playing a card from his own hand. Bidder follows. The highest card takes the trick of two cards thus played. A player must always follow the color led if he can, otherwise he may play a trump or throw away. A player is privileged to lead trumps or any color that he chooses. **AFTER EACH TRICK** is captured the player capturing draws one card from the "Drawing-Pile" and uses it with other cards in his hand. He has his choice of drawing either the card which is displayed face-up, or the top card of the pile which is face-downward. The other player then draws the one of these two cards which was not taken by his opponent. Another card is now taken by the Dealer from the top of the "Drawing-Pile" and placed face-up beside it. This drawing into each player's hand continues after each trick, until the Drawing-Pile is exhausted,—when each player will be left with 11 cards, and the play continues without the use of the "Drawing Pile." Player capturing trick leads for the next.

SCORING: Count cards are as in regular Rook. The game is for 250 points. Each 14 counts 10, each 10 counts 10, and each 5 counts 5. In addition each trick captured counts 2 points, (one point for each card) so the highest score that can be made if one player took every trick would be 140. Bidding, therefore, usually reaches 80 to 90 points, sometimes more.

If highest bidder does not "make his bid" he does not score, and his opponent's score for that hand is doubled. Otherwise both score what they make.

© RookCards.com



"OVER THE TOP" Rook for Two

Copyright 1918 by George S. Parker.

From the pack of 56 cards throw aside all cards numbered 1, 2, and 3 of each color and remove from the table, leaving 44 cards. Each player then draws a card from the pack,—the one who draws the higher, dealing.

Each player begins the game with a "Hand" of TEN cards and a Battery of TEN cards, five of which are exposed, and five underneath "Camouflaged," i. e., covered up face-down.

DEALING: Shuffle the pack well and deal ten cards each, face down, one at a time alternately, to Opponent and Self. Then deal ten cards each for Opponent's Battery and Dealer's Battery. The first five cards of each Battery are dealt **face down** and placed side by side in a row in front of the player, and the next five cards **face up** upon these cards, making five groups of two cards each before each player.

Four cards then remain, which are placed at the side of the table, face down, as a "NEST."

Over the Top

BIDDING: Bid for privilege of naming Trump-Color as in regular ROOK, but dealer must begin by bidding **50** or over. The Highest bidder names the Trump-Color and then picks up the **NEST**, and may exchange any of the cards in the Nest for cards in his hand, in order to strengthen his hand. He puts back any four cards in the Nest with the exception of count-cards. No count-cards (5's, 10's, 14's) can be discarded or left in Nest. The discarded Nest is removed from the table.

PLAYING: Opponent of Highest bidder leads by playing a card from his own hand. Then Highest-bidder follows. Opponent then plays any exposed card from his Battery, Highest-bidder following by play from his Battery,—completing a trick of four cards. The Hand or Battery capturing a trick leads for the next play. Note that one Battery **always** plays immediately after the other, and one Opponent after the other.

The play from Batteries is made only from face-up cards. Each card underneath continues "camouflaged," (i. e., covered up and face-down) until the exposed card resting on it is played, when the camouflaged card must be turned face-up ready to be used.

When a Battery card takes a trick—that Battery leads, opposing Battery then plays, then owner of first Battery, then Opponent.

SCORING: Count cards are as in regular ROOK, namely,—each Fourteen counts 10, each Ten counts 10, each Five counts 5. Points captured by your Battery count as your own. If Highest-Bidder makes good his Bid, both players score what they earn. If he does not equal his Bid, he receives **nothing** and his Opponent's score in that hand is **doubled**. Two hundred points make the game.

In many localities in addition to the score of the count-cards 2 points is given for each trick captured.

RULES otherwise as in regular Rook.

© RookCards.com



THREE HANDED ROOK

Copyright 1914, by Geo. S. Parker.

THE LATEST AND MOST POPULAR FORM
FOR THREE PLAYERS.

Played like "Rook for Two" except that there
is a third player instead of "Dummy."

From the pack of 56 cards throw aside all cards numbered 1, 2, 3 of each color, and remove from the table, leaving 44 cards. Each player then draws a card from the pack,—the one who draws the highest dealing.

DEALING: Shuffle pack well and deal around one card at a time to each player until all but five cards are dealt. Set these remaining five cards face down at dealer's left to form the "NEST."

BIDDING: Bid for privilege of naming the Trump-Color as in Regular Rook, but dealer must begin at 50 or over. The highest bidder after all others have passed names Trump Color and after doing so has the privilege of picking up the nest of Five cards and may exchange any of the cards in his hand for cards in the nest. (If, however, there are count cards in the nest, he must take them in exchange for cards from

Three Handed Rook

his hand, and he is not allowed to discard count cards to the nest.) He does not show what cards are thus exchanged. The discarded nest of five cards is then removed from the table.

Player at left of highest bidder leads. The highest card played takes the trick of three cards and the taker leads next play.

SCORING: Each trick counts 2 points for the player capturing it in addition to the "count cards" which are as in regular Rook. The highest possible total that can be captured is 126—100 in count cards and 26 in tricks. Players, therefore, rarely bid above 80 points.

200 Points is the game.

Player naming trump color is set back amount of his bid if he does not earn enough to equal his bid. Others score what they make.

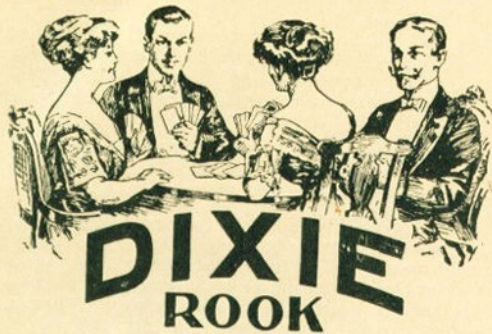
PARTNERSHIP ROOK

Regular.

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, **three** against **three**, friend and rival alternating around the table so that no two partners sit side by side. Partners, when **Six** play, should wear ribbon or flowers of the same color.

© RookCards.com



Copyright 1912. by Geo. S. Parker.

A Partnership Game for Four or Six Players.

This form of ROOK is immensely popular, 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.

Dixie Rook

Bidding. The player at the left of the dealer starts bidding for the privilege of naming trump-color. Bidding is as in Regular 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 four cards for the nest after he has picked it up, and the play begins before he notices his error, he must then discard to the NEST and 40 is deducted from the score of his side as a penalty.

© RookCards.com

Dixie Rook

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 Regular 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 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. Partners should wear a ribbon or flower of the same color.

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.



Reg. U. S. Patent Office.

FOR ALL THE FAMILY

Two to Six Players. Easily taught to children.

Draw a card to see who deals, player drawing highest card dealing.

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.

Tuxedo

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

© RookCards.com

Tuzedo

has captured them, or built higher in the meantime] he takes them with his own 8.

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.

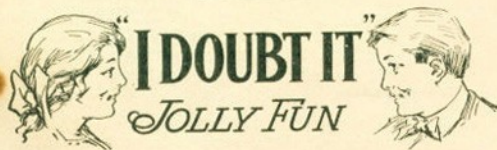
Counting. After all the cards in the pack have been played score as follows:

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 card more 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 center 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 center 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 way until one of the players runs out of cards. The first player running out of cards Wins the Game.

RULES FOR PANJANDRUM



FUN FOR CHILDREN OR ADULTS

For Three, Four or Five 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, 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.

Panjandrum

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 center 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 center 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 center 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.

© RookCards.com

Panjandrum

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 players' 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 must first 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 he does so. If not he plays it upon an opponent's Delay Pile, (if it will build either up or down) but if he cannot 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.

Panjandrum

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 hands, 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."

GOLDEN "10"

A 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 con-

Golden "10"

tained 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.

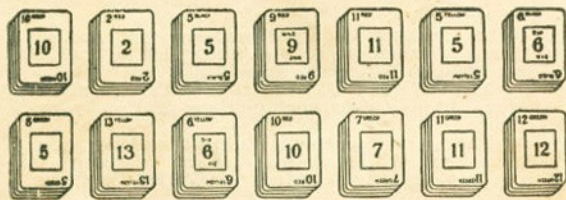
Easily taught to Little Folks. Where too young to match Numbers let them match Colors instead.

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 player's "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.

© RookCards.com



OLD 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 it

Old Rook Solitaire

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.**

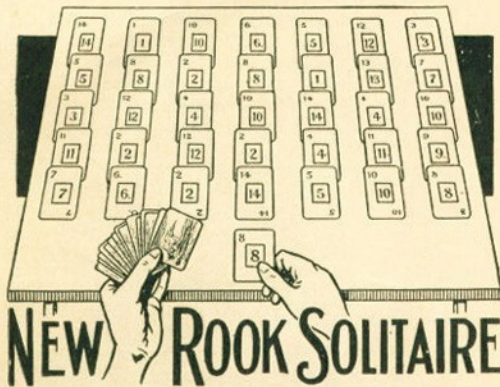
Players **must play** a card from one Transfer Pile to another, or from a Transfer Pile on to a Building Pile, **whenever opportunity offers.**

As soon as a card is removed from **Transfer Pile** turn up the top card of that pile. In cases where there 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.



NEW ROOK SOLITAIRE

Copyright 1924 by George S. Parker

A Most Amusing Solitaire — or Game for
Several People.

RULES FOR ONE PLAYER

SHUFFLE pack thoroughly and deal the cards one at a time, face-up, in seven vertical columns of five cards each, beginning at the upper left corner. Having laid down the left column continue until 35 cards have been "parked," as pictured above.

HAND. This leaves twenty-one cards in the Hand. Turn the Hand **face downwards** (in your left palm or on the table) and drawing the **top card** place it face-up upon the table. This starts the **Playing Pile**.

PLAYING PILE. Upon this card **build up** or **down** numerically, taking the most advantageous card from the bottom of any column if

New Rook Solitaire

such card comes next to the played card in numerical order. Color of cards is not considered in this Solitaire.

THE OBJECT is to dispose of all the parked cards by transferring them from the Pack to the Playing Pile with the use of as few cards from the hand as possible. Often the Hand is exhausted, leaving several cards still parked.

In the example on opposite page, one would advisedly play as follows:—

Suppose the player draws card 8 from top of his Hand. He exposes this upon the table in front of him (the Playing Pile) and would then "build down" by playing card 7 from first column. Then he "builds up" upon the 7 the following cards in order: Card 8 from seventh column, card 9 (which latter is just above the space made vacant by removing card 8) then card 10 from bottom of sixth column, card 11 and another card 10 (which latter is the one above the spaces made vacant by the withdrawal of cards 8 and 9). Then card 11 from the first column. NOTE—only cards left at bottom of a column may be played from the Park.

This ends that play. He must then draw another card from his Hand. Suppose he draws a 4. He can build upon it by playing as follows: 5 from fifth column, 4 fifth column, 3 first column, 4 sixth column, 5 first column, 6 second column, 7 seventh column. (The previous run removed cards which makes this excellent run possible).

ONLY a card next in number to the one last played may be transferred. Thus, if a 3 is played, a possible 2 or a possible 4 may be built upon it. NOTE, however, the one Exception to this rule:—a 14 may be played upon any 1.

© RookCards.com

The player proceeds this way, drawing a fresh card from his Hand as soon as he has done all he can with his previous draw. (Sometimes he will draw a card on which he cannot build either up or down. At other times he may make long runs).

EACH CARD left parked when the hand runs out **counts a point** against the player. **IF**, on the other hand, all parked cards are transferred to his Playing Pile, **leaving unplayed cards in his Hand, he scores ONE point** for each card in his hand.

FOR TWO OR MORE PLAYERS

When several play, players use two or more Rook packs (or take turns), each playing three hands. Player making best score wins.

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.