PARKER BROTHERS

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ROOK

ROOK®

CARD GAME

RULES



THE CREATION OF A CLASSIC

There was but one single goal that motivated George S. Parker, the founder of Parker Brothers, and his wife, Grace, to create the game of ROOK. That goal: to develop a card game unlike any other -- one that would offer a wide variety of challenging games using just one deck of cards.

They were determined to produce a card game that would become an accepted standard. And only after several years of inventing, playing, perfecting and playing again, did they finally achieve their goal in the game of ROOK.

With over 70 million ROOK decks sold to date, it's obvious that George and Grace Parker succeeded in creating more than an accepted standard. Truly, they created a classic.

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General Rules for Bidding Games

The following rules apply to all bidding games in general. The descriptions of each game follow the same format as the general rules below. These rules are not repeated for each specific game and apply in all cases except as specified under each game.

To Choose Dealer: Players draw from the unexposed pack. The player who draws the highest card deals.

Dealing: The basic deck consists of 56 cards, numbers 1 through 14 in each of four different colors (green, red, black and yellow).

After the deck has been shuffled and cut, deal out all cards in the deck, even if this gives some players an additional card. The cards are dealt one at a time beginning with the player to the dealer's left and then around the table clockwise. Some games require an extra hand which is called the "nest." In such a case the cards are dealt around the table until the dealer has received his first card. The nest card is placed face down onto the center of the table as the first card of the nest. This order is repeated until the required number of cards are in the nest. The remainder of the deck is dealt out one at a time to the players.

Each player sorts the cards in his hand by color.

At the end of each hand, the player to the left of the previous dealer becomes the new dealer.

Object of the Game: The object is to be the first player or partnership to reach game score by capturing tricks. Generally several hands must be played before there is a winner.

When both sides exceed game score at the end of the same hand, the higher total wins. If both are tied, another hand is played to determine the winner.

Scoring: Certain cards in the deck are "Count Cards" and have specific point values according to the following table:

Each **5**	**5**	points
Each **10**	**10**	points
Each **14**	**10**	points
Rook Bird Card (when used)	**20**	points

In most games these are the only cards which have value, although in some games players are given additional points for each trick which they capture. Each player's score is the sum of all the Count Cards in the tricks which he has captured, plus the trick value, if any.

In most bidding games the total points taken by all players add up to the same number every time a hand is played. For instance, in games where the Rook Bird Card is not used, tricks have no value, and the Count Cards are the 5's, 10's, and 14's, then the total count for every hand will be 100 points. Therefore, you can check your

scorekeeping by adding together each player's points. In the example given, if the total is not 100, a mistake has been made.

Bidding: Players bid for the privilege of choosing trump colors. In some games the first, or opening, bid cannot be less than a certain minimum number. In most games you are bidding the number of points you think you will be able to capture with your hand provided that you are able to name the color that will be trump. In these games bids must be divisible by 5, such as 10, 15, 20 or more.

Bidding starts with the dealer and passes clockwise around the table.

Players may, but need not, bid at their turn. A player must either bid higher than the last bidder or say, "I pass." Having passed, a player may not bid again on that hand. Bidding continues thus in turn until no player will bid higher.

The highest bidder then announces trump color. He will generally announce the color of which he holds the most cards -- red, yellow, black or green. No one else announces the color on which he bid. There is a great advantage in being the player who chooses trump color, since a trump card can capture any card of any other color.

Example: Four people A, B, C, D, are playing. B has six high green cards and some each of the other colors. A, the dealer, examines his hand and bids 70. B bids 80. C, having a poor hand, passes. D bids 85. A then has a chance to bid again, and bids 90. B, having a strong hand, bids 95. C, having already passed, may not bid again. Next, D passes. Now A, at his turn, passes. B may therefore announce that "Green is trump."

Playing: After trump color has been announced, the player to the left of the high bidder plays any card, of any color, to the center of the table. Play passes to the left, each player in turn playing one card. After each player has played one card in turn, the highest card of the color led takes all the cards played. This is called "taking a trick." However, if a player plays any trump color card, the trump takes the trick. If two or more trump cards are played, the highest wins the trick.

Note: *A player must follow the color led if possible -- i.e., if a player has a card of the color led, he must play that color. But if he does not have a card of the color led, he may either "throw away" a card of any other color, or, if he wishes, he may play a trump.*

Rook Bird Card: There are several bidding games in this book which include the Rook Bird Card. In most of these games it is used as the highest trump card no matter what color is named as trump. The Rook Bird Card can also be played at any time, regardless of the color led and regardless of the other cards in the player's hand. It is the only card which has this privilege. If led, it calls for the play of trump color by the other players. Its play is demanded, however, if trump color is led and its holder has no other trump color cards. The value of the Rook Bird Card is usually 20 points.

Additional Comments

1. In games involving a nest, the high bidder has the privilege of exchanging any number of cards in his hand for the same number of cards in the nest. He is usually able to discard one or two colors completely, thus having the opportunity to trump these colors when they are led against him. He is also the only player who knows which cards are in the nest and therefore out of play.

   In some games the player who takes the last trick captures the nest as well. In these games the high bidder is allowed to place or leave Count Cards in the nest. In fact, it is often most important for him to put "eggs" into the nest, such as unprotected 10's and 5's, if he believes he can take the last trick.

2. Cautious players will not bid the value of their hands after they have acquired a large lead over their opponents. If only a small additional score is needed to win the game, they will depend on going out on their opponents' bid. For this reason, many players prefer to play a predetermined number of hands without a predetermined game score, so the side having the higher score at the end of the game wins.
3. When four play: If an individual score is desired instead of a partnership score, partners should change sides at the end of each four hands, and each individual score should be recorded separately. Thus, at the end of twelve hands, every player will have played four hands with each of the other players.

Official Rook Tournament Rules

Partnership play for 4 players, based on the game of Kentucky Discard.

The game of Kentucky Discard has been one of the most popular of all Rook games for many years. As Rook Clubs and tournaments evolved, this game was most often used as the standard of play. Thus, the game below is, with one difference, Kentucky Discard.

The original game of Kentucky Discard did not include the use of the Rook Bird Card. However, this card has become so much a part of the game that its use is now prescribed for tournament play. It adds an exciting element of surprise and speeds up the game slightly as well.

Dealing: Remove the 1's, 2's, 3's, and 4's from the deck. The Rook Bird Card is added. Thus 41 cards are used; 9 for each player and 5 for the nest.

The player who draws the highest card deals. The dealer shuffles the deck and the player on his right "cuts the cards." The cards are dealt one at a time beginning to the dealer's left and then around the table; the fifth card is placed face down in the center of the table to be the first card of the nest. This order is repeated until there are five cards in the nest, then the remainder of the deck is dealt out one at a time to the players.

If the deal has been correct, the dealer himself will receive the last card. If any card as high as a 10 is exposed during the deal, a new deal is required. If any card, even though it is lower than a 10, is exposed, it is the right of any player to demand a new deal. In either case the dealer himself redeals.

Object: 300 points wins the game. If both sides obtain a score of over 300 points at the end of the same hand, the highest total wins. If a tie occurs, another hand is played.

Scoring: The Count Cards are the 14's, 10's, 5's, and the Rook Bird Card. Each 14 card counts 10 points, each 10 card counts 10 points, and each 5 card counts 5 points. The Rook Bird Card counts 20 points. Captured tricks have no separate value.

The counters captured by partners are added together to form their score for that hand. However, if the declarer and his partner do not capture enough counters to make a score equal to his bid, they are set back the amount of the bid, and they get no credit for the counters they captured. If, however, they capture more than their bid, full credit is given for each counter.

Bidding: After the deal, each player sorts the cards in his hand according to colors, and the bidding begins with the player at the dealer's left and continues clockwise around the table. The opening bid must be at least 70 points. If a player does not wish to bid he may "pass"; after passing, he cannot bid again on that hand.

Playing: The highest bidder may exchange any of the cards in his hand for cards in the nest. After discarding to the nest, he names the trump color.

Any card may be placed in the nest, including Count Cards. The player who takes the last trick captures the nest, and any counters found in it count as part of his score for that hand. The player at the left of the dealer, who may or may not be the high bidder, makes the initial lead and play begins.

Any color may be led, and play moves around the table to the left. Players must, if possible, follow suit (i.e., play the same color that was led). If it is impossible to follow suit, a trump may be played, a worthless card thrown away or, if a player believes that his partner may take the trick, he may play a counter. The highest card of the color led takes the trick unless this trick is trumped, in which case the highest trump takes the trick.

The person who takes a trick makes the next lead. When the tricks are taken, they are placed face down on the table and, with the exception of the trick just played, cannot be seen until the play of the hand is completed. The winner of the last trick takes the nest as an additional trick.

The Rook Bird Card is used as the highest of all cards, no matter what color has been chosen trump. It may 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. If trump color is led by another player and its holder has no other trump color cards, the Rook Card *must* be played. At the end of each four hands, one set of partners should exchange seats. The other side retains their seats.

Penalties: A penalty of 40 points should be taken from the score of a player who improperly discards (incorrect number) to the nest or makes any suggestions to affect the partner's play.

If a misdeal is discovered before three tricks are taken, the cards are withdrawn and redealt, the deal passing to the player at the left. If not discovered until later in the game, the dealer (or his side) is penalized 40 points for his error. The deal then passes to the left.

If a player plays a card of a different color when he could follow the color led, the error may be corrected if discovered before the next trick is taken. If the error is not discovered until later, the "hand" is ended, and the side making the error is set back the full amount of the bid, regardless of who made the bid for that hand. The opponents score all the Count Cards they captured before the error was discovered.

The Red 1

A partnership game for 4 players

Dealing: Remove all 2's, 3's, and 4's and all 1's except the Red 1. Add the Rook Bird Card, which gives you a deck of 42 cards.

Deal the cards as usual, plus a nest of six cards.

Object: 500 points wins the game.

Scoring: Count Cards as in General Rules plus 20 points for the Rook Bird Card and 30 points for the Red 1.

Total points in the deck are 150. Captured tricks have no additional value. The Count Cards captured by partners are added together for their joint score for that hand. However, if the high bidder fails to make his bid, both he and his partner are set back the amount of the bid, even if this gives them a minus score.

Bidding: See General Rules. In bidding remember that your score and your partner's are added together.

Playing: The highest bidder may exchange any cards in his hand for cards in the nest. After discarding to the nest, he announces trump color.

The player to the left of the dealer, who may or may not be the highest bidder, makes the initial lead.

The Red 1 is the highest trump, and the Rook Bird card is the second highest trump. (The 14 of trumps is therefore the third highest.)

In this game the Red 1 and Rook Bird Card must be played as any other trump card. You cannot play either one if you have the color which was led.

The winner of the last trick takes the discarded nest as his final trick.

The Regular Game

For 3, 4, 5, or 6 players

Dealing: For four or more players use the basic deck of 56 cards. For three players remove all cards below 5's.

Object: 150 points wins the game.

Scoring: See General Rules. Total points for each hand are 100. If the high bidder fails to make his bid, he receives no score, and he is set back the amount of his bid.

Bidding: See General Rules.

Playing: See General Rules.

1-High Partnership

A partnership game for 4 players

Dealing: Use the basic deck plus the Rook Bird Card. Deal out the entire deck except the last card, which becomes the nest.

Object: 500 points wins the game.

Scoring: Count Cards as in General Rules plus 15 points for each 1 card and 20 points for the Rook Bird Card. Capture of majority of tricks scores 20 points. When both sides capture the same number of tricks (seven each), the extra 20 points for tricks go to the opponents of the highest bidder.

If high bidder and his partner fail to make their bid, they are set back the amount of the bid. Total Count Cards plus the 20 extra points equal 200 points for each hand.

Example: Partners A and C are high bidders at 120 points. At the end of that hand, they have captured only 90 points in Count Cards and receive the additional 20 points for the capture of the majority of tricks. They score a total of only 110 points. Hence, they are set back 120 points for not reaching their bid. Therefore, their score is recorded as minus 120 points. If in previous hands they had reached 200 points, their bid of 120 is deducted, leaving a net score of 80. The opposing partners B and D add the 90 points they made to their previous score.

Had partnership A and C made 125 points for that hand, their score would be so recorded, their opponents scoring the 75 points they made in that hand.

"Shooting the Moon": By agreement *before* starting the game, if a partnership captures *all* the tricks, they receive a bonus of 100 points.

Bidding: See General Rules. Opening bid must be at least 75 (and usually runs well over 100).

Playing: High bidder may exchange the nest card for any card in his hand. However, he may not leave or place a Count Card in the nest. He then announces trump color. The player to the left of the high bidder makes the opening lead. In this game the 1 card is the highest card in each color and will capture a 14. The Rook Bird Card acts as the lowest trump card and is played like any other trump card. It is therefore a very interesting card to play, since it still counts 20 points.

Dixie

A partnership game for 4 or 6 players

Dixie is similar to the Regular Game (page 13) except that each captured 13 card, instead of the 14, counts 10 points.

Dealing: Use the basic deck of 56 cards. Deal out the entire deck plus a nest of four cards for four players or a nest of two cards for six players.

Object: 300 points wins the game.

Scoring: Each 5 card counts 5 points, each 10 card counts 10 points, and each 13 card counts 10 points.

Note: *The 14 card is not a Count Card, but is still the most powerful card in each suit.*

The side taking the majority of the tricks including the nest receives 20 additional points. If each side takes the same number of tricks, the 20 points go to the opponents of the high bidder.

Total points for each hand is 120.

Both partners' scores are added together at the end of each hand. If the high bidder and his partner fail to make their bid, they are set back the amount of the bid.

Bidding: See General Rules. The opening bid must be at least 70. Remember that your score is counted together with your partner's. However, bids rarely exceed 95.

Playing: The high bidder may exchange any cards in his hand for cards in the nest. He may leave or place Count Cards in the nest. The player who takes the last trick takes the nest as well, counting it as an additional trick.

After the exchange, the high bidder announces trump color.

The player who deals makes the opening lead.

Dixie is most successful and interesting when played by six players -- three against three -- friend and rival alternating around the table, so that no two partners sit side by side.

Display

A partnership game for 4 players

Dealing: Use the basic deck of 56 cards.

Object: 200 points wins the game.

Scoring: Count Cards as in General Rules plus 2 points for each trick captured. Both sides score what they earn in tricks plus the value of captured Count Cards, unless the high bidder fails to make his bid. In this case that partnership gets no score at all and opponents get *double* what they earned in that hand.

Bidding: See General Rules.

Playing: The high bidder names trump color. Player at left of dealer makes the opening lead.

The dealer's partner, instead of playing a card, puts his hand face up in front of him, so that all can see it. This hand is called the "dummy" and the dealer plays it as well as his own hand in proper turn.

When the dummy takes a trick, the lead for the next trick is, of course, from the dummy's hand. The deal passes to the left after each hand, so all players have a chance to deal. In each hand the dealer plays the displayed hand of his partner.

Boston

A partnership game for 4 players

Boston is an advanced game and should be played only by those who are already familiar with Partnership and Display.

The principal difference is that the capture of tricks is as important as the capture of Count Cards and that the value of the captured tricks depends on what trump color is chosen.

Dealing: Use the basic deck of 56 cards.

Object: 1,000 points wins the game.

Scoring: Count Cards as in General Rules, plus additional trick values according to the following table.

Trump Color Value Table:

Captured trick counts:

No Color is trump	**10**	points
Red is trump color	**10**	points
Black is trump color	**8**	points
Green is trump color	**6**	points
Yellow is trump color	**4**	points

The Count Cards always total 100. Therefore, the highest possible score in one hand varies depending upon what color is trump.

No color is trump	**240**	points
Red is trump color	**240**	points
Black is trump color	**212**	points
Green is trump color	**184**	points
Yellow is trump color	**156**	points

In playing "no color" the highest card of the color led will always take the trick. This "no color" play is often the best bid and counts as much as bidding Red.

There is no setting back in Boston Rook. If the partnership of the player who selects trump color makes good its bid, both sides record their score for tricks and Count Cards. But if the side naming trump color fails to equal its bid, it scores only its Count Cards, if any, and their opponents' score is doubled.

Bidding: See General Rules. The opening bid must be at least 70 points. All bids must be in multiples of 10.

Each bidder names the color on which he is bidding such as 70 Green, 100 Black, etc. A player having bid on one color may change his next bid to another color if he wishes. However, the last and highest bidder cannot change his color after all others have passed.

Playing: The player at the left of the highest bidder makes the opening lead. Thereafter, the highest bidder's partner displays his hand and play continues as in Display Rook.

For three players, deal the South hand as a dummy.

Tennessee for Two

Dealing: Remove all 1's, 2's and 3's from the deck. Use the remaining 44 cards plus the Rook Bird Card.

Deal eleven cards to opponent and self. Next, deal five cards face down to the center of the table to form the nest.

Place the remainder of the deck face down on the table. This is the drawing pile. Place the top card face up next to the drawing pile.

Object: 300 points wins the game.

Scoring: See General Rules for Count Cards:

The Rook Bird Card has a value of **20** points.
Every captured trick counts **2** points.
Total count for each hand is **160** points.

If the high bidder fails to make his bid, he does not score, and his opponent's score for that hand is doubled.

Bidding: See General Rules. The opening bid must be at least 80 points.

Playing: The high bidder may exchange any of the cards in his hand for the same number of cards from the nest. But he is not allowed to leave or place Count Cards in the nest, which is removed from the game after the exchange has been made.

The high bidder's opponent makes the opening lead. A player may lead trump or any other color of his choice. The Rook Bird Card acts as the highest trump. (See General Rules.)

After a player has captured a trick, he has his choice of drawing the top card from the drawing pile or the exposed card alongside it. The other player must draw whichever of these two cards was not drawn at that turn by his opponent. After both players have drawn, the next card on the drawing pile is turned face up.

Players continue to draw and take tricks until the drawing pile is exhausted. At that point, each player will be left with eleven cards, and play continues without the drawing pile until the last card is played.

Over the Top
For 2 players

Dealing: Remove all 1's, 2's and 3's from the deck, leaving 44 cards.

Deal ten cards each 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 in a row in front of each player. The next five cards are dealt face up on top of these cards, making five groups of two cards each. The four remaining cards are placed at the side of the table face down, as a nest.

Object: 200 points wins the game.

Scoring: See General Rules. Points captured by a player's battery count as his own. If high bidder makes good his bid, both players score what they own. If he fails to equal his bid, he receives no score, and his opponent's score in that hand is doubled.

Players may, if they wish, add two points for each captured trick.

Bidding: See General Rules. The opening bid must be at least 50 points.

Playing: High bidder may exchange any of the cards in his hand for cards in the nest. No Count Cards may be discarded or left in the nest. Low bidder leads by playing a card from his own hand; high bidder follows, then low bidder plays any exposed card from his battery; high bidder follows by playing from his battery, completing a trick of four cards. The hand or battery capturing a trick leads for the next play. When a battery card takes a trick, that battery leads. Then the opposing battery plays, after which the owner of the first battery plays from his hand, then the opponent does likewise. Note that one battery always plays immediately after the other, and one opponent plays from his hand after the other has done so.

A play from the battery is made only from face up cards. As soon as an exposed card has been played from the battery, the card beneath it is turned face up ready to be used.

The Regular Game for Two

Dealing: Remove all 1's, 2's and 3's from the deck, leaving 44 cards.

Deal the cards as if for three players, the third player being a dummy -- an imaginary player at dealer's right. Deal all but the last five cards in this manner, then set the five remaining cards face down at the dealer's left to form a nest.

Object: 150 points wins the game.

Scoring: Count Cards score as in General Rules. In addition, score 2 points for each trick captured. Total amount for each hand is 126 points.

If the player naming trump color makes good his bid in tricks and Count Cards, both sides record their score. But if the player who named trump color fails to equal or exceed his bid, he scores nothing for that hand, and the opponent's score for that hand is doubled. Dummy's score may, but need not, be kept.

Bidding: See General Rules. The opening bid must be at least 30 points.

Playing: See General Rules. The high bidder may exchange any two of the cards in his hand for any two in the nest. He does not show any of the cards exchanged, and must be sure to end with the same number of cards in his hand as he had before the exchange. The nest is then removed from the table.

Opponent starts the game by playing any card, face up to the table. Dummy's card is then played by dealer. He lifts the top card from dummy's hand and plays it for dummy. Remember that dummy's cards are kept face *down* throughout the game. Dealer then plays himself. If dummy's card takes the trick, it is put near dummy's hand, after which the first card to be led for the next trick is taken from the top of dummy's pile by the dealer.

Three-Handed Partnership Display

The best 3-handed game. For Display for 4 players, see page 17.

Dealing: Use the basic deck of 56 cards. Deal four hands of fourteen cards each, as if four people were playing. One of those hands is therefore dealt to a dummy, an imaginary player.

Object: 200 points wins the game.

Scoring: See General Rules. The score of each person is recorded. Partners in each hand score the total they have made together, as if each alone had captured all tricks. Each records identical score for that hand. Total score for each hand is 200. The high bidder is set back the amount of his bid if he fails to earn it.

Bidding: See General Rules. The opening bid must be at least 40 points.

Playing: The high bidder always seats himself opposite the dummy, who becomes his partner for that hand. The other two partners are his opponents.

The player at the left of high bidder begins by leading any card he chooses. After this lead, dummy's hand is displayed face up on the table (in front of the imaginary fourth player), and arranged by color so that it may readily be seen.

High bidder then plays a card from the dummy and continues to play for dummy and for himself in turn, throughout that hand. When a card from dummy's hand takes a trick, the next lead, of course, is made from dummy's cards.

High Card Partner

A partnership game for 5

Dealing: Remove all 1's, 2's, 3's, and 4's from the deck. Add the Rook Bird Card, which gives you a deck of 41 cards.

Deal out the cards to each player plus six cards to the nest.

Object: 500 points wins the game.

Scoring: Count Cards as in General Rules. The Rook Bird Card counts 20 points.

Each player's score is the total of the Count Cards captured by him and his partner(s). However, if the high bidder fails to make his bid, he and his partner are both set back the amount of the bid.

Bidding: See General Rules.

Playing: The high bidder may exchange any cards in his hand for cards in the nest and then announces trump color. He then names a particular card (usually the highest card that he does not hold), and the person holding that card

becomes his partner. The remaining three players become partners against this pair.

The player to the left of the dealer makes the opening lead. The winner of the last trick takes the discarded nest as his final trick.

Partnership for Six

Dealing: Use the basic deck of 56 cards, plus the Rook Bird Card. Deal eight to each player and nine to the nest.

Object: 300 points wins the game.

Scoring: Count Cards as in General Rules. The Rook Bird Card counts 20 points. Captured tricks have no additional value.

This is a game of two partnerships of three players each seated so that no two partners sit next to each other. The score for each partnership is the sum of the points captured by all three players.

Bidding & Playing: Follow the Official Tournament Rules (Kentucky Discard).

Rules for Non-Bidding Games

Club

A partnership game for 4 or 6 players

Club is always played as a partnership game with partners sitting opposite each other.

1. Equipment: Two decks of cards are needed to play this game. If six are playing, use three decks of cards.

2. Dealing: To choose a dealer, players draw for high card. The dealer shuffles the decks of cards thoroughly, and deals thirteen cards face down to each player. He next places the rest of the deck face down in the center of the table to form the draw pile. The dealer takes the top card from the draw pile, and places it face up alongside the draw pile to start a discard pile.

If he turns up a 1, 2, or 3 card, he turns over the next card from the draw pile until some card other than a 1, 2, or 3 comes up. If the dealer draws a Rook Bird Card, he puts it back into the center of the deck, and turns up another card.

3. Object: That partnership wins which first scores 5,000 points by playing sequences of cards or cards of matching numbers to the table. Three or more hands are usually played to complete a 5,000-point game.

4. Playing: The player to the left of the dealer starts the game by drawing two cards from the top of the draw pile. He adds these two cards to those in his hand. He makes his play if he can (see rule 7) and then discards any one card from his hand face up on top of the discard pile. The player who sits to the first player's left follows in the same manner and play continues thus around the table. Each player in turn tries to accumulate in his hand cards that match in number or are consecutive numbers of the same color.

5. Wild Cards: All number 1 or 2 cards are used as wild cards in forming matching groups. This means that a player may use 1's and 2's as cards of any number. For example, a player holding two 6's and one 2 may consider these cards as three 6's. Each matching set, to be played to the table, must consist of three or more cards and must have at least two natural cards in it. Wild cards may not be played by themselves as a matched set, nor may they be played as part of a sequence.

Example: A player holding a 4, 5 and 6 of the same color cannot use a 2 to represent the number 7 card of that color.

6. Card Values: Each card has a scoring value of 10 points with the exception of the wild cards, which have a value of 20 points.

7. Playing to the Table: On his first, or on any future turn, a player may play sequences of three or more

cards, or matched groups of three or more cards, from his hand to the table. In making its first play to the table however, a partnership which has as yet no score -- or whose score is less than 2,000 points -- must play cards whose total scoring value will be at least 50 points.

Example: A player might play three 6's, each worth 10 points, and a number 2 card, worth 20 points, to reach this total of 50 points.

If a partnership's score from previous hands is between 2,000 and 3,000 points, its first play must total at least 100 points. If its score is over 3,000 points, it must total over 150 points for its first play to the table in the following hand.

Since Club is a partnership game, the first play to the table may be made by either partner. The minimum scoring value is not required of both, but only of the first player of each partnership in any hand. Once one player of a partnership has made a play to the table, both he and his partner may add one or more additional cards to those already played. Normally, cards are placed in front of the partner who makes the first play. Cards may never be added to those played by the opponents.

8. Picking up Discards: A player may, on any turn except his first, pick up the entire discard pile instead of drawing two cards from the draw pile. To be able to do so, he must have two natural cards in hand of the same number as the card that is on top of the discard pile. He must then use this card to play a matched set to the table. On the same turn, he may play any additional cards that are playable. These may be cards he picked up in the discard pile, or cards he can combine with cards he holds in his hand, or cards that he can add to those already on the table.

A player who has not yet made his first play to the table may also pick up the discard pile. To do so, he must be able to play the top card of the discard pile to the table, together with enough cards from his hand to make up the total number of points necessary for his first play. No other cards from the discard pile may be used to make this point score. However, when he has made the proper point score, he may on the same turn play any additional cards to the table that he has picked up in the discard pile.

A player may, if he wishes, pick up only the top card on the discard pile, but he must play it directly to the table. In this case, he makes no other play on that turn and does not discard. He may only do this if he can add it as a natural card to a matched set of natural cards, or as an additional card to a sequence already played.

9. Stop Cards: The number 3 card is a Stop Card and, when played on top of the discard pile, stops the next player from picking up the pile. The 3's may never be used as part of a sequence, nor may they be used as a matched set except on the play on which a player goes out. (See rule 12.)

The Wild Cards -- 1's and 2's -- may also be played as Stop Cards. When so used they prevent any player from picking up the discard pile for one complete round, until the turn comes back to that player who played the Wild Card as a Stop Card. Stop Cards are played sideways to the discard pile so that they are visible to all players.

10. The Rook Bird Card: It is never held in hand, but is played immediately, face up, to the table, whether or not the player has already scored. When a Rook Bird Card is played, the player who picked it up draws an additional card from the draw pile.

11. Birdies: A Birdie consists of seven or more cards played to the table either in sequence or in a matched set. A matched set must contain at least four natural cards to qualify as a Birdie.

A completed Birdie does not have to be played at one time but may start as a play of three cards, to which cards are added one or more at a time, as the game progresses. More than seven cards may be played on a Birdie, but there is no real advantage in so doing. There are three types of Birdies as follows:

- A Birdie Sequence consisting of seven or more cards of the same color in sequence.
- A Natural Birdie consisting of seven or more cards of the same number without the use of Wild Cards.
- A Regular Birdie consisting of seven or more matched

cards of which at least four are natural cards and the others are Wild Cards. To qualify as a Birdie a matched set must contain at least four natural cards.

It is possible to play seven or more cards as a matched set that does not contain enough natural cards to form a Birdie.

12. Going Out: A player goes out when he has two or more Birdies on the table and can play all remaining cards in his hand to the table or he may play all but the last card, which he plays onto the discard pile. The hand then ends. If, as sometimes happens, no player can go out before all cards in the draw pile have been used, the hand ends and scores are totaled.

13. Base Score: The side which goes out scores 200 points. If neither side goes out, neither scores this 200 points but totals all its other points. A partnership scores any Birdie which it has completed as shown below:

Each Birdie Sequence	**1200**	points
Each Natural Birdie	**800**	points
Each Regular Birdie	**400**	points

14. Rook Bird Card Score: A partnership scores an extra 200 points if, having played a Rook Bird Card, it has two or more Birdies on the table. If the partnership has both Rook Bird Cards, it scores 500 points. In a six-handed partnership game, if all three Rook Bird Cards have been played to the table by one side of partners, they

score 1,000 points. If a side does not have at least two Birdies on the table when the hand ends, it receives no score for the Rook Bird Cards it has played.

15. Count Cards: After the base score has been recorded, each side tallies all cards which it has played to the table, allowing 20 points for each Wild Card and 10 points each for all other cards. This score is then added to the base score. All cards remaining in the players' hands are then added up and the totals held by each partnership are deducted from their scores.

16. Winning the Game: That partnership which first scores a total of 5,000 points wins the game.

Panjandrum

For 3, 4 or 5 players

1. Dealing: Deal out the entire pack, one card at a time, even if this gives some players one more card than others.

2. Each player takes the cards dealt him and, without shuffling, rearranging, or looking at them, places them in a pile, *face down*, 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 of his Hand and turns it face up. If it is a 1, he plays it to the center of the table, thus starting a Building Pile.

He may then lift the next card from his Hand and if this is a 2 of the same color as the first card played, he may place it on top of the 1. If it is not a consecutively numbered card of the same color, or if it is the right number but a different color, he must place the card face up in front of his hand, thereby starting a Delay Pile. If it is a 1 of a different color, he starts a second Building Pile in the center.

Each player can have only one Delay Pile. Pay no attention to the color of the cards, except when playing to a Building Pile.

The next player turns up the top card of his own Hand and plays it on top of any Building Pile if it follows in increasing sequence -- 2, 3, 4 and upwards in the color of that pile. But if he cannot build on a Building Pile he must, if possible, play it on an opponent's Delay Pile. You may build up or down *and in any color* on an opponent's Delay Pile. For Example: You may put either a 9 or 11 onto a 10 -- the next number below or above -- regardless of color.

A player must play from his Delay Pile when able to do so before turning up a card from his Hand. If it is possible to play onto a Building Pile, he must play to it, before playing to an opponent's Delay Pile.

A player's turn continues as long as he can build -- playing from his own Hand or from his Delay Pile -- up on top of a Building Pile, or up or down on top of an

opponent's Delay Pile. When he no longer can do either, he must play one card onto his own Delay Pile and his turn ends.

Example: If the first player lifts a 3, he cannot start a Building Pile in the center of the table. Instead he starts his own Delay Pile, playing the card face up in front of him. The turn then passes to the player at his left. If the second player lifts a 1, he may start a Building Pile, playing the card face up to the center of the table.

He may then lift another card, and if it is a 2 of that color he plays on top of the 1 in the center of the table. Next he might turn up a 4. This, of course, he cannot build onto the 2. He may place it on top of any opponent's Delay Pile with a 3 or 5 on top. Remember that an opponent's Delay Pile may be built up or down, regardless of color, but Building Piles may only be built in an ascending sequence in the same color.

The object of each player is to get rid of all his cards, both in his Hand and in his Delay Pile. This can be done only by playing to the Building Piles, and onto the other players' Delay Piles.

When a player has played all cards of his face down Hand, he must pick up his Delay Pile and, without rearranging or shuffling it, place it face down in front of him, thus making it a new Hand.

Four Building Piles will be started in the course of most games as there are four 1's, each of a different color, in the deck.

4. Winning the game: The player who first succeeds in getting rid of all his cards -- both in his Hand and on his Delay Pile -- wins the game.

5. Call "Panjandrum" to increase the 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 lifting a card from his Hand when he could play a card from his Delay Pile.

The player who notices an error immediately calls "Panjandrum." The player who made the mistake pays a penalty by receiving two cards from the player who called, plus one card from every other player. Players may take these cards from either their Hand or Delay Pile. The player "Panjandrummed" must place the cards so received on the bottom of his own Hand, face down.

If a player calls "Panjandrum" when there is no "Panjandrum," he is "Panjandrummed" himself and must accept two cards from the wronged player and one card from all other players as above.

Golden "10"

A game for 3 to 7 players

1. Dealing: Deal out the entire deck, one card at a time. Any cards left over after each player has received the same number of cards are placed face down in the center of the table. They are taken in by the player who takes the first trick.

2. Object and Scoring: The object of this game is to avoid capturing red cards. Each red card in the tricks captured by a player counts 1 point against him -- except the red 10, which counts 10 points, and the red 5, which counts 5 points against him.

The Golden 10 -- 10 of yellow -- is a desirable capture, since it reduces any red score by 10 points for the player who captures it. If a player has 10 or less red points against him, capturing the Golden 10 erases his adverse score.

3. To Start the Game: After the cards are dealt, each player arranges his cards by color. The player to the left of the dealer then plays any card he wishes to the middle of the table.

The other players play one card in turn, each following the color 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 it out of his hand. Play passes to the left. The highest card of the color led takes

all cards thus played -- called a trick. The taker of a trick leads with any card for the next trick.

Continue until all cards are played. Players then count all red cards they have captured in their tricks and score as shown above.

The game continues until six deals have been played.

4. Winning: Whoever has the lowest score at the end of the sixth deal wins the game.

Tuxedo

A game for 2 to 6 players. Fun for both adults and children.

1. Dealing: Deal four cards face down to each player, and 4 cards face up to the center of the table.

2. Playing: The player to 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 play it, taking the card in the center which matches it, and placing both cards in front of himself. If he has a card which is exactly equal to the sum of two or more cards in the center of the table, he may capture those cards. He removes them together with his card that matched them, to be totaled and scored at the end of the game.

Example: If a player has a 10 in his hand, and there are a 5, 2, and a 3 on the table, he captures them because