

CHAPTER VI

Cards

ALL-FOURS

Among the minor games at cards, All-Fours holds a deservedly high place. Although not often played in the clubs, or by what are called first rate people, it is, nevertheless, a good, amusing game. It is played with a complete pack of cards, usually by two persons, but sometimes by four, in two partnerships. It derives its name from the four chances of which it consists, for each of which a point is scored; namely—

High, the ace of trumps, or next best trump in the non-dealer's hand.

Low, the deuce of trumps, or next lowest out, which is reckoned by the person to whom it is dealt.

Jack, the knave of trumps.

Game, the majority of pips, collected from the tricks taken by the respective players. The cards from which this is obtained are, ace, king, queen, knave, and ten of trumps. The ace reckons for *four* pips, the king for *three*, the queen for *two*, the knave for *one*, and the ten for *ten*.

The cards rank in the same order as at Whist, and nine or ten points constitute the game; the best mode of marking them is by counters, as at Whist, or by two cards.

Each player cuts for deal, and the lowest is dealer. The deal is made by giving one card alternately, until each player has six, and turning up the thirteenth card, which is trumps. If the card turned up is a knave, the dealer scores one point to his game; but the knave of trumps in hand does not reckon, unless you make a trick with it; for if your adversary takes it with the ace, king, or queen, he scores it.

Endeavour to make your knave and ten of trumps as

soon as you can, as they are reckoned by the person in whose tricks they are.

Always win your adversary's best cards when you can, either by trumping them or with superior cards of the same suit. In every other respect the game is played the same as Whist.

LAWS OF THE GAME.—If, in dealing, the dealer shows any of his opponent's cards, the opponent may demand a fresh deal.

The dealer, giving his adversary more cards than are required, there must be a new deal; or if both parties agree, the extra cards may be drawn by the dealer from his adversary's hand. The same if the dealer give himself too many cards. But in either case, if part of the cards have been played, a new deal must take place. You cannot *beg* more than once in a hand, unless both parties agree.

With strict players, the adversary may score a point whenever his opponent does not trump or follow suit, and each calculates his game without inspecting the tricks, which, when erroneously set up, must not only be taken down, but also the antagonist either scores four points or one, as shall have been agreed upon.

There are several varieties of the game of All-Fours, but enough has been said to make the reader comprehend it.

In the game called **Blind-all-Fours**, the first card played by the non-dealer is trumps; and, with this exception, the foregoing rules are identical in both games.

ALL-FIVES

This is another variety, in which the five of trumps counts five on the cribbage-board; the king, three; queen, two; ace, four; knave, one; and ten, ten. The game is sixty-three up, and is played like All-Fours.

BANKER

Banker is a game that may be played by any number of players, and the cards take the same precedence as at whist, i.e. ace is the highest and deuce is the lowest. At the beginning of the game a card is dealt to each of the players and the holder of the highest card becomes "Banker." The banker then deals a card face downwards

upon the table to each person partaking in the game. The players next place a stake upon any of the cards, usually their own, taking care to leave one card free for the banker. The banker then covers each of the stakes with a similar one, and turns up the free card. The other cards are now turned, and the banker takes all stakes on cards lower than his own, and the players who have cards higher than the banker's collect the counters on the cards they staked on. Should another card of the same value as the banker's appear, the banker takes the stakes as if the card were of less value than his own. Should the banker lose to all the players in one hand, the player who had the highest card becomes banker. The banker can always sell the bank to the highest bidder.

BÉZIQUE

This is a good game for two, three, or four players.

It is played with two packs of cards, from which the twos, threes, fours, fives, and sixes have been discarded—in all, therefore, sixty-four cards, of which there are two of each sort. Or the game may be played with four or six prepared packs—nine cards being dealt to each player.

MODE OF PLAY. The cards are shuffled, both packs together, and the players cut for deal. The lowest card cut wins the deal. In play the cards are reckoned in the following order: Ace, ten, king, queen, nine, eight, seven. The deal being determined, eight cards are given alternately to each player, as in Cribbage, and the seventeenth card is turned up for trumps. The non-dealer plays first by leading with any card in his hand, to which the other replies. If he win or trump it, he has to lead; in every case the winner of the trick having the next lead. Before playing, however, each player draws a card from the pack—the winner of the last trick drawing the top card, the other player taking the rest; by which means the cards in each hand are restored to their original number—eight. By this process of alternate drawing and playing a card the stock is at length exhausted. In playing, the highest card of the same suit wins the trick. In the case of ties, the leader wins. Trumps win other suits. The tricks are left

face upward on the table till the end of the lead ; they are of no value but for the aces and tens they contain. The objects of the play are to win aces and tens, and promote in the hand various combinations of cards which, when "declared," score a certain number of points.

Declaring.—A declaration can be made only immediately after winning a trick, and before drawing a card from the pack. It is done by placing the declared cards face upward on the table. Players are not obliged to declare unless they like. A card cannot be played to a trick and declared at the same time. Only one combination can be declared to one trick. In declaring fresh combinations, one or more cards of the fresh combination must proceed from the part of the hand held up. The same card can be declared more than once, provided the combination in which it afterwards appears is of a different class. The player scoring the last trick can, at the same time, declare anything in his hand, after which all declarations cease.

Variations in the Game.—It may be played by three or by four persons. If by three, they all play against each other, and three packs of cards are used.

Number of Packs.—If four play, four packs are used, shuffled together ; but this is considered as being a very complicated game.

Diminished Scores.—Some players consider the double bézique and sequence scores as too high, and therefore make the score for the former 300, and for the latter 200.

The last Trick.—This is understood sometimes to mean the thirty-second trick, or last of all. This, however, is supposed to be an error arising from incorrect nomenclature.

Aces and Tens.—These are sometimes not scored till the end of the hand.

Scoring.—The score may be kept with a bézique-board and pegs, or by a numbered dial and hand, or by means of counters—which last method is the best.

Hints to Learners.—The following hints may be of use in solving one of the chief difficulties—that of deciding what cards to retain and what to throw away :

It is no advantage to get the lead unless you have something to declare.

The cards that can, without loss, be parted with, are sevens, eights, and nines.

After these, the least injurious cards to part with are knaves.

In difficulties, it is better to lead a ten or an ace as a rule than a king or queen; but to the rule there are several exceptions.

It is seldom advisable to go for four aces unless you happen to hold three, and are in no difficulty.

If driven to lead an ace or a ten, and your adversary does not take the trick, it is often good play to lead another next time.

Do not part with small trumps if it can be helped.

Do not part with trump sequence cards.

Until near the end do not part with bézique cards, even after declaring bézique.

Having a choice between playing a possible scoring card or a small trump, or a card you have declared, play the declared card, so as not to expose your hand.

Avoid showing your adversary by what you declare, so that he shall not be able to make the trump sequence or double bézique.

Whenever your adversary leads a card of a suit of which you hold the ten, take the trick with the ten.

Win the last trick if possible.

In playing the last eight tricks your object should be to save your aces or tens, and win those of your adversary.

THE SCORE.

Bézique—queen of spades and knaves of diamonds	40
Double bézique—two queens of spades, and two knaves of diamonds	500
Sequence—ace, ten, king, queen, and knave of trumps	250
Four aces	100
Four kings	80
Four queens	60
Four knaves	40
Royal marriage—king and queen of trumps	40
Common marriage—king and queen of any suit not trumps	20
Turning up the seven of trumps	10
Playing the seven of trumps—except in last eight tricks	10
Exchanging the seven of trumps for the trump card	10
The last trick	10
Each ace and ten in the trick—at end of each deal	10

	FORFEITS.	
For drawing out of turn	10
For playing out of turn	10
For playing without drawing	10
For overdrawing	100
For a revoke in the last eight tricks. All the eight tricks.		

BÉZIQUE, TREBLE

An extra pack of cards is needed for each other player; so that, in the case of three, the trump card is the twenty-fifth and four the thirty-third.

The game is always played from left to right, the first player on the left of the dealer commencing.

Three-handed *béziq*ue is sometimes played with two packs of cards, suppressing an eight, thus rendering them divisible by three.

BÉZIQUE, FOUR-HANDED

Four-handed *béziq*ue may be played by partners chosen by cutting. Partners sit opposite each other, one collecting the tricks of both, and the other keeping the score, or each may keep his own score.

A player may make a declaration immediately after his partner has taken a trick. He may inquire of his partner if he has anything to declare, before drawing.

Declarations must be made by each player separately, as in Two-handed *Béziq*ue.

TECHNICAL TERMS

The *Declarations*—the exhibiting the combination of cards—are thus made:—

*Béziq*ue, or queen of spades and knave of diamonds counts 40.

When the trump is either spades or diamonds, *Béziq*ue may be queen of clubs and knave of hearts.

*Béziq*ue having been declared, may be again used to form Double *Béziq*ue.

Double *Béziq*ue is two queens of spades and two knaves of diamonds, and counts 500. All four cards must be shown face upwards on the table together.

BRISQUES

The aces and tens in tricks taken count 10 each.

Sequence is ace, ten, king, queen, and knave of trumps.
Royal Marriage, the king and queen of trumps.

Common Marriage, the king and queen of any suit, except trumps.

Four aces, the aces of any suit or suits.

Four kings, the kings of any suit or suits,

Four queens, the queens of any suit or suits.

Four knaves, the knaves of any suit or suits.

The cards forming the Declarations are placed on the table to show that they are properly scored, and the cards may thence be played into tricks as if in your hand.

Kings and queens once married cannot be married again, but can be used, while they remain on the table, to make up four kings, four queens, or a sequence.

The king and queen used in a sequence cannot afterwards be declared as a royal marriage.

If four knaves have been declared, the knave of diamonds may be used again for a *bézique*, or to complete a sequence.

If four aces have been declared, the ace of trumps may be again used to perfect a sequence.

If the queen of spades has been married, she may be again used to form a *bézique*, and *vice versa*, and again for four queens.

Exchanging or playing the seven of trumps counts 10; the last trick counts 10.

BRIDGE

Bridge is a game very like ordinary "Whist." The cards are of the same playing value, and the rules as to dealing, etc., are the same. But with "Bridge" the hand opposite the dealer is always exposed after trumps and doubling have been settled and the first card has been played, and the dealer instructs his partner (who takes no part in the hand) which cards he shall play—that is, he plays two hands himself. The value of tricks and honours differs largely from ordinary whist, the method of making trumps is different, and in Bridge the normal value of the tricks may be doubled or re-doubled.

Bridge is played with an ordinary pack of 52 cards, the

players cut for partners, and for deal. The cards are shuffled, cut and dealt one at a time until each player has thirteen. The dealer, when he has examined his hand, has the option of declaring which suit shall be trumps, or whether the hand shall be played without trumps. If he does not care to name trumps or no trumps, he may leave it to his partner. If the partner should not wish to name trumps, the player on the left of the dealer may demand that there shall be a new deal, or that the dealer's partner shall make a declaration.

DOUBLING OR RE-DOUBLING.—The effect of doubling and re-doubling is that the value of each trick above 6 is doubled or re-doubled. After "trumps" or "no trumps" have been declared the hand on the left of the dealer has the right to double. If he does not wish to double he may ask his partner if he shall lead, and his partner may reply yes, or that he will double. If either of the dealer's two opponents decide to double, the dealer or his partner in due sequence of play then has the option of re-doubling. Doubling may continue until the limit of a hundred points is reached. When the matter of doubling or not has been settled, the game commences. A game consists of 30 points, obtained by tricks alone and exclusive of points obtained by anything else (honours, etc.). Every hand is played out, and points in excess of the 30 are also counted in the final score. Scoring counts as follows:—

When spades are trumps, every trick beyond 6 counts 2 points; when clubs are trumps, every trick beyond 6 counts 4 points; when diamonds are trumps, every trick beyond 6 counts 6 points; when hearts are trumps, every trick beyond 6 counts 8 points; and when there are no trumps, every trick beyond 6 counts 12 points. The honours are ace, king, queen, knave and 10 of the trump suit. Honours held jointly between the two partners reckon as follows:—Five honours of the trump suit score five times the value of a trick in that suit. Any four honours of the trump suit score four times the value of a trick in that suit. Any three honours of the trump suit score twice the value of the trick in the trump suit. If a player in his own hand holds the five honours of the trump suit he scores for this

ten times the value of a trick in trumps. Any four honours of the trump suit in one hand score eight times the value of a trump suit trick. With such a hand, if the partner of the holder of the four honours has the fifth, they score the value of a trick in trumps in addition to the value of the other four honours. The value of honours is the original value, e.g. two points in spades, and is not affected by any doubling that may have taken place. Where there are no trumps, if a player holds in his own hand the four aces, he scores 100. If the player and his partner have the four aces between them they score for honours 40 points. Three aces score 30 whether held jointly or separately.

When a player and his partner capture the whole 13 tricks, they score an additional 40 points for a "Grand Slam." When they capture 12 tricks they score 20 for a "Little Slam."

If a player holds no trumps, he scores the value of a trick in the trump suit for "Chicane," but this value is in no way affected by "doubling." In all cases the two partners' scores are reckoned and scored together. The dummy player takes no part whatever in the play.

The following is an example of the way to score. Scoring is done on a tablet divided in two columns and ruled across the centre.

The winners of the first hand, we will suppose, have won 10 tricks in clubs. So having 4 tricks over six they score 16 points, and the 16 points are inserted in the first column in the lower half of the table. The winners of these tricks also held in hand 5 honours, i.e. in clubs, valued 20, which they score in the top half of the table. The next deal is now played with diamonds as trumps. The second two players, we will suppose, won this by two tricks, value 12, which are scored in the second column below the line, and the same two players, we will say, score 12 for honours.

At the next hand we will suppose that the first two players score another 16 by tricks. These are put down in the first column and honours put above to whichever side they belong, and having now exceeded 30 a line is drawn underneath the tricks and above the honours, and a new game started upon. When 30 points have been scored, if they have been reached by the second two players, a new game

is to commence to decide the rubber, i.e. the winner of two games out of three, but if the rubber is won in the first two games it is finished, and a third hand is not played. The winners of the rubber have 100 points added to their score, and the whole of the points earned by honours and tricks are now added together, and from it is deducted the total addition of the tricks and honours earned by the opponents. After subtracting the one from the other, the score remaining shows the number of points that the winners have won by.

AUCTION BRIDGE

This is similar to Bridge, but a good deal of the Poker element is worked into it, i.e. bluff and working up of stakes. It is now everywhere played, and has quite superseded ordinary Bridge.

The chief difference in the two games is that in "Auction" each player in turn has the option of naming trumps, e.g. the dealer, we will say, calls "one spade"; the elder hand then calls "one diamond"; the third player (dealer's partner), probably assuming that his partner (having called one spade) has a poor hand, will probably not feel inclined to call at all unless he possesses a very good hand. Should he call, however, he must make one that exceeds in point value the previous call (one diamond), or he may make a call of equal value but containing more tricks. The fourth player now has an opportunity of calling, and if he makes a call, it must exceed in value the previous call. The original dealer may now take advantage of his partner's and the other calls, and go still further ahead, or he may double the last call; and so the calling goes on. When trumps have been settled, the game is played as at ordinary Bridge, but with this difference, that the player whose call survives plays the hand, and his partner becomes dummy.

When originally introduced, the value of the tricks in this game was as at ordinary Bridge, but it has recently been modified and a new "call," entitled "Royal Spades," introduced. The value of the calls is now as follows:—

Tricks in Spades above 6 count 2 per trick; in Clubs 5 per trick; in Diamonds 7 per trick; in Hearts 8 per

trick; in Royal Spades 9 per trick; in Trumps 10 per trick.

This is played as ordinary Bridge, and differs only in the manner of calling, value of tricks, and that the final caller stands in the position of dealer. Each player can call but each call must be (numerically) higher than the preceding one. Clubs count six, Diamonds seven, licarts eight, Spades (Royal) nine, No Trumps ten.

CRIBBAGE

Cribbage is played with a full pack of fifty-two cards. There are several different games, known as Five-card, Six-card, and Eight-card Cribbage, but the five and six card are usually played. The value of the cards in Cribbage is as follows. All the court-cards and tens are counted as ten each; the ace is counted as one, and the rest of the cards according to their pips. The points of the game are made by fifteens, pairs, flushes, and sequences, and last cards for the "go;" and the game is won by the player who first scores 61.

The game (Five-card Cribbage, for two players) is then played in the manner following:—

The players having determined which is to deal by cutting the cards, the holder of the lowest cut deals five cards to each, one at a time, face downwards, on the table. The non-dealer then marks three holes as an equivalent for the supposed advantage derived by the dealer who has the first crib. Two cards are then thrown out from each hand to form the "Crib," and the non-dealer cuts off a number of cards (not fewer than three) from the pack on the table, and the dealer turns up the top card, which remains exposed on the top of the pack throughout the deal. If the turn-up be a knave, the dealer marks "two for his heels."

Suppose the hands to be—

DEALER'S HAND. King, Nine, Five, Four, Seven.

NON-DEALER'S HAND. Queen, Three, Eight, Seven, Ten.

The dealer would probably throw out the king and five for his own crib, and the non-dealer the queen and the three; the cards being cut, an eight (say) is turned up.

The non-dealer then leads (say) his eight, the dealer plays his seven, calls "fifteen," and marks two points on the board. The other then plays his ten, and calls "twenty-five"; to which the dealer responds by his six, and calls "thirty-one"; for which he marks two more points. For a less number than thirty-one he would have only marked one hole—"the go." So soon as thirty-one, or the next highest number is attained by either player, the round is over, and the non-dealer counts his cards. In the case supposed the non-dealer would count six—two fifteens for the seven and the two eights (four), and two for the pair of eights. The dealer, for his hand, would score five—two for the fifteen (seven and eight), and three for the sequence (seven, eight, nine). But then he would have the crib, which in this case would amount to four—fifteen-two for king and five; and fifteen-two for queen and five—together called, in the language of the game, fifteen-four.

And so the game proceeds, deal after deal, till the sixty-first hole is attained by one or the other of the players.

THE TECHNICAL TERMS USED IN THE GAME

The Crib.—Two cards rejected from the hand by each player. Whatever points the four cards with the turn-up make are scored by the dealer.

Pairs.—Two cards of a like denomination, as two kings, queens, sevens, threes, etc. The pairs reckon either in hand or play.

Pairs Royal.—Three cards of the same value, as three knaves, sixes, aces, etc. The pairs royal reckon in hand as well as play. That is—suppose the non-dealer plays a three, the dealer plays another three, and scores *two* for a pair; the non-dealer plays a third three, and scores *six*—two for each pair; the dealer may possibly hold the fourth three, in which case he would play it and score *twelve*. Four cards of a like denomination are known as a

Double Pair Royal.—Whether made in the course of play or held in hand or crib, they count twelve.

Fifteens.—Each fifteen, whether made of two or more cards, in either hand or play, scores two points in the game. Fifteens are formed to tenth cards and fives (all the court cards as well as the tens are tenth cards), nines and sixes, seven and eights; or by three or more cards, the pips on which score fifteen. For instance—a hand consists of—

9, 2, 2, 2, and 6 (turn-up).

or,

4, 7, 2, 1, and 8 (turn-up).

or,

7, 7, 4, 4, and 1 (turn-up).

In the first two cases there are two fifteens, and in the last three fifteens and two pairs. Thus:—

Two fours and a seven—15—count	2
Two fours and the other seven	} 15 " 2
Two sevens and the ace—15	
Pair of fours	" 2
Pair of sevens	" 2
	— 10

Fifteens, formed by cards in play, count two each. Thus, the first player throws down a nine, and the second a six, the latter says "fifteen," and scores two; or, the first player plays a three, the second a four; or the first an eight, and the second seven; and so in all the Cribbage games.

Sequences are formed of three, four or more cards, in their regular order—as four, five, six; queen, king, knave, ten, etc.; they each reckon for as many points as there are cards in sequence. In playing, it is of no importance which of the cards of the sequence are first played. Thus, suppose I play an ace, and my adversary a four, then I again a deuce, and he a five. There is no sequence here; but, if I should have a tray, I play it, and make a sequence of five. Should he then possess an ace, or a six, he scores for a sequence of five or six, as the case may be. The sequence must always be without an intervening pair. As, for instance, I play a three, he plays a two, and I a four; I score for a sequence of three; he then plays a four, and scores two for a pair. I play a six, and he a five, when he scores three for the sequence—four, five, six. In counting the cards for

hand or crib, the sequences reckon in the same manner, each hand for itself, the turn-up being always included. To take another example: Suppose you held in your crib two queens and two knaves, and there is a king on the pack as turn-up, then you score—

Knave of hearts with queen of hearts and the king . . .	3
Knave of hearts and queen of diamonds and the king . . .	3
Knave of diamonds with queen of diamonds and the king . . .	3
Knave of diamonds with queen of hearts and the king . . .	3

The points taken for the sequences will be seen to be twelve, to which add—

For the pair of knaves	2
For the pair of queens	2
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	16

Or,

King, queen, knave, and ten in crib, and the king turned up. For this you would score ten; eight for the double sequence, and two for two for the pair.

Or,

Ten, nine, eight in hand, and a seven turned up, you would score six; four for the sequence, and two for the fifteen.

Flushes are formed by three or more cards of a suit, hearts, diamonds, spades, or clubs. A *flush in hand* scores three in Five-card Cribbage, without reference to the turn-up. To have a *flush in crib*, all five cards must be of one suit.

Two for his heels is the technical term for the two points taken by the dealer for a knave turned up on the pack after it has been cut by the non dealer.

The Go.—The point nearest thirty-one, a player having made (say) twenty-five, and his opponent having no card lower than a seven in his hand, the latter cries "Go," and the former scores one point.

One for his nob is the term used when either player holds, either in hand or crib, a knave of the same suit as the turn-up, and for which he scores one point.

End nole is the point gained by the last player. When it is under thirty-one, the player making it scores *one* point; when it is exactly thirty-one, he scores *two*.

Last.—The three points taken by the non-dealer at Five-card Cribbage. They may be taken at any part of the game, though to avoid disputes it is usual to take them at the commencement of each game.

The points of the game are made either in play, or in the final count, thus :—

	Points.
For every fiftetwo	2
Pair, or two of a sort.	2
Pair-royal, or three of a sort	6
Double pair-royal, or four ditto	12
Sequences and flushes, whatever their number over and including three—not less .	
Knave in hand of the turned-up suit	1
Knave turned up	2

THE PRINCIPAL LAWS OF THE GAME.—The players cut for deal. The ace is lowest in cutting. In case of a tie they must cut again. The holder of the lowest card deals.

Not fewer than four cards is considered a cut, nor must the non-dealer touch the pack after he has cut it.

Too many or too few cards dealt constitute a misdeal, the penalty for which is the loss of the deal or the taking of two points by the non-dealer, at the option of the latter.

A faced card necessitates a new deal, without penalty; and a card exposed during the act of dealing necessitates a new deal, without penalty.

If the non-dealer touch the cards (except to cut them for the turn-up) after they have been cut for the start, he forfeits two points.

In cutting for the start not fewer than three cards must be lifted, nor fewer than four be left on the table.

Either player confusing the crib cards with his hand is liable to a penalty of three points.

The player who takes more points than these to which he is entitled, either in play or in reckoning his hand or crib, is liable to be "pegged"; that is, to be put back as many points as he has overscored, and have them added to his opponent's side.

No penalty attaches to the taking of too few points in play, hand, or crib.

When a player has once taken his hand or crib he cannot amend his score, but must abide the penalty.

When a knave is turned up, "two for his heels" must be scored before the dealer's own card be played, or they cannot be taken.

A player cannot demand the assistance of his adversary in reckoning his hand or crib.

A player may not touch his adversary's pegs, except to "peg him," under a penalty of two points. If the foremost peg has been displaced by accident, it must be placed in the hole behind the peg standing on the board.

The peg once holed cannot be removed by either player till another point or points be gained, under any circumstances whatever.

The player who scores a game as won when, in fact, it is not won, loses it, no matter what position his opponent may hold in the game.

A lurch—scoring the whole sixty-one before your adversary has scored thirty-one—is equivalent to a double game.

A card that may be legally played cannot be withdrawn after it has been once thrown face upwards on the table.

If a player neglect to score his hand, crib, or any point or points of the game, he cannot score them after the cards are packed or the next card played.

The player who throws up his cards and refuses to score, forfeits the game.

If a player neglect to play when he can play a card within the prescribed thirty-one, he forfeits two holes.

No penalty is attached to a wrong call in play; but the opponent may either insist on a right number being called or play a card and take advantage of the error.

Each player's hand and crib must be plainly thrown down on the table, and not mixed with the pack, under penalty of a forfeiture of the game.

Either player refusing to abide by the laws of the game forfeits it.

Bystanders are by no means allowed to interfere.

The dealer shuffles the cards, and the non-dealer cuts them for the "start."

The non-dealer throws out for the crib before the dealer. A card once laid out cannot be recalled, nor must either party touch the crib till the hand is played out.

CRIBBAGE, FOUR-HANDED

This game is played by four persons in partnership. In principle it is exactly the same as the five-card game, and in practice it only varies in the larger scores attainable. At the commencement of the sitting the division of the players is decided by cutting; and five cards are dealt to each player, who discards one for the crib. The laws of the game are the same as in five-card cribbage. One of the partners on each side keeps the score, and partners are allowed to count for each other, and remark on any irregularity in the score, etc.

CRIBBAGE, SIX-CARD

This game differs only in the fact that six cards are dealt instead of five, and that, instead of packing the cards at the "go" or 31, the play continues for another "go," until all the cards are played out, the holder of the last card being entitled to score *one*. The player who fails to score the "go" restarts for the next 31. The principle of the game is precisely the same as five-card cribbage. The average hands and crib are proportionally larger than at five-card cribbage, and so it is often played with a double length (i.e. 121 points) score.

CRIBBAGE, THREE-HANDED

This game differs from the others only in the fact that each player plays for himself. Five cards are dealt to each player, who takes the deal in turn. Each player throws out a card for the crib, and a sixteenth is taken from the pack to complete the four. A triangular board is usually employed, and each player keeps his own score. The laws regulating the game are the same as for five-card cribbage, and the same calculations may be used, except that the hands and crib are relatively larger. Sometimes the game is played as in five-card cribbage, one player standing out in each deal, which passes in rotation.

EUCHRE

"Euchre" is played by two, three or four players, from a pack of cards from which the twos, threes, fours, fives and sixes have been discarded. The cards take rank as in Whist, with this exception: the knave of trumps—the Right Bower—and the other knave of the same colour—the Left Bower—take precedence over the rest of the trumps. Thus when hearts are trumps, the cards rank thus:—

Knave of hearts.

Knave of diamonds.

Ace, king, queen, ten, nine, eight, and seven of hearts.

When diamonds are trumps, the knave is the Right Bower, and the knave of hearts Left Bower.

In like manner, if clubs are trumps, the knave is Right Bower, and the knave of spades Left Bower; and if spades are trumps *vice versa*, the rest of the trump cards taking rank as already shown—from ace to seven.

The players cut for deal, the higher cut winning.

The cards are dealt in twos to each player; and then threes, or three to each first, and then two.

The eleventh card is turned up and is the trump.

Five points constitute the game.

The player winning three or four tricks, counts one point, but if he should win all, two points.

The first player looks at his hand, and if he considers it strong enough to score (that is, to win at least three tricks), he can say, "I take it up"—meaning that he will discard one of his cards, and take the trump card into his hand in its stead.

If, on the other hand, he does not feel strong enough, and desires a change of trumps, says, "I pass."

In the case of the first player "taking it up," the game begins. He plays a card and the dealer is compelled to follow suit, if he can: if not, he may play a smaller card, or trump.

The winner of the trick then leads, and so on till all the ten cards are played.

If a player "take the card up" and fails to make three tricks, he is euchred—and his opponent counts two points.

If the player, not being strong enough, "passes," the

dealer can then say, "I'll play," and take the trump card into his hand; but as in the last case, if he fails to score, he is euchred.

If both "pass," the first player has the privilege of altering the trump, and the dealer is compelled to play; if, however, the former fail to score, he is euchred.

If he "pass" for the second time, the dealer can alter it with the same penalty if he do not score.

If both "pass" for the second time, the first player deals a new hand.

When trumps are led, if you have no other than the Left Bower you must play it, when it counts the same as a trump.

The score is marked by a two and three spot card, each player marking his own score.

EUCHRE, THREE-HANDED

In this game fifteen cards are dealt, in the same manner as in two-handed, the elder hand leading.

The rules are the same as in the last game, the tactics in some cases being different.

If one player has scored four points, and the other two a point each it is allowable for them to help each other, so as to prevent the other winning.

EUCHRE, FOUR-HANDED

Partners (two and two play) in this game.

Players can "take the card up" in the first round, but are euchred when they fail to score three tricks.

The tricks taken by both partners count towards for points.

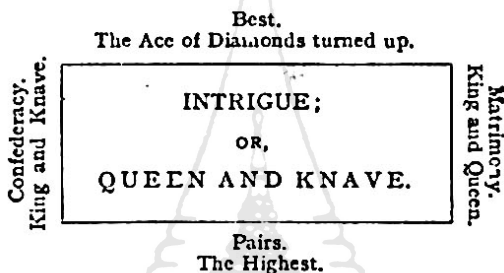
If all "pass" the first round, the elder hand can alter the trump; should he decline, the second, and so on.

If a player is very strong, when it comes to his turn, he can say, "I can play alone." His partner then throws down his hand, and he then plays against the other two. If he obtain all the tricks, he counts three; if three or four, only one; if only two tricks, he is euchred.

The rest of the rules are the same as in two-handed Euchre.

MATRIMONY

The once fashionable, and always pleasant, game of Matrimony is played with a perfect pack of cards and counters, by any number of ladies and gentlemen, from five to fourteen. The game consists of five chances, usually marked on a board or sheet of paper, thus :—



It is played with a full pack of cards ; the ace of diamonds being highest, and, when turned up, sweeping the whole pool.

The dealer commences by placing a stake on each or any chance—that is, on the part of the board marked Intrigue, Confederacy, Matrimony, etc.

The other players deposit each the same number, except one ; that is, when the dealer stakes twelve, the rest of the company lay down eleven each.

After this, two cards are dealt round to each player, beginning on the left, then to each person one other card which is turned up, and he who so happens to get the ace of diamonds sweeps all ; if it be not turned up then, each player shows his hand, and any of them having Matrimony, Intrigue, etc., takes the counters on that point ; and when two or more persons happen to have a similar combination, the eldest hand has the precedence ; and, should any chance not be gained, it stands open to the next deal.

The ace of diamonds, as before observed, wins the whole pool, but when held in hand ranks only as any other ace ; and, if not turned up, nor any ace in hand, then the king, or next superior card, wins the chance styled the best.

This very amusing game is peculiarly adapted for social

parties, and is productive of much fun when played correctly. As will be seen, it is extremely simple in its nature.

NAPOLEON, OR NAP

This is a game of chance played by any number of players from two to six—four or six is an ideal party—with any number beyond this it is best to break the party into two, and have two sets of games.

The game is played with a pack of fifty-two cards, and the players may cut for deal, or allow one of their number to deal the separate cards out face foremost, and the one who first receives an ace is to deal. The dealer deals out five cards, one at a time to each player, and the remainder of the cards are put aside. The player on the left of the dealer now has the option of "calling." After inspecting his cards, he must decide how many tricks he thinks he can make (the cards taken rank as at whist), and the caller makes his own trumps, that is to say the suit of the first card he plays is trumps. All the other players play against and endeavour to take the tricks jointly between themselves, i.e. one of them would beat the caller's card, but would not take the trick of his "partner's," unless necessity or finesse demanded it.

A caller cannot call "one," that is to say, that he will make one trick, but he may call 2, 3, 4 or nap (5), and he has to make the number of tricks that he calls. In the event of the player on the left of the dealer deciding to "pass" (i.e. not to call at all), the player on his left has the option, and if he calls, he plays first. The player next to the caller, and those following, may pass, or may in their proper turn call higher than the first caller, in which event the "call" lies with them unless the first caller goes higher still.

In some circles it is usual when "Nap" has been called for the caller to draw the top card, and to either keep or return it. In the event of his keeping it, he has to discard one from his own hand. The one who takes a trick leads out for the next.

Points are scored in the following manner:—The caller, if he wins, takes from each player the number of points that he scores (e.g. two from each player); if he loses he

gives the points he has called (e.g. two to each of the other players).

"Misère" is sometimes introduced into Napoleon, and in "misère" (which is usually reckoned in value three points, though below three in precedence of call) the caller has to lose every trick. He first plays a low card, and all the other players jointly try to avoid taking it. Subsequently their whole endeavours are centred in trying to make the caller capture a trick. Doubling and trebling are allowed by arrangement.

PATIENCE

There are said to be thousands of ways of playing Patience, but the following are two of the most popular—

1. After shuffling the pack, deal out thirty-five cards in five rows containing seven cards each, face upwards. Retain the rest of the cards in the left hand, and turn up the first card on the table. Now, if you are able, build a sequence up or down on this card, drawing open cards from those exposed, that is, cards in the front row. Of course, when the card from the front row has been drawn, the card in the second row may be taken. For example; suppose the card turned up is a 4 and there are a 3, a 2, a 4, a 3 and a 3 in the front row, they would be built up in sequence on the card drawn from the pack, i.e. 4, 3, 2, 3, 4, 3. When a stop occurs, the next card is turned up from the pack in hand, and the game proceeded with as before. The object of the game is to build in sequences, up or down, all the 35 exposed cards, before the end of the pack in hand is reached.

2. In this game, four piles of cards each containing from the Ace to the King in proper sequence (though not necessarily of the same suit) have to be made. While the player is waiting for the required cards to turn up, he builds them in a temporary row of four packs, from which he may draw top cards only.

For example, after the cards have been shuffled, he turns up the top card, which we will say is a King. This he places in the back row. The next card turned up is a Queen, which he places on top of the King. His next is a King, which he would place as the base of his second drawing pack. (He would not cover the Queen while he could

avoid doing so.] The next is a two and the next a three. Each of these would form the base of a drawing pack. The next card turned up we will say is a Jack, which is placed on top of the Queen, and the next card is an Ace, which forms the base of the first pack the player wishes to build. He now draws the 2 and then the 3 from the "drawing packs," and then proceeds as before until he has either accomplished his object or perhaps failed to do so.

PICQUET

Picquet is a game for two players. In preparing the cards, the twos, threes, fours, fives, and sixes of each suit are discarded from the complete pack, leaving thirty-two cards, which have the same relative value as at whist. The game consists of 101 points, and the usual mode of marking them is by cards, viz., the six and three of any suit to denote the units, and the six and three of another suit for the tens, laid over each other so as to exhibit a number of spots equal to the points gained.

EXPLANATION OF TERMS USED IN PICQUET.

Talon, or stock, is the eight remaining cards after twelve are dealt to each person.

Repique is when one of the players counts thirty points in hand before his adversary has or can count one, when, instead of reckoning thirty, he reckons ninety, and proceeds above ninety as many points as he could above thirty.

Pique is when the elder hand counts thirty in hand or play before the adversary counts one; in which case, instead of thirty it reckons for sixty, to which is added as many points as may be reckoned above thirty.

Capot is when either party makes every trick, which counts for forty points.

Cards is the majority of tricks, which reckons for ten points.

Carte Blanche is not having a pictured card in hand, which reckons for ten points and takes place of everything else.

Quatorze is the four aces, kings, queens, knaves, or tens, and each quatorze reckons for fourteen points.

Threes of aces, etc., down to tens, reckon for three points.

Point is the greatest number of pips on cards of the same suit, and are reckoned, the ace for eleven, the pictured cards for ten, nines for nine, etc., and count for as many points as cards.

Tierce is three successive cards of the same suit, and counts for three points. There are six kinds of tierces, viz., ace, king, queen, called a tierce-major, down to nine, eight, seven, a tierce-minor.

Quart is four successive cards of the same suit, and reckons for four points. There are five kinds of quarts, viz., ace, king, queen, knave, called quart-major, down to ten, nine, eight, seven, a quart-minor.

Quint is five successive cards of the same suit, and reckons for fifteen points. There are four kinds of quints, viz., ace, king, queen, knave, ten, called quint-major, down to knave, ten, nine, eight, seven, a quint-minor.

Sixième is six successive cards of the same suit, and reckons for sixteen points. There are three kinds of sixièmes, viz., ace, king, queen, knave, ten, nine, a sixième-major, down to queen, knave, ten, nine, eight, seven, a sixième-minor.

Septième is seven successive cards of a suit, and counts for seventeen points. There are two sorts, viz., from the ace to the eight inclusive, a septième-major, and from the king to the seven inclusive, a septième-minor.

Huitième is eight successive cards of the same suit, and reckons for eighteen points.

MODE OF PLAYING PICQUET.—On commencing the game, the players cut for deal, and he who cuts the lowest card is dealer. The deal is made by giving two cards alternately until each player has twelve. The remaining eight cards are placed on the table. The non-dealer has considerable advantage, from being elder hand.

The players having examined their hands, the elder hand takes the five cards which seem the least necessary for his advantage, and, laying them aside, takes as many from the *talon* or heap that is left; and the younger hand lays out three, and takes in the last three of the *talon*.

When you have *carte blanche*, you must let your adversary discard, and, when he is going to take his share from the

talon, you must, before he has touched it, show your twelve cards, and your adversary must not touch the cards he has discarded.

In discarding, the first intention in skilful players is to gain the cards, and to have the point, which most commonly engages them to keep in that suit of which they have the most cards, or that which is their strongest suit; for it is convenient to prefer, sometimes, forty-one in one suit to forty-four in another in which a *quint* is not made; sometimes, even having a *quint*, it is more advantageous to hold the forty-one, where, if one card only is taken, it may make it a *quint-major*, and gain the point, or the cards, which could not have been done by holding the forty-four, at least without an extraordinary take-in.

Endeavour, in laying out, to get a *quatorze*, that is, four aces, kings, queens, knaves, or tens, each of which reckons for fourteen. If you have four aces, you may reckon also any *inferior quatorze*, as of tens, and your adversary cannot reckon four kings, though he should hold them, the stronger annulling the weaker. In like manner you can count three aces, and inferior threes down to tens, while your adversary is not entitled to count his three kings, etc. Quatorze kings, if neither player has four aces, annul queens, and queens annul knaves in the adversary's hand, by the same rule.

The same is to be observed in regard to the *huitièmes*, *septièmes*, *sixièmes*, *quints*, *quarts*, and *tierces*, to which the player must have regard in his discarding, so that what he takes in may make for him.

The point being selected, the eldest hand declares what it is, and asks if it is good. If his adversary has not so many, he answers, *it is good*; if he has just as many, he answers, *it is equal*; and if he has more, he answers, *it is not good*; he who has the best counts as many for it as he has cards which compose it, and whoever has the point counts it first, whether he is eldest or youngest; but if the points are equal, neither can count; it is the same when the two players have equal tierces, quarts, quints, etc.

The points, the tierces, quarts, quints, etc., are to be shown on the table, that their value may be seen and

reckoned ; but you are not obliged to snow quatorzes, or threes of aces, kings, etc.

After each has examined his game, and the eldest, by the questions he asks, sees everything that is good in his hand, he begins to reckon. The *carte blanche* is first reckoned, then the point, then the sequences, and lastly, the quatorzes, or threes of aces, kings, etc. ; after which he begins to play his cards, for each of which he counts one, except it is a nine, or an inferior one.

After the elder hand has led his first card, the younger shows his point, if it is good, also the sequences, quatorzes, or threes of aces, kings, etc., or *carte blanche*, if he has it ; and, having reckoned them altogether, he takes the first trick if he can with the same suit, and counts one for it ; if he cannot, the other turns the trick, and continues ; and when the younger hand can take the trick, he may lead which suit he pleases.

To play the cards well, you must know the strength of your game, that is, by your hand you should know what your opponent has discarded, and what he retains. To do this, be particularly attentive to what he shows and reckons.

As there are no trumps at Picquet, the highest card of the suit led wins the trick.

If the elder hand has neither point nor anything else to reckon, he begins to count from the card he plays, which he continues till his adversary wins a trick, who then leads in his turn. He who wins the last trick counts two. When the tricks are equal neither party counts for them.

There are three chances in this game, viz., the repique, pique, and capot, all of which may be made in one deal. Thus, the eldest hand having the point, four tierce-majors, four aces, four kings, and four queens, he will make thirteen points, by playing the cards, and forty for the capot—which are reckoned in this way ; first—

	Points,
Point	3
Four tierce-majors	12
Four aces	14
Four kings	14
Four queens	14
By play	13
Capot	40
	110

To pique your antagonist, you must be elder hand ; for, if you are the younger hand, your adversary will reckon one for the first card he plays ; and then your having counted twenty-nine in hand, even if you win the first trick, will not authorize you to count more than thirty.

LAWS OF THE GAME

You must cut two cards at the least.

If a card be faced, and it happen to be discovered, either in the dealing or in the stock, there must be a new deal, unless it be the bottom card.

If the dealer turn up a card belonging to the elder hand, it is in the option of the elder hand to have a new deal.

If the dealer deal a card too few, it is in the option of the elder hand to have a new deal ; but if he stands the deal, he must leave three cards for the younger hand.

If the elder or younger hand plays with thirteen cards, he counts nothing.

If you play with eleven cards, or fewer, no penalty attends it.

Should either of the players have thirteen cards dealt, it is at the option of the elder hand to stand the deal or not ; and if he chooses to stand, then the person having thirteen is to discard one more than he takes in ; but should either party have above thirteen cards, then a new deal must take place.

The elder hand is obliged to lay out at least one card.

If the elder hand takes in one of the three cards which belong to the younger hand, he loses the game.

If the elder hand, in taking his five cards, should happen to turn up a card belonging to the younger hand, he is to reckon nothing that deal.

If the elder hand touches the stock after he has discarded, he cannot alter his discard.

If the younger hand takes in five cards, he loses the game unless the elder hand has left two cards.

If the elder hand leaves a card, and after he has taken in happens to put to his discard the four cards taken in, they must remain with his discard, and he play with only eight cards.

If the younger hand leaves a card or cards, and mixes it with his discard before he has shown it to the elder hand, who is first to tell him what he will play, the elder hand is entitled to see his whole discard.

If the younger hand leaves a card or cards, and does not see them nor mixes them to his discard, the elder hand has no right to see them; but then they must remain separate whilst the cards are playing and the younger hand cannot look at them.

If the younger hand leaves a card or cards, and looks at them, the elder hand is entitled to see them, first declaring what suit he will lead.

No player can discard twice, and after he has touched the stock he is not allowed to take any of his discard back again.

When the elder hand does not take all his cards, he must specify what number he takes or leaves.

Carte blanche counts first and consequently saves piques and repiques. It also piques and repiques the adversary in the same manner as if those points were reckoned in any other way.

Carte blanche need not be shown till the adversary has first discarded; only the elder hand must bid the younger hand to discard for carte blanche; which, after he has done, show your blanche by counting the cards down one after another.

The player who, at the commencement, does not reckon or show carte blanche, his point, or any sequence, etc., is not to count them afterwards.

In the first place, call your point; and if you have two points, if you design to reckon the highest, you are to call that first, and are to abide by your first call.

If the elder hand calls a point, and does not show it, it is not to be reckoned; and the younger hand may show and reckon his point.

You are to call your tierces, quarts, quints, etc., next; and to call the highest of them, in case you design to reckon them.

You are to call a quatorze preferably to three aces, etc., if you design to reckon them.

If you call a tierce, having a quart in your hand, you must abide by your first call.

If the elder or younger hand reckons what he has not, he counts nothing.

If the elder hand calls forty-one for his point, which happens to be a quart-major, and it is allowed to be good, and only reckons four for it, and plays away, he is not entitled to count more.

If the elder hand shows a point, or a quart or tierce, and asks if they are good, and afterwards forgets to reckon any of them, it bars the younger hand from reckoning any of equal value.

Whosoever calls his game wrong; and does not correct himself before he plays, is not to reckon anything that game; but the adversary is to reckon all he has good in his own game.

The player who looks at any card belonging to the stock is liable to have a suit called.

Any card that has touched the board is deemed to be played, unless in case of a revoke.

If any player names a suit, and then plays a different one, the antagonist may call a suit.

Whoever deals twice together, and discovers it previous to seeing his cards, may insist upon his adversary dealing, although the latter may have looked at his cards.

Should the pack be found erroneous in any deal, that deal is void; but the preceding deals are valid.

CALCULATIONS

The following calculations of the chances of taking in certain cards from the *talon* or stock will greatly assist the player in discarding his hand well.

The chance of an elder hand's taking in one certain card, is 3 to 1 against him.

That of his taking in two certain cards, is 18 to 1 against him.

The odds that an elder hand takes in four aces, are 968 to 1 against him; at least three of them is about 33 to 1; two of them, 3 to 1; one of them, 2 to 5.

If an elder hand has one ace dealt him, the odds that he takes in the other three are 113 to 1 against him; two of them about 6 to 1; one of them, 2 to 3.

If an elder hand has two aces dealt him, the odds that he takes in the other two are 18 to 1 against him, at least one of them is near 5 to 4, or 21 to 7.

In case the elder hand has two aces and two kings dealt him, the odds that he takes in either the two aces or two kings remaining are about 17 to 2 against him.

The elder hand having neither ace nor king dealt him, his chance to take in both an ace and a king is, in two cards, about 11 to 1 against him; in three cards, 4 to 1; in four cards, 9 to 5; in five cards, 33 to 31.

The odds that a younger hand takes in two certain cards are 62 to 1 against him.

The odds that a younger hand takes in three certain cards are 1,139 to 1 against him.

The younger hand having no ace dealt him, the chance of his taking in one is 28 to 29 against him.

If the younger hand has one ace dealt him, the odds of his taking in one or two of the three remaining aces are about 21 to 1 against him; at least one of them, 3 to 2.

The odds that the younger hand takes in one certain card are 17 to 3 against him.

The odds against a carte blanche occurring are 1,791 to 1.

POKER

"Poker" is a game played in many ways, and in America it is said that it is not the same in any two States, but the following rules are generally accepted. The principles of play consist in betting even stakes against your opponents having a combination of cards superior to that which you hold. These combinations are calculated in regard to their rarity, and in the following order. A hand consists of five cards:—

1. "A straight flush," which is a sequence of five cards of the same suit. It is a "royal" if headed by the ace.

2. "Fours," four cards of the same value, e.g. four kings.

3. "A Full House," i.e. three cards of the same value, e.g. three sixes, and a pair, e.g. two twos.
4. "A Flush," which is five cards of one suit.
5. "A Straight," which is five cards in sequence, but not all of the same suit.
6. "Threes," which is three cards of the same value, e.g. three Queens, with two odd cards.
7. "Two Pairs" with an odd card.
8. "A Pair" with three odd cards.
9. "The Highest Card." Where above combinations are not out, the hand containing the highest card, or cards, is the winner.

As between pairs and sequences, that containing the highest cards has the preference.

The Ace may be treated as a high or low card and form a sequence with King, Queen and Jack, or a sequence with the one, two and three.

In the event of an equality in pairs, the hand containing the highest odd card wins. Equal sequences divide the pool, and so with equal pair hands.

"Poker" can be played by any number of players, but four, five or six is the usual number. The cards are dealt out, one at a time, until each has five. The hand next to the dealer puts one counter or any number of counters up to the limit, which has been fixed, into the pool. This is called the "Anté." The hand next in order may now look at his cards and decide either to drop out of the game or remain in (in which event he puts into the pool twice the number of counters as the hand before him; or he may double it). The same course is now gone through by the other players. When the eldest hand has seen his hand, and he is the last to do so, he may retire, or again increase the pool. Then the drawing of extra cards is allowed. Each player may draw from the pack any number up to five extra cards, but in exchange for these, he must discard before drawing the number he wishes to draw.

As this is a game of bluff, as well as of skill, it is not usual to discard the full number of weak cards at the first time round, as the principal object is to impress one's oppo-

nents that one has a good hand. So the game goes on, with increasing stakes until perhaps only two are left in. It is possible that one player will bluff the other player out of it, in which event the cards are not shown and the winner takes the pool; but if the cards are exposed, the winner is determined by the value of his hand as given in the above table. A good Poker player seldom bluffs.

The above is what is known as "Draw Poker," the principal game that is played. In "Straight Poker" there is no filling up of the hands. In "Stud Poker" four of the cards are dealt face upwards, and the betting goes on on the strength of the value of the concealed card. When the players decide to see their cards, they are turned up, and the strongest hand takes the pool.

POPE JOAN

Pope Joan, like Matrimony, is a game at which a number of persons may play. It is one of the best of the round or social games, and is seldom played without a board divided into compartments; though, of course, a sheet of paper marked out in squares would do as well.

The first step in the game is to prepare the pack of cards, which is done by rejecting the eight of diamonds. The deal is then settled by cutting or dealing the cards for the first knave, etc. The dealer then shuffles the cards, and his left-hand neighbour cuts them. The dealer next goes through the ceremony of what is called dressing the board. This he does by placing counters in their proper compartments. It must be premised that the game is generally played for counters obtained previously to the commencement of the game.

The board is dressed in the following manner:—The dealer places one counter each to Ace, King, Queen, Knave, and Game; two to Matrimony, two to Intrigue, and six to the Nine of Diamonds—the Pope.

This dressing is, in some companies, at the expense of the dealer; though in others the players contribute each two stakes.

The cards are next to be dealt round equally to every player, one turned up for trump, and about six or eight left

in the stock to form stops ; as, for example, if the ten of spades be turned up, the nine consequently becomes a stop ; the four kings and the seven of diamonds are always fixed stops, and the dealer is the only person permitted, in the course of the game, to refer occasionally to the stock for information what other cards are stops, in their respective deals.

If either ace, king, queen, or knave happen to be the turned-up trump, the dealer may take whatever is deposited on that head ; but when Pope be turned up, the dealer is entitled both to that and the game, besides a counter for every card dealt to each player.

Unless the game be determined by Pope being turned up, the eldest hand begins by playing out as many cards as possible ; first the stops, then Pope, if he have it, and afterwards the lowest card of his longest suit, particularly an ace, for that can never be led through ; the other players follow when they can in sequence of the same suit, till a stop occurs, and the party having the stop thereby becomes eldest hand, and is to lead accordingly ; and so on, until some person part with all his cards, by which he wins the pool (game), and becomes entitled besides to a counter for every card not played by the others, except from the one holding Pope, which excuses him from paying ; but, if Pope has been played, then the party having held it is not excused.

King and queen form what is called Matrimony ; queen and knave intrigue when in the same hand, but neither these, nor ace, king, queen, knave or Pope entitle the holder to the stakes deposited in the named compartment of the board, unless played out ; and no claim can be allowed after the board is dressed for the succeeding deal ; but, in all such cases, the stakes are to remain for the next game.

This lively game requires some attention to recollect what stops have been made in the course of the play ; as, for instance, if a player begin by laying down the eight of clubs, then the seven in another hand forms a stop ; whenever that suit be led from any lower card, or the holder, when eldest, may safely lay it down, in order to clear his hand.

QUINZE

This game is similar in its character to VINGT-UN. It is so called from fifteen being the game, which is played as follows :—

The cards must be shuffled by the two players, and, when they have cut for deal, which falls to the lot of him who cuts the lowest, the dealer has the liberty at this, as well as all other games, to shuffle them again.

When this is done, the adversary cuts them ; after which the dealer gives one card to his opponent, and one to himself.

Should the dealer's adversary not approve of his card, he is entitled to have as many cards given to him, one after the other, as will make fifteen, or come nearest to that number—which are usually given from the top of the pack ; for example, if he should have a deuce and draw a five, which amounts to seven, he goes on drawing, in expectation of coming nearer to fifteen. If he draw an eight, which will make just fifteen, he, as being closest hand, is sure of winning the game. But if he overdraw himself, and make more than fifteen, he loses, unless the dealer should happen to do the same, which circumstance constitutes a drawn game ; and the stakes are consequently doubled. In this manner they persevere, until one of them has won the game, by standing and being nearest to fifteen.

At the end of each game, the cards are packed and shuffled, and the players again cut for deal.

The advantage is invariably on the side of the elder hand.

Any number of players can join in this game.

Quinze is a very fashionable game in France. Anybody may learn all its mysteries in an hour.

Another way of playing Vingt-un and Quinze is as follows :—

Each player whose cards are under 21 (or 15) pays one counter or stake into the pool : those who overdraw pay two ; and they whose cards make exactly 21 (or 15) pay nothing. The pool thus accumulates, till a natural (21) or Quinze (15) occurs, when the holder takes the pool and becomes dealer.

SNIP-SNAP-SNOREM

This is a very laughable game, and is extremely simple. It may be played by any number of players, with a complete pack of cards. Each places before him *five* counters as his stock, and all the cards are dealt out in the usual order. The game consists in playing a card of equal value with the person immediately before you, which *snips* him; if the player next to you has a third card of the same value, you are *snapped*; and the fourth produces a *snore*. For example, if the elder hand A plays a six, and B likewise plays a six, A is *snipped*, and puts *one* into the pool. If C has also a six, B is *snapped*, and pays *two* into the pool; and if D has the other six, C is *snored*, and pays in *three*. The fourth, of course, is safe, because all the four sixes are now played. No person can play out of his turn; but every one must *snip* or *snap* when it is in his power. When any one has paid into the pool his five counters he retires from the game; and the pool becomes the property of the person whose stock holds out longest.

SOLO WHIST

This game may be described as a combination of whist and nap, and is played by four persons. The cards count in value as at ordinary whist, but there are no honours in the game.

At the commencement of the game, the cards are shuffled, and a cut is made to decide who shall deal. The dealer then deals the cards out, three at a time, until he has four left in his hand, when he deals one to each person, and reverses the last card on the table. The suit of that card is trumps, and the card must remain on the table until the first round has been played. Some players cut for trumps in a separate pack of cards. Each player in this game plays independently except in the case of "proposition and acceptance," which will be described later. The hand on the left of the dealer has the first option of "calling." He may call or pass, and the option then goes to the next hand, and so on. If the four hands pass, the cards are

collected together, reshuffled and dealt out by the person on the left of the dealer.

The calls are as follows:—The caller may call "Solo," in which event he has to make five tricks with the three other players playing against him. He may call "Misère," in which event he must lose every trick. In "Misère" there are no trumps. He may call "Abundance," in which event he must capture nine tricks. With "Abundance" he can ignore the trump on the table, and make which ever suit he likes trumps. He will of course be guided by the strength of his own hand. These are the single calls, and a caller, if he can only see his way to make four tricks, may "Propose," in which event one of the other players has the option of "accepting." The player who accepts should be in position to make four tricks himself, and the two play in partnership, eight tricks acquired jointly by the two players being necessary to make a "Proposition and Acceptance." In the case of a "Proposition and Acceptance," the proposer can be accepted by any of the three hands in due sequence round to and including the hand next to the dealer only. For example, in the event of the player on the right hand side of the dealer proposing, the dealer or the player on his left only would have the chance of acceptance, but in the event of the player on the left of the dealer proposing, the other three players would in turn have a chance to accept.

All the calls may be over-called, i.e., a "Proposition" may be overcalled by a "Solo" which precedes it, a "Solo" may be overcalled by a "Misère," and a "Misère" may be overcalled by an "Abundance," and "Abundance" may be overcalled by "An Abundance in Trumps" or by a "Misère Ouverte" (with which call the player has to lose every trick, and, after the first hand has been played, exposes his card upon the table), and "An Abundance in Trumps" or "A Misère Ouverte" may be overcalled by "An Abundance Déclarée," in which the player has to capture every one of the thirteen tricks.

Play proceeds as at ordinary "Whist." The player on the left of the dealer leads off and the other three players play in sequence. The trick is captured by the highest

card played (or trumped) and the winner of the trick leads off for the next trick.

In the event of no one accepting a "Proposition," the proposer has the option of considering whether he will not make a single call, e.g. "Solo."

SPECULATION

Speculation is a game at which any number of persons may play, with a complete pack of cards. The cards bear the same value as at Whist, and the stakes are made with counters, on which such a value is fixed, or not, as the company may agree. The highest trump in each deal wins the pool, and whenever it happens that not one is dealt, then the company pool again, and the event is decided by the succeeding coup. After determining the deal, etc., the dealer pools six counters, and every other player four; then three cards are given to each by one at a time, and another turned up for trump; the cards are not to be looked at except in this manner—the eldest hand shows the uppermost card, which, if a trump, the company may speculate on or bid for; the highest bidder buying and paying for it, provided the price offered be approved of by the seller. After this is settled, if the first card does not prove a trump, then the next eldest hand is to show the uppermost card, and so on, the company speculating as they please, till all are discovered; when the possessor of the highest trump, whether by purchase or otherwise, gains the pool.

To play at speculation well, recollection is requisite of what superior cards of that particular suit have appeared in the preceding deals, and calculating the probability of the trump offered proving the highest in the deal then undetermined.

The holder of the trump card, whether acquired by play or purchase, has a right to conceal the rest of his cards till the other players have shown their cards in turn, or until he sells his trump, when his own hand is to be exposed in the same way as the rest.

Whoever looks at his cards out of turn can be compelled

to turn them face upwards for the inspection of the whole company.

THIRTY-ONE

Thirty-one is an agreeable game, played with a perfect pack of cards, by any number of persons under fifteen. Each player puts an equal stake into the pool. Three cards are dealt to each, and a spare hand in the middle of the table, which is turned up.

The object of the game is to get 31, or as near it as possible, reckoning as follows: The ace stands for 11, each of the honours for 10, and the other cards for the number of spots on them respectively; thus ace, king, and 6 of any one suit reckon 27; ace, with two honours or one honour and the ten, for 31; an honour, a ten, and a five, for 25; and so on, but observe that all the three cards must be of one suit; and three cards of equal value, as three kings, tens, fives, twos, or aces are better than 30, but inferior to 31.

Each player in turn, beginning at the elder hand, exchanges one of his cards for one out of the spare hand; and this goes on till some one has got 31, or stops changing. When any one gets game, or 31, he shows his hand, and takes the pool, which finishes the game. If one stops without being 31, the other players can change once more only, or till it comes to the turn of the person who stopped, and then all show their hands, and he who is nearest to 31 gets the pool. In the event of two or more being equal, the elder hand has the preference: three aces, kings, etc., rank preferably to three queens, or lower cards.

Another mode is as follows: Instead of depositing a stake, each player has two or three counters; and when all stop, the person who is lowest puts one of his counters into the pool; and he who has one or two left, after all the other players have paid in their three, is winner, and takes the whole. When two or more happen to be equally low they each pay a counter.

VINGT-UN

For a round game at Christmas—or, indeed, any other period of the year when family gatherings take place—

there are none more pleasant and harmless than Vingt-un.

The lively game of Vingt-un (Twenty-one) may be played by two or more players; and, as the deal is advantageous, and often continues long with the same person, it is usual to determine it at the commencement by turning up the first knave, the first ace, or any other mode that may be agreed upon.

The cards must all be dealt out in succession, unless a *natural Vingt-un* occurs; and, in the meantime, the pone, or youngest hand, should collect those which have been played, and shuffle them together, ready for the dealer, against the period when he shall have distributed the whole pack.

The dealer is first to give two cards, by one at a time, to each player, including himself. Each player looks at his card, and places his stake on the back; then the dealer asks each person in rotation, beginning with the eldest hand on the left, whether he stands or chooses another card, which, if required, must be given from off the top of the pack, and afterwards another, or more, if desired, till the points of the additional card or cards, added to those dealt, exceed or make twenty-one exactly, or such a number less than twenty-one, as may be judged proper to stand upon; but when the points exceed twenty-one, then the cards of that player are to be thrown up, and the stakes immediately paid to the dealer, who also is in turn entitled to draw additional cards; and, on taking a Vingt-un, is to receive double stakes from all who stand the game, except such other players likewise having twenty-one, from whom the dealer receives a single stakes, as for a tie; and when any adversary has a Vingt-un, and the dealer not, then the opponent, so having twenty one, wins double stakes from him. In other cases, except a natural Vingt-un happen, the dealer pays single stakes to all whose numbers under twenty-one are higher than his own, and receives from those who have lower numbers than his own. The dealer also wins all ties. When the dealer draws more than twenty-one, he pays single stakes to all who have not thrown up.

Twenty-one, whensoever dealt in the first instance, is styled a *natural Vingt-un*, should be declared immediately, and entitles the possessor to the deal, besides double stakes from the dealer. In the case of more than one natural Vingt-un, they all receive double from the dealer, and the elder hand takes the deal.

Observe.—An ace is reckoned either as eleven or one; every court card is counted as ten, and the rest of the pack according to their pips.

WHIST

The game of Whist is played by four persons with a full pack of fifty-two cards. The four persons are divided into partners—two and two. This division is usually settled at the commencement of the sitting by cutting or drawing the cards, the two highest playing the two lowest. The partners sit opposite each other on either side of the table and cut for deal, the player cutting the lowest card deals; but it is usual in modern play to give the deal to the lowest card shown in cutting for partners.

Previously to the cards being dealt the pack is shuffled or "made" by the elder hand and cut by the younger; the undermost card in the pack thus shuffled and cut being the trump. The pack is then dealt out card by card to each player, beginning with the left, the *elder hand*, till the whole are distributed. The last card, the *trump*, is then thrown on the table, face upwards, and so remains till the first trick is turned, when it is taken by the dealer and added to his hand.

The cards being dealt, each player takes up his thirteen cards and arranges them into suits; that is to say, places each kind of card with its fellows—the hearts, diamonds, spades, and clubs by themselves—so that they may be readily selected when required. The *elder hand*—the player on the left of the dealer be it remembered—now *leads* or plays a card, his left-hand neighbour follows, then his partner, and lastly his right-hand adversary. The highest card in the suit, or a trump, wins the *trick*, which is then taken up and placed by itself. The winner of the trick then plays another card, and so the game proceeds

till the whole thirteen tricks are played, and the hand is finished.

The cards are then again shuffled and cut, and the second deal commences, the player on the left of the last dealer taking the deal, and *his* left-hand player becoming the *elder hand*. In this way the deal goes round till the game is completed. It is usual for each player to take the deal in turn, though in some companies they cut for deal at commencement of every game.

The value or rank of the cards in whist is as follows: the *ace* is the highest card in each suit, then the king, queen, knave, ten, and so on down to the two (*deuce* or *deux*) which is the lowest.

It is usual for the partner of the player who wins the first trick to take it up and keep the score; and, for convenience sake, he commonly keeps the score throughout the sitting.

The game is reckoned thus: in Long Whist, each trick *above six* reckons *one point towards the game*, which consists of *ten tricks*. In Short Whist the game is won when either party obtains five points, and in this game honours do not count.

The way in which the tricks are won must now be attended to. Each player *must* follow suit, *if he can*, or he subjects himself to the penalty of a *revoke*. But if he be not able to follow suit, he may play a *trump*, and so win the trick, or throw away any small card of another suit, which is called *renouncing*.

The ace, king, queen, and knave of trumps are called honours, and they reckon each a point towards the game, independent of the tricks. Thus: the partners holding between them *three* honours, score *two* to their game; if they hold the whole *four* of course they score them; but if each player holds *one* honour only, or if each side hold *two* honours each, no score can be counted, and honours are said to be *divided*.

Ten tricks are game, as already explained. But if either party score *nine* tricks they are not allowed to count honours, even though they may hold the whole four. The side holding *eight* tricks has the privilege of what is known as

the call; that is, the player having two honours may—when it comes to his turn to play and not before—ask his partner, “Can you one?” or, “Have you an honour?” If he has, he assents, and the three honours are shown, and the game won. Of course the player at eight points may show the three honours in his hand, if he has them. At *nine* points honours do not count; at *eight*, honours, if shown, count before tricks; but at *seven* or *six* tricks count before honours.

The games are usually reckoned amongst whist-players in this way: a *single* game is won by one point or more points against a less number; a *dorble* is won by either side scoring ten points before their adversaries have scored *five*; and a *triple* or *lurch* (seldom played nowadays) is when either side scores ten points to *love* or nothing.

A rubber is the best two games of three.

Points of a rubber. A *single*, one point; a *double*, two points; and the *rub*, two points. Thus it will be seen that in playing for points, it is possible for either side to win *five* points—one for the single, two for the double, and two for the rub. When triplets are allowed *eight* points may be gained in a single rubber.

When the whole thirteen tricks have been gained in one hand it is called a *slam*. In some companies the *slam* is equivalent to a full rubber.

The points of the game are usually marked on the table with four counters.

EXPLANATION OF TERMS USED IN WHIST.—*Shuffling*.—Mixing the cards; this is done previous to every new deal.

Blue Peter.—A signal for trumps.

Cutting.—One player lifts a few cards from the pack and places them on the table: the lower heap is then placed on the top. In cutting for partners or deal, each party lifts a few cards and shows the undermost one of his lot. To save trouble, it is common either to deal a card to each player, or to throw the pack on the table, face downwards, and let each player select one.

Dealing.—Distributing the cards face downwards.

Double.—Scoring ten before your adversaries have marked *five* at Long Whist; or *five* before three in Short Whist.

Faced card.—One with its face upwards, so as to be seen. When a card is faced, it is usual to have a fresh deal, if demanded by the opposite side.

Hand.—The number of cards belonging to each player.

Elder hand.—The person who leads. At starting, the player to the left of the dealer.

King card.—The highest remaining card of a suit.

Trick.—The four cards played in a single round.

Trump.—The last card dealt, and which always belongs to the dealer. All the cards of this suit are then trumps for that round.

Suits.—The four orders of cards, thirteen to each, viz., hearts and diamonds (red); spades and clubs (black). If a trump card is played, it is called *trumping the suit*.

Renounce.—Playing a card of another suit to that led; not a trump.

Ruff.—Trumping a renounced suit.

Revoking.—Trumping, by mistake or design, when you can follow suit. The penalty for a *revoke* is the loss of three tricks, which may be claimed at any time during the deal, but not afterwards.

Finessing.—Endeavouring to gain an advantage by concealing your hand. Thus, a third player possessing the *best*, and the *third-best* card of a suit led, plays the latter; and risks his adversary having the second best. If the last player does not win the trick, the third player, sure of making his best card, wins a trick.

Forcing.—Playing a suit in which your partner or adversary has none, thus forcing the latter to trump or pass the trick.

Long Trump.—The possession of one or more trumps when all the rest are played.

Love.—No score having been made in the game.

Loon card.—A card of no value, and which may, therefore be thrown on a trick won or lost.

Lurch.—(At Long Whist) not saving the double.

Points.—The number of tricks that constitute the game or rubber.

Sequence.—Three or more cards in consecutive order or

value—as ace, king, queen, knave ; seven, eight, nine, ten, etc.

Single.—Scoring the ten tricks at Long Whist after your adversaries have scored five. At Short Whist after they have scored four.

Slam.—Winning every trick in the round.

Bumber.—A rubber of full points—five at Long Whist, eight at Short Whist. That is, winning two games in succession before your adversaries have scored.

Quarte.—The four successive cards in any suit. Ace, king, queen, knave, constitute what is called *Quarte-major*.

Quint.—Five successive cards of a suit.

Se-saw is when each partner trumps a suit, and they play those cards which allow each to use his trumps.

Tenace.—Being last player, and possessing the best and third-best cards. Thus, if your adversary leads a king, you are able to take it with your ace ; if he leads a knave, you are able to take it with your queen ; and you thus win two tricks.

Trumping Suit is when the player, having no card of the suit led, plays a trump.

Underplay.—Playing a deceptive game. For instance, the elder hand playing a small card when he holds the best in the suit.

We have now fairly given the alphabet of the game. Let the novice make himself fully acquainted with it, and in a little while he will be able to take a hand at Whist.

MAXIMS FOR WHIST PLAYERS.—The following maxims for Whist may be easily committed to memory :—

Lead from your strong suit, and be cautious how you change suits, and keep a commanding card to bring it in again.

Lead through the strong suit and up to the weak ; but not in trumps, unless very strong in them.

Lead the highest of a sequence ; but if you have quarte or cinque to a king, lead the lowest.

Lead through an honour, particularly if the game be much against you.

Lead your best trumps, if your adversaries be eight and

you have no honour ; but not if you have four trumps, unless you have a sequence.

Lead a trump, if you have four or five, or a strong hand ; not, if weak.

Having ace, king, and two or three small cards, lead ace or king, if weak in trumps : but a small one if strong in them.

If you have the last trump, with some winning cards and one losing card only, lead the losing card.

Return your partner's lead, not your adversary's ; and if you have only three in the suit, play the best ; but you need not return it immediately, when you win with the king, queen, or knave, and have only small ones, or when you hold a good sequence, have a strong suit or have five trumps.

Do not lead from ace queen or ace knave.

Do not lead an ace unless you have a king.

Do not lead a thirteenth card unless trumps be out.

Do not trump a thirteenth card unless you be last player, or want the lead.

Keep a small card to return your partner's lead.

Be cautious in trumping a card when strong in trumps, particularly if you have a strong suit.

Having only a few small trumps, make them when you can.

If your partner refuse to trump a suit of which he knows you have not the best, lead your last trump.

When you hold all the remaining trumps, play one, and then try to put the lead in your partner's hand.

Remember how many of each suit are out, and what is the best card left in each hand.

Never force your partner if you are weak in trumps, unless you have a renounce, or want the odd trick.

When playing for the odd trick, be cautious of trumping out, especially if your partner be likely to trump a suit ; and make all the tricks you can each, and avoid finessing.

If you take a trick and have a sequence, win it with the lowest.

Retain the turned-up card as long as you can.

Attend to the score : and keep your temper.

WHIST, GERMAN

This is played by two players with an ordinary pack of fifty-two cards, and generally the rules are much the same as at ordinary whist. An ace is the highest card in the pack, king next, and then the queen, jack, ten down to the deuce follow in sequence of value.

The cards are first shuffled and each player "cuts" for deal. The lowest deals the cards one at a time, his opponent first, until each player has thirteen cards. The remaining twenty-six cards are "packed," face downwards, upon the table. The players now inspect and arrange their hands, and then the top card of the twenty-six on the table is turned face uppermost on the others. The non-dealer now plays for that card; for example, he plays a card that he thinks will take a trick, and his opponent follows suit, either playing a higher one, trumping it, or a lower one, just as he likes or the exigencies of the hand demand. The winner of the trick collects the two cards together, reverses them, lays them upon the table, and they count as a trick in the final score. He then takes from the pack the top faced card, and puts it into his own hand. The loser of the trick takes the second card, which he shows his opponent, and places it in his own hand. The next card on the pack is then turned face foremost, and that is played for by the winner of the last trick. This proceeding is gone through until the twenty-six cards have been picked up, and when they have, each party will have thirteen cards in hand. The cards are then played out as at ordinary whist, the winner of a trick having to play first for the next trick. Trumps can be either cut for, or the card first turned up on the pack and played for, may be trumps throughout the game.

All tricks over thirteen count one point each, and a game consists of five points. Honours are not counted.

The principal points in the game are carefully to remember the cards that have been played, those your adversary has picked up in the course of the game, and how many of a suit have been played.

WHIST, SCOTTISH, OR CATCH THE TEN

This game, very popular north of the Tweed, is played

by any number of persons from two to eight. The twos, threes, fours and fives are discarded from the pack ; and if necessary for an equal division one or two of the sixes. When the number of players are two, three, five, or seven, each plays on his own account ; in other cases as partners.

When two persons play, three hands are dealt to each ; the first two hands from the top of the pack, after it is shuffled and cut ; then other two ; and lastly the third two ; the thirty-sixth card being turned up. The hands are played in the order in which they are dealt. In like manner, when three play, two hands are dealt for each and played in the same order.

If the party consists of four or six, two and two or three and three are partners ; or if of eight, of four partnerships ; the partners sitting opposite each other with an adversary between each two.

MODE OF PLAYING.—The cards being cut, are dealt by one or three at a time, and the last one turned up for trumps ; they have the same value as at Whist, except in the trump suit. Forty-one is game, and the points are made by counting the cards in the tricks taken and the honours of trumps. Each card above the player's share in the tricks taken counts for one. Thus, if four are playing, each person's share of the 36 cards is 9. If two partners take eight tricks (4 multiplied by 8 are 32), they reckon 14 towards game, that being the number over their joint shares of twice 9 or 18. The knave of trumps is the best, and reckons for 11, ace next for 4, king for 3, queen for 2, and the ten for 10. They are not reckoned, as at whist, by the party to whom they are dealt, but to those who take them in the course of playing.

As the name implies, the grand object in this game is to *Catch the Ten* of trumps, or to prevent its being caught by the adversary. The only safe way of saving or *passing* the Ten is to play it in a round of trumps, when one of your partners has played the best trump ; or if you happen to be the last player, and have none of the suit led, trump with your ten, if it will take the trick, or if your partner has already taken it. These are very favourable opportunities and do not often occur, so that it is frequently necessary to

run some risk to secure so important a card—as by trumping suit in a second round, though not last player—trusting to your partner's holding the best trump, etc. If you hold the knave and king or ace and king, and have the lead, play two rounds of trumps and you will have a chance of catching the Ten in the second round, or enabling your partner to pass it under cover of your best trump. But these rules must vary so considerably according to the greater or smaller number of the party playing, that it is almost impossible, without confusing the learner, to lay down particular rules for every case. A revoke is punished by the total loss of the game.

Catch the Ten requires almost as much attention and calculation as Whist, which it closely resembles. Though certainly an inferior game to Whist, it is full of amusement.

WHIST, THREE-HANDED

This game of Whist for three players has of late been adopted in the clubs. The full pack of cards is dealt in the usual manner, in four hands. The player on the left of the dealer has the option of exchanging his own hand for the "miss"; if he refuses to exchange, the third player has the refusal of the extra hand; the dealer having the last choice. If neither player chooses to exchange, the "miss" remains on the table as an unknown hand. The player choosing the "miss" throws up his own cards, which must remain, face downwards, on the table, to be gathered up after the round for the next deal. The deal is determined by the lowest cut, and each player takes it in turn. In some companies they cut for deal at the commencement of each game. The game consists of fifteen points, all tricks counting after four. Every honour counts; not as in the regular game, but one point for each honour held.

Now, it would seem that little skill is required to play at this game, each player depending on his own hand. But the contrary is the case, for the elder hand, having the advantage of seeing two hands, can so regulate his mode of play as to render his chances of the game greatly superior to that of the other players.

Another mode of playing Three-handed Whist is by re-

jecting the fourth hand altogether, and allowing it to remain unseen on the table. Of course in this game the best hand must win, and there is little scope for ability. The game is fifteen up; every trick above four counting as one, and honours scoring each as one point.

A third plan for playing Three-handed Whist is to reject from the pack all the twos, threes, fours, and fives from each suit—or the twos, threes and fours, and one of the fives from the pack. The game is then played fifteen up; tricks beyond four count each a point; and honours count individually, as in the other three-handed games. Each player standing on his own chance, he makes the best he can out of his twelve cards. It is not so amusing a game as either of the others.

WHIST, TWO-HANDED

This game—which by some is called by the not very elegant name of humbug—is played in two ways: either with a perfect pack of cards, and by rejecting the alternate hands; or by casting out the low cards from the twos to the fives inclusive. In the first mode of playing, the game consists of fifteen points, all after four tricks counting; and four honours, each counting one in its natural order, the highest first. Thus, if one player stands at four with his ace, and the other with king and queen, the first will win the game. But in all cases tricks count before honours. The player in this game will, of course, endeavour to establish his long suit; the safest lead being from a sequence, finesse and tenace may be usefully employed. If the small cards be rejected, the game is played as in Long Whist—ten points up—except that all the honours count.

Another method of playing Two-handed Whist, called by some French humbug, gives each player the option of changing his hand for either of the "Misses." The game is five up. Two honours count *one*, and four honours *two* points; honours when divided do not count. There is not much room for skill at either of the two-handed games at Whist; though, for two players, many prefer it to Cribbage.