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Rules

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FOR THE GAME OF

RUMMY

HOME EDITION

★

also

PARQUET, NUMERO,
FOOZLE, 'CORONADO,

JAIMY, SACHEM

And Other Games



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RUMMY

This pack consists of 44 cards divided equally into four suits of eleven cards each. The suits are indicated by the large letters A, B, C, and D on the face of the cards.

PREPARATION

Shuffle the pack thoroughly. When two play, deal eight cards to each player. If there are three or more players, deal six cards to each. Place balance of pack in center of table **face down**, then draw off top card and place it **face up** beside turned down pack to form base of a 'discard pile.'

The object of each player is to get rid of all of his cards by playing if he can 'SEQUENCES,' of any three or more cards **of the same suit** (such as 3, 4, 5, 'A' or 9, 10, 11, 'D') or by playing a 'SET,' of any three or more **cards of the same number** (such as three 5's or three 7's).

The first player playing out all his cards under the rules wins that hand.

The played cards are laid in separate groups in front of each player, as they are played.

The play of each player is always in this order, —**Draw, Play, Discard**, and must never be varied, except when, after drawing, a player cannot, or

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does not desire to make a play, in which case he simply draws and discards.

The Draw is for the purpose of constantly freshening a player's hand and consists of his taking **either** the top card of the Turned-down Pack, or the top card of the Discard Pile lying beside it.

The Play consists in laying down from one's hand any 'SEQUENCE,' of three or more cards (such as 4, 5, 6, 'C' or 7, 8, 9, 'D')—or any 'SET,' of three or more **cards of the same number**, (such as three 8's)—or any card, or cards, that can be properly added to 'sequences,' or 'sets,' previously played.

The Discard consists of selecting any card from your own hand and 'giving it away,' by placing it face up on the **Discard Pile**. This is in exchange for the card drawn and to dispose of the least desirable cards. The card just drawn may be discarded instead of another if a player prefers.

Any 'sequences,' or 'sets,' already played to the table, whether your own or an opponent's, may be **ADDED TO** as follows:

If, for example, a 'SEQUENCE,' of 3, 4, 5, 'B' lies anywhere on the table, a player having or drawing 6 of that suit may add that to the sequence, making it read 3, 4, 5, 6, and if he also had a 2 he could also play that before the 3.

Also, if a player has or draws a card of the same number as a 'SET,' of three cards already upon the table, he may add that card to that row, thus he may add a 5 to three other 5s already played.

The turn to play passes to the left. A player may **draw only one** card and **discard but one**

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card at a turn, but he may play from his hand any combinations as above described and as many as he may have. IT IS ALLOWABLE for a player to hold back his play if he desires, but in each turn he must draw and must discard. The idea of holding back cards which he could play is to block his opponents until such time as he figures he can wisely make a play. Some players are apt to hold back their cards too long, however, and are "caught" as a result.

Should all the cards of the central pile be drawn before one of the players wins, shuffle the discard pile, turn it face down and draw from that, forming by discards a new discard pile beside it.

If a player discards a card he could have played he cannot correct his error.

In winning the hand by playing out his last cards a player may use his last card either to complete a "set" or "sequence", on the table or to play on the discard pile. In all other turns except the last he is obliged to discard a card. On the "running-out", play it is optional.

The first player running out of cards WINS that hand. Each of his opponents has as many points set down against himself as his unplayed cards total. That is, a player left with 10, 3 and 4 has 17 set down against himself. THE GAME CONTINUES until each player has had one deal, deal always passing to the left. Then the player having the fewest points against him WINS THE GAME.

PARQUET

TRADE-MARK

Parquet is a development of Rummy, the difference being that the cards when played on the table are "parked" together, that is, played to the center of the table, instead of each player retaining his own cards in front of him. THE CARDS are laid down in four rows, one for each suit, the same Numbers being placed above or below each other in columns.

By this method it becomes easier to add single cards, thus if one player has laid down 3-4-5 'A' in one row and another 5-6-7 'B' in the next row the next player could add a 5 'C or D', thus making three 5's, and the start of a 3rd row.

He could not do this in Rummy as in that game each player's Cards when played are kept separate from the others.

CORONADO

TRADE-MARK

FOR TWO PLAYERS

Lay aside all the cards below the sixes.

Deal five cards to your opponent and yourself, first three at a time, then two at a time. **Turn up** the next card to see what the trump is.

After the cards are dealt, if the **opponent** of the dealer thinks his hand strong enough to take **three of the five tricks** he leads any card he pleases. If he does not win three tricks the dealer scores two points. **If, however, his hand is weak** he demands more cards. The dealer may refuse or agree to this. If he refuses and does not take three tricks his opponent scores two points. If he agrees he may also take some cards himself.

Any number of cards from one to five may be asked for. After receiving them, the opponent, if still dissatisfied, may ask for more, but the dealer may decline, without being compelled to take three tricks, as at the first asking. **Each player must** discard as many cards as he wishes to draw before taking the extra cards.

When a card is led the other player must play a **higher card of the same suit** if he has it to take the trick. If he cannot follow suit he should trump. If he can neither follow suit nor trump he may throw away any card he pleases.

Winning three tricks out of five counts one point, except as provided for in the rule covering the taking of extra cards. Winning all the tricks counts **two points**. The player who first makes seven points **Wins the Game**.

FOOZLE

FOR ANY NUMBER, BUT ESPECIALLY
GOOD FOR FOUR PLAYERS

Use the Full Pack and from it deal five cards

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to each player, first three at a time and then two. Letter hands are secured when so dealt than when only one card at a time is given.

Beginning at the left of the dealer, each player in turn bids for the right to name the trump suit by stating the number of tricks he thinks he can win, five of course being the highest possible number.

The player who bids the Highest number must lead and the first card he plays shows the trump suit. The others follow suit if possible. If they have no trumps they can throw away any card. The winner then leads any card he wishes and players follow suit if they can. If unable to do this they may either trump or throw away. Thus proceed until the five tricks have been played.

The successful bidder, plays against all the others. If he wins the number of tricks he bid he scores one point for each trick for each player. Thus if he bid three, and had three opponents, he scores nine. **He gets no more if he wins more than he bid**. If he fails to win the specified number each opponent scores one point for each trick bid. Thus if he bid four and won three or less, each of the other players scores four points. **The player first scoring 50 points wins**.

JAIMY

FOR ANY NUMBER OF PLAYERS

Deal five cards to each player and turn up the next card to show the trump suit. The player at

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the left of the dealer leads any card he pleases. If a player can follow suit he may either do so or trump; if he cannot follow suit he may trump or throw away. The highest card played of the suit led takes the trick unless trumped.

Each player plays for himself—there are no partners. If a player wins three tricks he counts three. If he takes all the tricks he scores seven.

When a player has won three tricks he can stop the play and claim his three points. If he allows the play to continue he scores nothing unless he takes all the tricks, in which case he scores seven.

The player first making 21 points wins the game. If there are four or six players they may play as partners, two or three to each side.

H O O D O O

FOR ANY NUMBER FROM TWO TO FIVE

Deal eight cards to each player. The one at the left of the dealer leads **first** and the others follow suit **if they can**. If all follow suit the highest card played takes the trick, which is turned face down on the table. The Winner leads in his turn.

Whenever a player is **unable** to play a card of the suit led he is "**hoodooed**," the play on that trick ceases and he must immediately **gather up all the cards on the table**, including the previous tricks and put them **with the cards in his hand**. He then leads for a new trick.

In like manner when any player fails to follow

suit on any subsequent trick he must gather up all the cards on the table, put them in his hand and lead for the next trick. So the game continues until one player plays out all his cards and **Wins**.

S A C H E M

TWO TO SEVEN PLAYERS

Shuffle the cards and deal **six to each player**. **The next card** in the pack is then turned up to show which suit is **trumps**.

The player at the left of the dealer then leads any card and the others play in turn.

If one can follow suit he may either do so or trump. If he has no card of the suit led, he may either trump or throw away any other card. Thus it will be seen a player may play a trump card under all circumstances, but if he does not trump he must follow suit if he can.

The highest card of the suit led takes the trick, unless a trump is played.

The points to be gained are as follows, scoring for the player who **captures the cards**:—**The first trump played counts three, the last trump played counts three, the 9 of trumps counts nine, and "Sachem" counts seven.** To see who has "Sachem" count up the sevens and eights. The count goes to the player having the most.

The player who first makes 50 points, **WINS THE GAME**.

QUATRO

FOR ANY NUMBER OF PLAYERS

Deal the entire pack, **one card at a time**. Should the cards not come out even it is of no consequence, it being rather an advantage than otherwise to hold an extra card.

The idea of the game is to make up tricks of four cards **all of the same number**.

The dealer begins by asking any other player for a card of which he already holds at least one of the same number in another suit. The person asked hands over the card if he has it, and the winner then calls for another card from any player and **continues asking as long as he is successful** in guessing the holder of the card he wants.

If the player asked does not hold the card asked for, it becomes his privilege to ask for a card in the same manner.

When a player succeeds in getting **four cards of the same number** he announces the fact and lays the trick in front of him face down. After all the cards have been formed into tricks the game ends and the player who has taken the most is the **WINNER**.

THE GAME OF

DOOLITTLE

Deal six cards to each player, **three at a time**.

The player at the left of the dealer begins the game by leading any card he pleases, the others follow, playing if possible cards of the same suit as the one led. If unable to follow suit, any card in the hand may be played.

The highest card of the suit led takes the trick. Tricks taken score as follows:—The first and second trick each counts five points, the third and fourth trick ten points each, the fifth trick twenty points, the sixth trick thirty points and any further tricks ten points each. But observe that **these points are counted against the players taking the tricks**, not for them.

Each player deals in turn and after each has dealt and the hands have been played the player who has the **smallest score WINS** the Game.

THE DESPISED NINES

Lay aside **all the low cards** up to and including the fives, and deal the remainder one at a time.

The object of the game is to avoid taking any

of the Nines which count four points each against the one taking them.

The player at the dealer's left begins; the others follow suit if they can. If they cannot follow suit they may throw away any card, preferably of course a Nine. **There are no trumps.** High card of the suit led takes the trick. **The winner of a trick leads in his turn.**

After each player has had a deal the game ends and the player having the lowest score **WINS.**

MOOSEHEAD

Any number from 2 to 8 can play this interesting game.

Shuffle the pack and deal five cards, one at a time, to each of the players. Each player picks up his hand and examines it. The player at the left of the dealer begins by leading any card that he chooses from his hand, playing it directly in front of him (**not in the middle of the table**) and calls the number upon it, as he plays it. The player upon his left then plays a card in front of himself, calling aloud the sum of the number just called, added to the number on the card he plays, (**thus if the previous player played and called 8, and he plays 7 he calls 15**). Then the player next on his left builds up the amount by playing another card, calling the sum of the value of his card, added to the previous total called. This building up continues until a count of **30** is made or as

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near **30** as can be played without exceeding that number by any player.

SCORING

The object of each player is to score by playing a number that, added to the number just called, will add up to either **15, 20, 25** or **30** points. When one calls any of these four numbers (**15, 20, 25, 30**), **2** points is scored by the player making one of these scores. When the cards in all players' hands are too large to make an even 30 and all players have passed in turn, it is a "go," and the person who played the last card scores one point. The game is won by the player first obtaining a score of **50** points.

EXAMPLE

A started the game by playing an **8**. **B** follows with a **3**, calling **11** (the sum of 3 and 8). **C** has a 4 and plays it, calling **15** (as 15 is a scoring number, he has **2** points marked for him). If **D** then plays a **10**, he will call **25** (winning **2** points for making **25**). If there are only four players, it will then be **A's** turn again, and he will play a **5**, (if he has it) in order to bring the score to **30**, scoring **2** points. We will say he does not have a **5** and plays a **4**, building the game to **29**. If **B** can then play a **1**, he will make **30**, and obtain the count, but if **B** does not have a **1** he is obliged to say "I Pass", as he must not build the number beyond **30**, that being the limit of each hand. If **C** can build it to **30**, he will do so, otherwise he will pass. We will say, however, that the cards remaining in the players' hands are too large, and would carry the amount over **30**. In

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this case, when all the players have passed in turn, it is a "go," and the player who played the last card has 1 point added to his score. The player at the left of the one who last played begins a new round and the building up continues as before from whatever card he plays, towards 30 points again.

The play continues in this way until the five cards dealt each player have all been played. The turn to play always passes to the left—building up towards 30, and then starting over building up again, etc.

COUNTING THE HAND

After the last card of the hand dealt has been played, each player gathers up his five cards which he has played and examines them. He wins two points for every combination of these five cards which will count 15. Thus, if his hand consists of 2, 5, 7, 3 and 10, he can make 6 points—2 points by adding 5 and 10 together, 2 points for adding 3 and 7 and 5, and 2 points for adding 10 and 3 and 2 together. These points are added to a player's score.

Sometimes a player will find it impossible to make a score in counting his hand, as he will have no combinations counting 15.

When a hand has been played, shuffle and deal again.

Children's Games

UPS and DOWNS

A Simple Game For Children ANY NUMBER CAN PLAY

Deal the whole pack as equally as possible among the players.

The player at the left of the dealer begins by playing a seven which he lays face up in the middle of the table. Should he not have a seven the play passes to the first player at the left who does hold one.

Then the next player may play either an eight or a six, but only one card, and so on, the others building either up or down on the last card played. Should a player not be able to continue the sequence but have another seven he may play that to start another pile and as soon as another seven is put down that may be played in the same manner until finally four piles are on the table.

The player who first plays all his cards Wins the Game.

NUMBER O

FOR CHILDREN

Deal **all the pack one card at a time** to each player, until all the cards have been dealt. Do not look at the cards that are dealt you, but place them, face down, on the table in a pile in front of you.

Player at the left of dealer starts the game by playing a card **face up in the center** of the table **from the top** of his hand, without examining the card before playing. The next player at his left, plays from the top of his hand, the play continuing around the table, until someone plays a card which is of the **same number** as the card which was **first laid down**. Whoever thus duplicates the number of the first card **takes all the cards** played, and **puts them under** his own cards. The player at his left then starts a new playing-pile, playing the top card from his hand, this pile being captured in the same manner, by the first player who duplicates the number of the starting card. When a player runs out of cards, he is out of the game. When all but two players are out of the game, five piles more are played. Then **the game ends** and the player having the **most cards WINS THE GAME**.