

# THE MASQUERADE GAME.

## METHOD OF PLAYING.

This new and pleasing game is composed of thirty-two cards, each representing a character in masquerade attire, and the whole for a long such a collection as may be seen at the carnivals yearly held in Rome or Venice. They are divided into four suits, of eight cards each, under the respective titles of MASQUERADER, ROYER, ISTRIQUE and MEXICAN; the first being the general term, and the others special names used to designate the different classes composing the carnivals.—The game may be played by four or eight persons, and is commenced by dividing the cards equally, when the player who shall receive Masquerader No. 1, becomes the dealer for the first game, and takes and distributes all the cards equally. The player at the left of the dealer may then lead any card from his hand, calling its number and title. The title *being* higher than the other three; No. 1 Masquerader being the highest card in the pack, and No. 8 being higher than No. 1 of any other suit. The number and title of the leading card being given, each player, in turn, endeavors to follow with *one of the same suit, of a higher number*, and, if possible, with the card ranking next to the card last played, as No. 6 upon No. 7, No. 5 upon No. 6, and so on. When this cannot be done a *masquerader* of a low rank should be played, remembering that the *highest numbers* are of the *least value*. If the player cannot follow suit, and has no masquerader, a card may be exchanged with the player at the left hand, and if then unable to play the

turn passes to the next. When four or eight cards have been played, one for each player, the card last played, if it be higher than any of the suit led, or a masquerader higher than any before played, shall count the player three points, and all the cards played must be taken into that player's hand, and all who played a card shall draw one in return from the hand of the player winning the trick. Should any draw the same card they played, it shall count four points. Thus the cards constantly circulate, and are not dealt except at the commencement of a game, each player holding the same number of cards throughout. The Masquerader No. 1 counts five points the first time it is played in each game, besides the three points gained by its always taking the trick. When one card of either *higher degree of rank, as No. 1 upon No. 2, or No. 2 upon No. 3, and so on, it counts the player of the card two points.*—Whenever a card is exchanged with a player at the left, it counts that player one point. No player can *lead a masquerader* of a higher rank than No. five, (5.) Whenever the card of the last player does not entitle him to take the trick into his hand, the dealer shall take it into his, all who played a card drawing one in return from his hand. After each has drawn the game proceeds as before, each leading in turn. Thirty-two points complete the game, and the winning player becomes dealer for the next game.

WM. FREDERICK BALCH, INVENTOR, NEW-YORK:

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