

McLaughlin

GAME OF HERALDRY.

(Two to Six Players).

The forty-eight cards are divided into four suits, of twelve cards each. The suits are known by the emblem and color of the triangular space in the corners of the cards. Those having a star in a yellow corner belong to the Star suit; those with a crescent in a red corner, to the Crescent suit; with a cross in a purple corner, to the Cross; and those having a diamond in a blue corner belong to the Diamond suit.

The cards, except the Crown and Jester, are valued according to their numbers. The Crown and Jester, which bear no numbers, are each valued ten.

The object is to match and combine the cards so as to win them, and in doing so secure those which will score the following points:

The Knight of the Cross suit, which counts	2 points.
The Jester of the Star suit, which counts	1 point.
The Majority, or greatest number, of cards won,	3 points.
The Majority, or greatest number, of cards won of the Diamond suit,	1 point.
The four Crowns, which each count	4 " "

Making a possible count of twelve points.

DIRECTIONS.

Deal the cards one at a time, giving four to each player, face down, and four to the centre of the table, face upward.

There will be eight points in this game.

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Each player in turn then matches or combines, or both, one card taken from his hand with one or more lying on the table, and wins all cards so matched or combined, laying them aside for game, together with the one taken from his hand. The matching, or combining, is done as follows:

He may match the card taken from his hand with as many on the table as have the same rank or value as the one taken, or he may combine it with any two or more cards on the table which have the same total value as the one taken from the hand.

EXAMPLE.—A player holding a ten may match and win all cards on the table valued ten, or combine any two or more on the table, such as 7 and 3, or 4, 1, and 5, whose total value is ten winning at one play all cards valued ten, and all which will combine to produce ten.

The same method is used to match or combine the cards in all cases: the card played must be of the same value as the cards matched, or exactly the value of two or more of them combined.

The player on the right of the dealer plays first, and the others follow in turn. Each plays by matching and combining a single card from his hand with all possible cards on the table, and then the turn to play passes.

When a player is unable in his turn to match or combine any card or cards, either because he does not

hold the proper card, or because there are no cards left on the table, he must discard, and play one card to the table, face up.

As soon as the four cards first dealt to the players are played, the dealer gives each four more, but does not again deal four to the table; and when these four are gone a third four are dealt, and so on until the pack is exhausted. Any excess of cards on the last deal are placed on the table, face up.

The player taking the last trick at the end of the game sweeps the table of any cards remaining on it.

The count for game then takes place. The player having won the most cards scores three points; the most of the Diamond suit, one point; and he who holds the Knight of the Cross suit takes two points, the Jester of the Star suit one point, and one point is also scored for each Crown held by any of the players.

The player first making twenty-one points wins.