

McLaughlin

The Wrong Boy counts three against the player taking him, and this amount must be charged to such player's score, thus offsetting the count for three tricks won.

If one or both of the blank cards (New York or Philadelphia) is played in the same trick with the Lost Heir or Wrong Boy, the player winning that trick cannot score for the ones so played.

If the one who names the trump, whether he is the dealer or some other player, fails to make the number of points bid, he counts nothing for any points he may make. If he makes the number bid, or more, he counts to his score all made.

The game consists of twenty-five points, and the one first making that number wins.

The game may be played each one for himself, or with partners, two against two.

If played with partners, the bidding and making of the trump is the same as though each played for himself. The only difference is that partners play into each other's hands, and count together their scores.

# GAME OF THE LOST HEIR.

(Two to Six Players).

The pack contains forty-eight cards, divided into four suits of eleven and twelve cards each, each suit comprising the cards of a different city.

Eleven cards of each city, or suit, represent its police. New York and Philadelphia have each one extra blank card, and there are two additional cards not belonging to any suit. These are the "Lost Heir," and a ragamuffin, known as the "Wrong Boy."

The Mayor of each city is its highest card. The other cards of each city, except the two blanks, are numbered, and rank in the order of their numbers. The Lost Heir and Wrong Boy always rank as trump cards: the Lost Heir as the highest trump, and the Wrong Boy as the lowest.

After each deal, one of the suits is chosen as trumps, and during that hand the lowest-trump, or card, of the suit selected ranks higher than the highest card of any of the remaining suits.

The two blank cards have no value in taking tricks; but, when one of them is played to a trick containing the Lost Heir or Wrong Boy, they prevent any count for those two cards.

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The game is a search by the Police of the different cities for the Lost Heir, for whose discovery a large reward has been offered; but some one of the searchers will get the Wrong Boy, and, instead of increasing his score, will lose a number of points.

## DIRECTIONS.

The dealer shuffles and then deals the cards, one at a time, until all are given out, beginning with the player on his left.

He then asks: "How much am I offered for choice of Police to recover the Lost Heir?" The "choice of Police" is the right to make the trump, or name the suit which ranks highest during one game or deal.

Each player has the right to bid. The bidding begins with the player on the left of the dealer, and passes around in the same order as the deal. Each bids no more than he thinks he can make or score for game, basing his conjecture on his privilege of making the trump if his bid is accepted. If a player holds a good hand, he bids accordingly; if a poor one, he passes. When a bid is made, and the next or some succeeding player raises it, each preceding player has the right to bid again, and it often happens that one of them will risk more than he first bid, and overbid the one who raised him.

The dealer always has last say, and he may accept the highest bid, in which case the amount bid is credited on his score; or he may decline the bid, and make the trump himself, doing so in the belief that he will better his score by that course.

Whoever, under the above rules, names the trump, plays first, leading a card of the suit selected, and then each in turn plays one card, and all the plays form a trick.

RULE.—Whatever card is first led to a trick, whether trumps or some other suit, each player must follow suit, playing, if he holds one, a card of the kind led. If he does not hold a card of the suit led, he may then, and only then, play a card of a different one, either discarding a card or playing a trump.

The highest card of the suit led wins the trick when it does not contain trumps; but when trumps are led, or some player, having the right to discard, plays a trump, the trump wins the trick, as the lowest trump is higher than the highest card of any other suit. Of two or more trumps played to a trick, the highest one always wins it.

Each trick won is kept separately, and counts one to the player winning it.

The Lost Heir counts five as a reward for his recovery, and the player having the Lost Heir in one of his tricks counts five, in addition to one for each trick won.