

DIRECTIONS FOR PLAYING
The Greatest of All Card Games
RUMME



and Ten Others, including
*Argentina, Reno, Turkette,
Goop, Secret Seven, Quenette,
Baffle, Flique, Grafto, and
Rumme Baseball*

Made only by
MILTON BRADLEY COMPANY
Springfield, Massachusetts
"Makers of the World's Best Games"

Copyright 1914
By MILTON BRADLEY COMPANY
Springfield, Mass.

AGCA
ARCHIVES

THE WAY TO PLAY
RUMME

(Trade Mark Registered)

A Good Game for Two Players
Equally Good for
Four or More Players

Played with fifty-three cards, thirteen each of four distinctive suits and a Rumme Card.

The player chosen for first dealer shuffles the cards thoroughly and deals a "hand" to each player, two cards at a time, the number of cards dealt depending upon the number of players, as follows:—

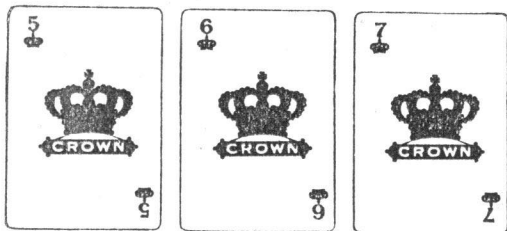
For TWO players, deal TEN cards each

For THREE players deal SEVEN cards each

For FOUR or more players, deal SIX cards each

After the cards are dealt, the remaining cards, called the "Stock", are placed face downward on the table, the dealer removing the top card and placing that face upward beside the pack. This is called the "Discard" pile.

The OBJECT OF THE GAME is to dispose of the cards dealt to you by forming "Sequences" or "Triplets" and playing them face upward on the table.



A SEQUENCE

A SEQUENCE is three or more cards of consecutive numbers of the same suit, as the 7, 8, 9 of "Helmets", etc.



A TRIPLET

A TRIPLET is three cards of the same number in three different suits.

PLAYING

The player at the left of the dealer begins the game by either drawing a card from the top of the stock, or taking up the card from the "Discard". If he can

then form a sequence or a triplet, he lays it on the table, face up, in front of him. If he is able to make more than one sequence or triplet, he has the privilege of playing all he can make. After he has played, he discards one card to the "Discard" pile, face upward, and the play passes to the next player.

The play is always in the above rotation, and may be easily remembered by this little rhyme:—

First I draw, then I play,
Next I discard, that's the way

A sequence, when played, may be built either way by any player adding cards of a consecutive number in the same suit.

That is, if there is a sequence played of 6, 7, 8, in the "Unicorn" suit, and you hold or draw a 9 of the same suit, you may play it to that sequence, in your turn, irrespective of who originally played the sequence. Or, if you have a 5, you may build down on the same sequence.

A Triplet is complete in itself, and cannot be built or added to after it is played, except by the fourth card of the same number.

When you cannot form a sequence or a triplet, you build to any sequence on the table, your turn consists simply of the draw and discard.

If a player believes he can retard his opponent's play by holding back his cards

he may do so, simply drawing and discarding in his turn, playing his cards to the table when it appears most to his advantage to do so.

THE RUMME CARD

The Rumme Card may be used to represent any card which the player holding it may at any time wish, i. e., if a player holds the 5 and 7 of the Helmet suit, for instance, and the Rumme Card, he may play his 5 and 7 and name the Rumme Card as 6, thereby forming a sequence, and play the three cards to the table. The Rumme Card counts 15 points when held by a player at the end of a "hand".

The player first running out of cards scores a number of points amounting to the total of the numbers on the cards held by his opponents.

If all the cards from the stock are drawn before any player runs out of cards, the hands are shown and the player whose card numbers total the lowest amount is entitled to the score as shown by the total of his opponent's cards.

When five hands have been played, the player having the largest score WINS THE GAME.

DOUBLE RUMME

When more than four play Rumme, it is much more interesting if two packs of cards are used, and ten cards dealt to each player. This is called "Double Rumme" and the play is essentially the same as in the regular game.

The double pack of course provides eight cards of a number instead of four, and doubles the number of combinations that may be made.

THE AMUSING GAME OF TURKETTE

For Two or More Players

1. In this game each suit has an equal value, and there are no trumps. Use all the cards except the Rumme card.

2. Shuffle the cards and deal six to each player, the player receiving the first card dealt turning it face upward on the table, where it remains till the deal is completed, when he places it in his hand with his other cards. This determines the Turkette suit, and the highest card dealt of that suit is termed the "Turkette Card" and counts five points for whoever takes it. Aside from this the Turkette suit is same as the others in value.

3. In playing, suit must be followed if possible, the highest card of the suit led taking the trick.

4. The scoring is governed by the tricks as follows:

First trick played scores nothing.

Second trick played scores one point for whoever takes it.

The third and fifth tricks count nothing.

The fourth and sixth tricks count one point each, same as the second trick.

The highest Turkette card counts five points for whoever wins it, no matter in what trick it is played.

5. The object of the game is not to take the tricks that count, nor to get the Turkette card, as the scoring is reverse from the usual game.

6. When seven hands have been played the player having scored the fewest points wins the game.

QUENETTE

Easily Learned and Interesting to Play
For Any Number of Players

The object of this game is to avoid capturing cards of the Unicorn suit. For each Unicorn card taken a player loses one point, with the exception of the Unicorn-5 card, which loses 5 points for whoever takes it. The entire pack is dealt, one card at a time to each player. If an odd number are playing the hands will

player picks up his cards and after sorting them, takes a card from his hand and passes it along the table, face downward, to the player at his left, all playing at the same time. When a player succeeds by this method, in getting four cards of the same number, he places his cards down quietly on the table and folds his hands, all the other players doing likewise. The last player to lay down his cards is called the "Goop".

The player who made the book of four cards then places them face downward on the table and all pick up their unplayed cards, the game proceeding as before.

For every book or suit of four cards, the player scores one point, the player having four fives scoring five points additional, and the player having the four tens scoring ten points additional. When five hands have been played the player having the largest number of points Wins the Game.

A FAVORITE GAME FOR OLD AND
YOUNG

ARGENTINA

For Two, Three, Four or More Players

This game is played with thirty-six cards, the Two, Three, Four and Five of each suit being withdrawn from the pack.

For two players, three hands of six cards are dealt. The first hand of six cards is placed face downward in front of the players. The second hand of six cards is placed face downward diagonally

not come out even, and the extra cards are placed face downward on the table, to be taken by the player who takes the first trick.

The player at the left of the dealer begins the game by playing any card he chooses, the other players following in turn. Each must play a card of the suit led if possible. If a player has no card of the suit led he may play any card he desires, preferably a Unicorn card, so as to get rid of all his Unicorn cards as quickly as possible.

There are no trumps, and the highest card played of the suit led always takes the trick. The player who takes the trick leads for the next. When all the cards are played, the players count the Unicorn cards in the tricks they have captured, losing one point for each Unicorn except the "5", which loses five points for whoever captures it.

When seven hands have been played, the player having the smallest score against him wins the game.

THE GAME OF GOOP

Great Fun for Children

Any Number May Play

Deal the entire pack although it may give some players more cards than others.

The object of the game is to obtain four cards of the same number, as four 3's, four 8's, etc. Each

across the first hand. The third hand of six cards is picked up by the player and played first; the thirty-sixth card being turned up for trump. The three suits not trumps have an equal value, the highest card of the suit led taking the trick unless it is trumped; the "one" being the highest card of each suit, thirteen next and so on.

PLAYING

The player to the left of dealer leads any card he chooses. The other players must follow suit if possible, but if not, may trump or "throw away" at will. The object of the game is to capture the trump cards, which count as indicated under "scoring", also to take all the tricks possible so as to win the most cards.

SCORING

The trump cards count for the players winning them as follows:—

One of trumps, 4
Thirteen of trumps, 3
Twelve of trumps, 2
Eleven of trumps, 1
Ten of trumps, 10

In addition to above points the player taking the most cards scores one point for each card he has taken over the number dealt him. For instance, when two play, if the first player has 22 cards and his opponent 14 cards, the first player scores 4 points for cards, that being the difference between the number of cards he has taken and the number (18) originally dealt to him.

The game is seventy-two points.

For three players deal two hands of six cards each and play as above. When four or more play the cards are divided equally.

GRAFTO

For Three to Seven Players

1. Shuffle the pack including the Rumme card, and deal seven cards to each player. The top card of the remaining pack is then turned face upward. This determines the trump and is called the trump card. If the trump card be a "five" the dealer has the privilege of placing it in his hand, discarding for it any card he pleases, placing the discard face downward under the pack. This is called "grafting".

2. If the "five" is not turned up, and any player holds the "five" of the trump suit in his hand, he must "graft" the turned-up trump—i. e., discard the "five" and take up the trump card turned. A "graft", whether by the dealer or another player, must be made before any card has been played to the table.

RANK OF THE CARDS

3. The "Rumme" card always ranks as a trump, no matter what trump is turned. Thus there are fourteen trumps. The highest card is the "Rumme", then the "5" of trumps, 13 of trumps, 12 next, and so on down, "1" of trumps being lowest.

THE OBJECT OF THE GAME

4. Before starting to play, one or more of the players must bid for a certain number of points. He may bid as low as one or as high as fifteen points, basing

his bid on the strength of his hand and his chances of "making good". To "make good" he must capture four or more tricks, in which case he scores the number of points bid. The privilege of bidding goes first to the player at the left of the dealer. Should he bid 15 points the limit is reached, and no further bids are allowed. If he bids less than 15 points, the third player has the privilege of bidding, providing he bids higher, and so on until each player has bid or the limit is reached.

The player who "makes good" by taking four tricks scores the amount of his bid. All other players who bid are set back the number of points they bid. If the first player bids 15 and fails to make it, that amount is credited to the score of any other player who does take the four tricks, it being lost, of course, by the player who made the bid.

5. If no player wins four tricks, the hand is said to be "killed", and no one scores or loses. If none of the players make a bid, the dealer takes back the cards and passes the pack to the player at his left, by whom it is shuffled and dealt for a new hand.

PLAYING

6. The player at the left of the dealer begins the game by leading any card he chooses. The other players may follow suit or trump as desired, but if a player has no card of the suit led he may trump or throw away a card of some other suit at his option. Highest trump takes the trick when trumps are led (see "Rank of Cards"), and trumps take all other suits.

SCORING

7. The number of points won or lost by each player is determined by the points bid, as explained in Rule 4. Should a player win five tricks or more he also scores 1 point for each trick taken over four, in addition to his bid.

When seven hands in which bids were made have been played, the player having the largest number of points to his credit Wins the Game.

BAFFLE

This hilarious game may be played by any number of players not exceeding seven

1. The cards rank in their natural order, 13 being high and 1 low. The dealer shuffles all the cards and deals six to each player, three at a time. He also deals an extra hand of six cards face down to the center of the table. This is called the "cop" hand, and must be dealt before the dealer takes his own cards. The top card of those undealt is turned face upward to determine the trump.

2. After the deal is completed, each player, beginning at the left of the dealer, has his choice—(1) of playing the cards dealt to him, (2) picking up the "cop" hand or (3) withdrawing. If he plays the hand dealt he says "Content;" if he wishes to withdraw he says "I resign," and lays down his cards. If he wishes to substitute the "cop" hand and play it in place of that dealt to him, he picks it up, placing his own hand face downwards on the table.

3. If a player picks up the "cop" hand, he may discard any card he chooses and take up the turned-up trump in its place. Any player who thinks he cannot take a trick may "resign" and not play his hand. Should all players up to the one at the right of the dealer "resign", the player to the dealer's right is forced to either play his own or the "cop" hand, or allow the dealer to score five points.

PLAYING

4. When all the players have declared their decision of "Content", resigning or playing the "cop," the first player remaining in the game, at the left of the dealer, leads a card of any suit, the others playing in rotation, following suit if possible. If a player has no card of the suit led, he may trump or throw away, as he chooses.

5. The highest card of the suit led takes the trick unless it is trumped. Trumps take all other suits. The winner of a trick must lead a trump, if he has it, for the next trick. If, however, he holds no trump, he may lead any card he wishes to.

SCORING

6. When the game is started, each player is credited with 20 points. At the end of each hand the points won are deducted from this score. Each trick taken in play counts one point. The trick containing the lowest trump counts three points for whoever takes it.

7. A player who is "Baffled" has five points added to his score.

A player is "Baffled": (1) if he plays his own hand and fails to take one trick; (2) if he plays the

"cop" hand and fails to take two tricks; (3) if he has a trump and fails to lead it (except when leading for the first trick).

The player first reducing his score to nothing wins the game.

THE MYSTERIOUS GAME OF "SECRET SEVEN"

**Two, Three or Four May Play, but
four Playing Partners Make
the Best Game**

1. When four play, forty-eight cards are used, the four 7's being withdrawn from the pack.

2. One player is selected for first dealer. Before dealing, he holds the cards face towards him beneath the edge of the table, so they cannot be seen by the other players, and takes out four cards. Among these four cards must be two or more cards of different suits whose numbers total 7—as a 4 and 3, a 2, 1 and 4, etc. This is called the "Secret Seven". These four cards are placed face downward in front of the dealer and are not used in playing.

3. The dealer now shuffles the remaining cards and deals them all out, eleven to each player, one at a time, turning up the last card for trump.

6. The players deal in turn, each selecting a "Secret Seven" combination, and the game proceeds as above until one player or side scores 49 points and Wins the Game.

7. For two players, use only two suits of cards; for three players, three suits.

RENO

For Two, Three or Four Players

Deal six cards to each player, beginning at the left three at a time. After the cards are dealt the dealer turns the remainder of the pack face upwards on the table, the top card determining the trump suit.

The player at the left of the dealer begins the game by playing any card he chooses. The other players must follow suit if possible, but otherwise may trump or throw away, at their option. The highest card of the suit led takes the trick unless it is trumped, and the winner leads for the next.

After each trick is played, the players, beginning with the one who took the trick, draw a card from the top of the pack. Each player consequently continues to hold six cards in hand till the pack is exhausted.

The game is usually ten points and the points score as follows:—

High (13 of trumps), 1
Low (1 of trumps), 1
Reno (5 of trumps), 1
Game (see below), 1

4. The player at the left of the dealer begins the game by leading any card desired. The other players must follow suit if they have it. If a player has no card of the suit led, he may trump or "throw away", as he chooses. The highest card of the suit led takes the trick, unless it is trumped.

SCORING

5. (a) Each trick taken over four, by a player or side, scores one point.

(b) Each trick taken over seven counts two points.

(c) Each trick containing two or more cards of the same or different suits whose numbers total 7, counts 2 points, even though the player has taken no other trick.

(d) When the first trick containing the same combination of numbers as selected by the dealer for his SECRET SEVEN combination, is played, it shall be called by the dealer, who also must name the combination of numbers, i. e., he must say "Secret Seven 5 and 2", or whatever the combination may be. He must then give to the player taking the trick the four cards he (the dealer) selected at the beginning of the hand. These cards lose 7 points for whoever obtains them in this way, though they count 1 or 2 points as a trick if the player taking them has 4 or 7 tricks previously to his credit.

(e) Should the dealer neglect to call the first trick containing the Secret Seven combination, he or his side shall lose the 7 points, when his error is proven by an opposing player. All other tricks containing the Secret Seven combination, beyond the one called by the dealer, count as provided in rules (a), (b) and (c).

In counting for Game the following cards only qualify:—

13	of each suit	counts	4	points
12	" " " "	"	3	"
11	" " " "	"	2	"
10	" " " "	"	10	"
5	" " " "	"	1	"

A total of 80 points. Thus the player making 41 points or over (when two play) makes "Game".

High is the only sure point.

Low, Reno and Game are each scored by the player who takes or scores them in play.

RUMME BASEBALL

For Two Players

To play this game, first draw a baseball diamond on a sheet of paper $8\frac{1}{2}$ x 11 inches or larger. Four small checkers or buttons are also required to represent players on the bases.

1. The game is played with thirty-six cards. Take out all the cards of each suit numbered from 10 to 13, leaving the numbers 1 to 9.

2. From these sort out all of the cards of the "Crown" suit, which are shuffled separately and placed face downward in front of the dealer. These represent the "field pack" and are used for this purpose only during the game.

3. Shuffle the remaining 27 cards and deal nine to each player, turning the last card face upward to determine the trump. The remaining nine cards are not used during the hand.

4. The dealer always represents the team in the "field"—his opponent the team at bat. The diamond is placed in front of the opponent, and he operates the men on bases while his side is at bat.

5. To start the game, the dealer takes the top card from the "field pack" (the Crown suit cards) and places it face upward beside the "field pack". This shows what the play will be, as given in the score table. (See Value of Field Cards).

For example:—If the "Crown" card played to the table is a 1, and is won by the dealer, it scores "one out" on his opponent. If won by the opponent, it scores for him a 3-base hit, and he places a "player" or counter on 3rd base.

After the dealer has turned the "field card", his opponent plays a card to the center of the table. The dealer must follow suit if he has it, but otherwise may trump or throw away, as he chooses. The highest card of the suit led takes the trick; trumps take all other suits.

Before the second trick is played the dealer turns the second card of the "field pack", placing it face upward on the first card. The play proceeds in this way until three are "out". The opponent then takes the field and the first dealer has his "bats"; the game proceeding as above. Two hands make an inning, nine innings make a game; extra innings in case of a tie in the 9th. The score is kept same as in the regular game of baseball.

VALUE OF THE FIELD CARDS

CARD NO.	IF TAKEN BY DEALER COUNTS:	IF TAKEN BY OPPONENT COUNTS.
1—	OUT—All hold bases	THREE BASE HIT
2—	ERROR—All advance one base	OUT—All hold bases
3—	OUT—If man on 1st double play	TWO BASE HIT
4—	BASE ON BALLS	OUT—All hold bases
5—	OUT—All hold bases	SAFE HIT—All advance one base
6—	SACRIFICE — Out at 1st. Runners on bases advance one	BASE ON BALLS
7—	OUT — If man on second double play	SAFE HIT—All advance one base
8—	BASE ON BALLS	STRIKE OUT
9—	OUT—If man on 3rd score, unless 3 out	SAFE HIT

Be sure you know the value of the turned "field card" before you play for it.

A GAME THAT'S DIFFERENT:

FLIQUE

This game is played by two persons with a pack of forty cards, the 11, 12 and 13 of each suit being taken out of the pack.

Deal three cards to each player, then three again, then four, giving each player 10 cards. The cards remaining undealt are placed face downward upon the table. This is called the "reserve pile".

The object of the game is for the player to form "Fours", "Threes" and "Twos" or "Sequences" of the same suit, with the aid of cards drawn from the reserve pile or from the discard pile; and by placing such combinations upon the table, dispose of the original ten cards dealt to him and one card more.

The combination may be formed by any two, three or four consecutive numbers of the same suit, as, 1, 2, 3, 4—12, 13—7, 8, 9, etc.

The play is started by the non-dealer drawing one card from the top of the "reserve pile", and if he can, with its assistance, form a Two, Three or Four combination, he shows it and places the combination on the table. He then discards from his hand one card for the card drawn. If he does not use the card drawn, he places it face upward, by the side of the "reserve pile". If the dealer can use the card which the first player discarded to form a combination, he takes it in his hand, and placing the combination on the table, discards a card from his hand. If he cannot use the discard he draws a card from the reserve pile.

The play proceeds in this manner till one of the players succeeds in placing upon the table, his original ten cards and one more, eleven cards in all.

* If neither player succeeds in doing this, the game is a draw.

18

19

20