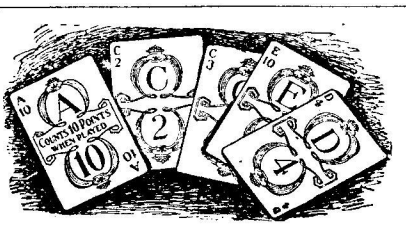


It will be found a convenience and aid to memory to place *Natural HIGHS* (as soon as one is created by someone leading the card *next highest* of that suit) at the right of the cards in your hand, so you may remember that these cards will act as high cards of the short suits of which they are a part.

**SCORING.** The hand continues UNTIL ONE PLAYER RUNS OUT OF CARDS. The play then *immediately stops*.

The *player running out* GETS ONE POINT FOR EVERY CARD LEFT UNPLAYED IN THE HANDS OF HIS OPPONENTS, (but no count for the cards in their played piles). IN ADDITION he has five points IF the A 5 remains *unplayed* in any opponent's hand, and ten points if the A 10 remains *unplayed*.

**EXAMPLE.** If left with the hand illustrated here, count 15 for the player running out (5 for the five cards and 10 additional for the count card). (This is called "5 by card and 10 by honours.")



The scorer should see that the "count" cards, (A 5 and A 10), *if played*, are recorded for the player, or, *if left in the hand*, are counted in the score which goes to the one running out.

AFTER TAKING SCORE, THOROUGHLY RE-SHUFFLE,  
DEAL ENTIRE PACK, AND CONTINUE.

**THE PLAYER FIRST GETTING 100 POINTS  
WINS THE GAME.**

## Rules for Playing

# QUIT

TITLE REGISTERED  
Entered at Stationers Hall  
PATENTED FEB. 15, 1905

Patented in The United Kingdom, America, France, Germany and Canada

GRAND PRIZE, WORLD'S FAIR, ST. LOUIS, 1904

**PARKER BROTHERS**

INCORPORATED

LONDON

NEW YORK AND SALEM, MASS., U.S.A.

### IDEA of the GAME

QUIT is for three, four, five or six players. 100 points wins the game. THE OBJECT of each player is to *run out of cards*, for by so doing, he scores one point each for every card left unplayed in his opponents' hands. Any card may be led, but whoever holds the next higher card of the same letter must then follow, the play thus continuing in sequence (unless it is "broken") until it reaches the high card of that suit. There are two count cards, A 5 and A 10. Whoever plays a count card has its value (5 or 10 points) immediately added to his own score. QUIT cards are used to break a sequence so a player may lead from a suit more advantageous to himself.

THE GAME IS ABSORBINGLY BRIGHT AND INTERESTING AND AFFORDS CONSTANT OPPORTUNITIES FOR GOOD JUDGMENT IN PLAY.

### RULES

The pack consists of five suits, A, B, C, D, and E, and three QUIT cards. 11 is the high card of each suit.

1. Shuffle the cards thoroughly and deal the *entire* pack, although it may give some players one card more than others.
2. Arrange the cards in your hand properly, i. e., put all the A's together, all the B's together, etc.
3. The player at the left of the dealer begins the game by leading **any card he chooses** from his hand, playing it, face up, directly in front of him, and calling the name of the card, (i. e., the letter and

number) as he plays it. WHOEVER HOLDS THE NEXT HIGHER CARD OF THE SAME SUIT MUST FOLLOW, (regardless of where he sits at the table), playing the card, face up, in front of him (not on his opponent's card). Then *whoever holds the next higher card plays that*, the play thus continuing *in sequence* (unless a Quit card is played) until the high card of that suit is reached.

WHOEVER plays the high card (or whoever "breaks" a suit by playing a QUIT card) GAINS THE **LEAD** thereby, and leads *any* card of *any* suit in his hand. This suit is then played up to its high card (unless someone "breaks" it), and the game THUS CONTINUES UNTIL *one player succeeds in getting rid of all the cards in his hand*.

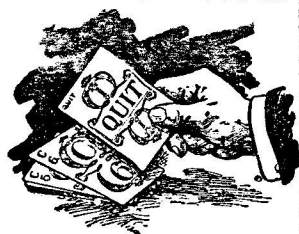
PLAY your cards one on top of the other, on *your own* playing pile, in front of you (cards are not played to the centre of table). Pile neatly, so only the top card is seen. Always call the name of your card as you play it.

**EXAMPLE.** If X holds C 4, C 5, C 7 and C 10, he would probably lead C 4, and play C 5 on top of it. Some opponent must play C 6; he then will play C 7, opponents play C 8 and C 9, he plays C 10. *Whoever plays C 11 (high) gains the lead, and leads ANY card of ANY suit he chooses.*

**4. QUIT CARDS.** If you have a QUIT card, and wish to "break" a sequence, you may (instantly after YOU *yourself* have played a card) call "QUIT," and play the QUIT card *on top of the card you have just played*. You may then begin another sequence by playing any card that you choose.

The object of "QUITTING" or "breaking" (as playing a QUIT card is called) is, of course, to *gain the lead*.

**EXAMPLE.** When X played C 4, C 5, if Z holds C 6, and wishes to end the sequence because he has no higher C cards, he may, if he has a QUIT card, play and call thus "C 6 QUIT," playing the C 6 card and *immediately* putting his QUIT card on top of it. Z will then lead **any other card from any suit** he chooses.



If a player is LEFT with an *unplayed* QUIT card in his hand *when an opponent runs out*, he loses five points from his score as a penalty. If he has no score, there is of course no deduction.

**5. COUNT CARDS.** A 5 and A 10 are "count" cards, and are so marked. Whoever PLAYS A 5, has five points immediately added to his score. Whoever PLAYS A 10, has ten points.

BUT IF A PLAYER IS LEFT WITH EITHER OF THESE TWO COUNT CARDS UNPLAYED in his hand when an opponent runs out, the *opponent* running out has 5 or 10 points added to *his* score.

**6. HIGH CARDS.** A 11, B 11, C 11, D 11, and E 11 are high cards, and will, when played, terminate their respective suits, GIVING THE LEAD TO THE ONE PLAYING THEM.

**7. NATURAL HIGHS.** Any card of any suit may be led. IF A PLAYER LEADS SOME CARD ABOVE NUMBER ONE, say for example, D 4, this will leave the lower cards, D 1, D 2, D 3 unplayed in the hands of some player or players. Whoever in such case holds D 1, D 2, D 3 (any or all of them) may, when he gets a chance to lead, lead any one of them he has. Whoever plays D 3 in this case ends the short sequence (because D 3 is the highest card in absolute sequence, D 4 having been played) and he thus gains the lead and may lead *any* card of *any* suit he chooses.

It will be seen that D 3 in this case acts practically as a high card, D 4 being out, and to distinguish such a card *from a real high card (the 11s)* it is called a *Natural High*.

The A suit is broken into three short suits as shown here. (There is no A 4 or A 9 in the pack.) (All other suits have 11 cards).



The cards A 3 and A 8 are always *Natural HIGHS* because there is no A 4 or A 9 in the pack, and therefore they *naturally end* respectively the short sequence A 1, A 2, A 3, and A 5, A 6, A 7, A 8, and give the lead to the person playing them.

While at the beginning of the game there are but these two *Naturals*, (A 3 and A 8), as the game plays along additional *Natural HIGHS* are created at almost every lead *because* some one is apt to be left with a card in his hand which is *next lower* to the card led. (See example).

**EXAMPLE.** Thus when Mr. X played C 4, C 5, etc., C 3 of course became the "Natural High" of the detached sequence C 1, C 2, C 3, (C 4 having been played), and therefore C 3 when played will give the lead to the person playing it, (because the next higher card is already out).