

FORFEITS

The Dealer must see that forfeits are paid to the Pool, as follows: (The Pool remains in middle of table, the next "Sherlock Holmes" played capturing it.)

- (1) For resting hand or arm upon the table, Excepting when Sherlock Holmes is called, player forfeits his *entire playing pile* to pool.
- (2) For calling the name of top-card when it does *not* match the top-card of some other playing pile, forfeit *entire playing pile* to pool.
- (3) For not withdrawing hand *quickly* behind the edge of the table after playing card on playing pile, *forfeit one card* from your hand.
- (4) For playing a card *before* the word "PLAY" is called, forfeit *one card*, or for *not playing promptly* when "Play" is called forfeit *one*.
- (5) When playing Sherlock Holmes card, call "SHERLOCK HOLMES" loudly and promptly, *otherwise forfeit Sherlock Holmes card* to the pool.

IMPORTANT NOTES

1. If two players turn up a "Sherlock Holmes" card at the same time, **both** may call and reach to capture other players' "playing piles."
2. A "sweep" takes precedence over matching, i. e., when Sherlock Holmes is played no "matching" is allowed.
3. After a sweep pick up your playing-pile if **it was not** captured.
4. A player must withdraw his hand quickly beyond the edge of the table after playing a card. He cannot keep his hand hovering above his playing pile in order to protect it, but soon as "Sherlock Holmes" is called he should at once put his hand on his pile as quickly as possible.
5. Always play the upper card in your hand and on to the *top* of your playing pile. Always put cards captured underneath the cards you hold in your hand.
6. When you capture a playing pile pick up both the captured pile and your own playing pile **putting both in your hand**.
7. The Dealer must always act as **referee** in cases of doubt.
8. The dealer in calling "READY-PLAY" should endeavor to trap the players occasionally, so that they will have to forfeit cards to the pool, i.e. he may sometimes call "READY" without immediately following with the word "PLAY" and sometimes in consequence of this several players may play their cards before the word "PLAY" is called, in which case each in error must forfeit a card to the pool.

Either the game "SHERLOCK HOLMES," or the game "PIT" will be sent by mail, postpaid, to any address in the United States, Canada or Great Britain, on receipt of fifty cents.

PARKER BROTHERS, Inc.

SALEM, MASS., U. S. A., and FLATIRON BLDG., NEW YORK Varied Industries Bldg., World's Fair, St. Louis
LONDON OFFICE, 11 LOVELL'S COURT, PATERNOSTER ROW
Sole Makers of Sherlock Holmes, Pit, Pillow-Dex, Ping-Pong, etc.

PURE, LAUGHABLE, EXCITING FUN



RULES FOR PLAYING THE GAME OF
Sherlock Holmes

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FLATIRON BUILDING, NEW YORK
11 LOVELL'S CT., PATERNOSTER ROW, LONDON, E. C., ENG.

IDEA of the GAME

The play of the game is very simple and exciting and is entirely new. Any number, from three to eight, can take part. The object is to capture as many "Burglars," "Robbers," and "Thieves" cards as possible. *All players play at once* and there is not a dull moment. A large part of the fun of the game consists in turning up the card "Sherlock Holmes," and seizing the playing piles of opponents.

RULES

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- (1) Shuffle the cards and deal the entire pack.
- (2) Take the cards dealt to you in one hand, *without looking at them, keeping them faces towards the palm*.
- (3) The Dealer begins the game by calling "READY-PLAY." When he calls "**PLAY**" each player, the dealer included, must take the upper card from his hand, and quickly play it, face up, upon the table in front of him, without glancing at face of the card until it is on the table.

Players must not rest hands or arms upon the table, and must play their cards at least eight inches in from the edge of the table, so a "SWEEP" may be possible. The cards thus played by each player are called his "playing pile."

Play cards on top of one another on your own playing pile. Only the top card of each person's playing pile should show. Do not let cards straggle.

NOTE. Each player must play the card when the word "PLAY" is called, (not when the word "READY" is called.) If the player plays onto the table before the word "PLAY" is called or if he does not play promptly, he forfeits a card from the top of his pack to the middle of the table, known as the "pool," the card laying there until someone turns up a Sherlock Holmes card and siezes it.

The dealer continues calling "READY-PLAY" everyone playing a card face up on his playing pile whenever the word "PLAY" is called.

(4) **As soon as a player plays a card,** he looks hastily to see if some one else has played a card which matches his (i.e., bears the same word), **if so, he calls the word** (which appears both on his top card and on opponent's top card) **and takes his opponent's playing pile** (but not the cards his opponent holds in his hand). **EXAMPLE,** if A and B should both play the card "RUN" the first player either A or B who **calls** the word "RUN" takes the playing pile of the other. If a player's card matches more than one top card, he takes all the piles matched.

All piles not matched remain on the table.

When you capture thus a player's playing pile (whether one card or many), pick up both the captured playing pile, and your own playing pile, and place them both under the pack in your hand, face towards the palm. The dealer waits a moment for you to do this, and then play is resumed.

The dealer continues calling "ready-play," all players playing each time one card and matching and capturing when the game allows, until some one turns up a "Sherlock Holmes."

(5) **When a player turns up a "SHERLOCK HOLMES" card** he must call "Sherlock Holmes," and the excitement becomes animated, for as he calls, **he quickly reaches for the "playing piles" of his opponents, which he may take, provided his hand reaches a playing pile before it is protected by its owner's hand. This is called a "sweep."**

If there are any cards in the "pool," the player turning up Sherlock Holmes is entitled to them and takes them.

NOTE. A pile is safe from Sherlock Holmes if its owner places his hand upon the top card, and then none of the cards of his playing pile can be taken, but the person who plays (and calls) "Sherlock Holmes" may take any playing pile which his fingers reach before it is thus "protected."

It is to allow the opportunity for a "sweep" that playing piles are played eight inches or more in from the edge of the table.

After a "sweep" has been made, if your playing pile was not captured, pick it up and put in your hand.

(6) **When one of the players runs out of cards** in his hand, he must call "OUT." Play immediately stops and each player then picks up his playing pile, and puts his playing pile under the cards in his left hand. Then each player having over five cards in his hand gives two cards to the player who is out. (*Players having five cards or less do not give any cards.*)

(7) **The game continues** until a player (or different players) have three times run out of cards, **when the hand ends.** Players then examine their cards to see how many cards marked "THIEVES," "ROBBERS" and "BURGLARS" each has captured. **Each player who has any cards so marked scores one point for each card.**

The pack is then shuffled and redealt, the game continuing until one player obtains 20 points or over.

The first player getting Twenty Points WINS the Game.

"SCOTLAND YARD." Frequently during the game players should call "SCOTLAND YARD." When a player calls "Scotland Yard," *each player must pass THREE CARDS to the player at his left.* The object of calling "Scotland Yard" is to keep the Sherlock Holmes cards in circulation and to prevent a player from continually holding Sherlock Holmes cards in his hand.

If when "Scotland Yard" is called a player does not have **three** cards in his hand to pass, he may pick up any cards which he may have in his playing pile and add them to the cards in his hand. If he does not even then have three cards to pass, he may pass what he does have, he of course receiving three cards from his neighbor to take their place.

"Scotland Yard" can be called by any player, as frequently as he chooses, but not more than two calls can be made in succession. If two calls are made in succession, they must be made this way.—"Scotland Yard, and Scotland Yard Again." This will result in the passing of **six** cards, two lots of three each.