

A. B. SWIFT'S

“BÉZIQUE COMPLETE”

PUBLISHED BY

SELCHOW & RIGHTER,

PUBLISHERS OF GAMES AND HOME AMUSEMENTS,

New York.

Decidedly the most fascinating Card Game for the Parlor ever invented.

Entered according to Act of Congress, in the year 1865 by ALBERT B. SWIFT, in the Clerk's Office, of the District Court of the United States, for the Southern District of New York.

NOTICE.

To save much inconvenience to patrons of Bézique in collecting suit-packs, the game of “Bézique Complete” is furnished with four packs of cards, with backs of two colors, with two patterns in each color, thereby enabling the players to disunite the packs without difficulty, to be replaced in the box at the close of the game, or for the use of *Euchre parties*, if desired.

Rules for playing Bézique have been published by several authors, varying in the instructions. The author of “Bézique Complete” publishes with it an improved arrangement of Rules and hints in a simple, clear and desirable form, especially for his Complete Game, put up in two styles and grades, as follows:

MUSLIN BOUND BOX,—gold edge, elegant.

PAPER BOARD BOX,—very neat and cheap.

Each box contains four packs of cards, Record Dials, and a Book of Instructions, all corresponding in style and value with the box or case.

TERMS USED IN THIS GAME.

Stock—The cards, after the packs have been shuffled together.

Declaration—The exhibition of every card or combination of cards which count in the game, according to the rules and enumeration of points.

Common Marriage—King and Queen of the same suit, except trumps.

Royal Marriage—King and Queen of trumps.

Bézique—The Queen of Spades and Knave of Diamonds.

Double Bézique—Two Queens of Spades and two Knaves of Diamonds.

Sequence—Ace, Ten, King, Queen and Knave of trumps. The five highest trump cards.

Fours—The four Aces, Kings, Queens and Knaves.

Extras—The total number of points made by the Aces and Tens in the tricks taken.

RULES AND INSTRUCTIONS.

Thirty-two cards in each pack are required for this game, none lower than the seven spots are used. The *Euchre* pack has the requisite number or the Solo pack (discarding the sizes) may be used.

In single hands, use two packs for each player; in partnership, one pack for each player. Partnerships abridge the game and add immensely to its enjoyment. Draw for deal—the dealers taking turn from right to left. The dealer shuffles the packs altogether (which are then called the Stock), and deals first three cards, then two, and three once more. Each player holds *eight cards*. Turn the next card on the Stock for the trump of that hand. To obviate the liability of the trump card getting mixed with the cards that are played, place it in full sight, with one edge under the Stock, which is laid upon the table with the face down, to be drawn from by the players after each trick is taken. Draw cards from right to left. The player who takes the first trick, draws first and leads the next trick. In case of a misdeal, the deal passes to the next.

No one is obliged to follow suit until the Stock is all drawn from the table.

A player holding a seven of trumps should endeavor to take the first trick, as the *seven of trumps* may be exchanged for the *turned up card*, which, if one of a Bézique or Sequence, is always desirable. Should the turned up card be a seven, the exchange would have no value. It must be borne in mind that in the above and all cases, no declaration can be made until *after* a trick is taken (by you or your partner) and *before* taking up the card which you draw from the Stock. In partnerships, both may declare after either one has taken a trick, but the one *taking* the trick holds the precedence of declaration.

When a declaration is made, the cards composing it should be spread on the table, faces up, before the player. (The object in keeping them thus exposed is to enable the adversary to see that they are properly played). Thence play them into tricks as if in your hand—always keeping in mind that some cards which you may have declared in combinations may be used in forming other combinations. For instance, four Kings are declared, which gives eighty points; now if any Queens of the same suit are held, they may be married, but none of the declared Kings should be used to complete a new combination of Kings; the same rule regards Aces, Queens and Knaves. Any card which has formed a part of one combination, should not be employed to form another of the same kind.

Only one combination should be declared at a time.

When a Bézique is in hand, it may be declared and placed upon the table, there to remain until another is acquired, which counts the same as both declared at once—500 points additional to the 40 points for a single Bézique.

The leading card, when *followed* by cards of the same denomination, wins the trick, unless it is trumped or out-ranked by a card of higher value.

After the Stock is exhausted, the players take up their cards from the table and hold *eight cards* each. No more combinations can be declared. The Extras are now the only points to gain. Here an imperative rule comes in for playing the remainder of the hand, which is that the player must follow suit with *highest in hand*, or trump, and win the trick if possible. For every revocation or refusal to trump when he has no suit and *holds* trumps, his adversary may demand a deduction of forty points from his score.

The number of points in the Game is 1000, 1500, 2000, or more if agreeable. Usually in single hands 1000, and in partnerships 1500 or 2000.

The value of the Combinations and Counts are as follows:

Double Bézique.	500 points.
Sequence.	250 "
Four Aces.	100 "
Four Kings.	80 "
Four Queens.	60 "
Bézique.	40 "
Four Knaves.	40 "
Royal Marriage.	40 "
Common Marriage.	20 "
Seven of Trumps counts for the player (either party taking the trick)	10 "
Turning up Seven.	10 "
Taking Last Trick	10 "
The Exchange of the Seven of Trumps (when the turned up card is not a seven)	10 "
Extras (Aces and Tens in tricks taken) each	10 "

The Ten of any suit is next in rank to the Ace, consequently outranks the King in taking a trick.

Kings and Queens once married cannot be married again, but can be used (while they lie on the table) to make up four Kings, or Four Queens, or a Sequence.

If four Knaves have been declared, the Knave of Diamonds may be used again for Bézique, or to complete a Sequence.

If four Aces have been declared, the Ace of trumps may be used again to perfect a Sequence.

If the Queen of Spades has been married, it may be used again to form a Bézique, and again for four Queens.

After all the cards are played out, count the extras in your tricks—every Ace and Ten spot counting 10 each. Record the aggregate until the game is completed.

In case of a tie, the party scoring the highest number of points, less the Extras, wins the game.

One person is Selected to "Keep the Game" (with pencil and paper), who writes down the aggregate amount, as each player makes a declaration the counters can be substituted.

Bézique is a very pretty game, and very amusing, for the provoking difficulties it sometimes puts the players in as to what cards they shall play or retain, so as to do the least possible harm to their chance of scoring—difficulties which often bring a good deal of skill into exercise.

There is always a danger of carelessness in beginners neglecting to take cards from the pack at the proper time; and there is a salutary punishment for this, in the rule that whenever a player, in order to make up his proper number of eight, requires to take cards from the pack at an improper time, he shall forfeit ten points for every card so taken.

We shall conclude by a few hints for the guidance of beginners; although practice and intelligent observation are the best teachers in all games.

1. Do not part with either Sequence or Bézique while there is any chance of making them, as the score for these are so nigh.
2. Look out carefully for any exhibition on your adversary's part of three Sequence cards of the same kind, which will show you that you can not make a Sequence and relieve your play. The same for Bézique cards.
3. Make your Tens and Aces in your tricks, whenever you can, unless you have an opportunity of soon declaring four Aces. Every one you let go into your adversary's tricks is twenty points against you. Take any Aces or Tens he plays whenever you can do so without detriment to your hand, as each one taken is twenty points in your favor. Husband your small trumps, as they are useful for this purpose.
4. If in doubt whether to save up Kings or Aces, prefer the former, if you can by that means put your Aces into your own tricks; for though the four Aces, count twenty more than the four Kings, the latter will marry, and may go freely, after declared, into your adversary's tricks without doing any harm. It is difficult, after having declared four Aces, to avoid losing some of them.
5. Avoid, if possible, showing your adversary that he cannot make the Sequence or Double Bézique; you will thus often hamper his game and may save some of your Aces and Tens from being taken by him.
6. Be very careful in the play of the last eight tricks; notice what cards your adversary had previously lying on the table, and make what use you can of the knowledge, in order to try to save any Aces or Tens of your own, and to get any you can of your adversary's.
7. In this, as in all other games, keep your temper.