

At the end of the Fourth Trial, **four points** for each card moved.

Thus, if at the end of the first hand, three cards remain on the Prosecution Stack, instead of six as at the commencement of the game, Prosecution wins three points.

The second trial commences at this point, i.e., with only three cards in the Prosecution Stack. If at the end of the second trial there is only one card on the Prosecution Stack, Prosecution scores two double points (i.e., 4), and if, for example, at the end of the third trial there are four cards on the Prosecution Stack, three treble points (9) have been gained by the Defence. When 'Nudie' is completely dressed, or vice versa, an additional 10 points are scored by the partners having achieved their object.

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Rules for the Game of "Strip Tease"

(Regd. No. 577243)

Variation No. 1

A Game of CHANCE
for 4 players

Rules for the Game of "STRIP TEASE"

(Regd. No. 577243)

"Strip Tease" is a game of Prosecution and Defence.

The pack consists of 53 cards which are divided into four suits, each numbered from 1 to 13, and a Joker.

The "Strip Tease" suit is numbered in Red.

The Theatre suit in Green.

The Court suit in Black.

The Prudie suit in Blue.

The Theatre suit represents the Defence, the Court suit represents the Prosecution.

The game is played with four players and the scoring is by points, as will be shown.

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Before the game begins, the thirteen cards constituting the "Strip Tease" suit, are taken from the pack, and arranged upon the Playing Table in the following manner:

The 'Nudie' card (No. 13) is placed face downwards on the table, and the remaining 12 cards are placed face upwards in two stacks. Numbers 12, 11, 10, 9, 8 and 7 are placed in one stack so that the number 7 is on the top; the second stack contains the remaining six cards, numbers 1, 2, 3, 4, 5, and 6 in that order, so that No. 6 is on the top.

The stack showing the LOWER numbers, 1 to 6, is the PROSECUTION stack, the stack showing the HIGHER numbers, 7 to 12, belongs to the DEFENCE.

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The remaining 40 cards, which include the Joker, are shuffled, and the players cut for deal. The player with the highest number deals. If two players cut the same number, they cut again. The cards are then dealt out, one at a time, until each player has 10 cards.

DECLARATION.

The Players then examine their hands, and the Dealer, who has first call, declares whether he will 'Defend' or 'Prosecute' according to the strength of his hand. He makes his declaration by saying 'I Defend' or 'I Prosecute.' Each player in turn makes his declaration, and as soon as any two players have agreed to defend or prosecute, the remaining two must necessarily oppose them. Thus two players defend and

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two prosecute. The partnership thus established can therefore be between any two players and need not necessarily be between those sitting opposite.

The object of the 'Defence' is to show the "Strip Tease" Act at the Theatre, and the 'Prosecution' is to prevent them from so doing. When either object has been achieved, the game is ended.

It is imagined that the first hand is played at the Police Court. (a) If the game does not end during the first hand, the second hand is played at the Old Bailey. (b) If the game does not end during the second hand, the third hand is played at the Court of Criminal Appeal. (c) If the game is not settled during the third hand, the losing players have the right to appeal to the House of

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Lords for a fourth trial, and such an appeal cannot be refused by the winning side. If no appeal is made the game finishes at the end of the third trial, but in the event of an appeal, the game is concluded, whether 'Nudie' has been fully clothed, or vice versa, at the end of the fourth trial.

The same partners continue to play together in their original declaration of 'Defence' or 'Prosecution' until the game is concluded, whether there have been one or more trials.

After each hand, the deal passes to the player on the left of the previous dealer.

THE PLAY.

Partners having been arranged, play commences by the player on the

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dealer's left leading any card. The others play in turn and **they must follow suit while they can.**

The Theatre suit is used as Trumps by the Defence: the Court suit is used as Trumps by the Prosecution. The Prudie suit cannot be used as Trumps by either the Defence or the Prosecution.

When a player cannot follow suit he may discard from the Prudie suit, or he may 'object' by throwing any card from his own Trump suit, which would be the winning card unless overtrumped.

Thus if N. & S. are defending, and E. & W. are prosecuting, and North leads No. 5 of the Prudie suit, the next player, East (Prosecution) if he

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cannot follow, may trump with a Court card—say 3—at the same time saying 'I object.' Let us suppose that North's partner, South, cannot follow suit either, he may overtrump with a Theatre card—say the 4, saying 'Objection over-ruled.' If the fourth player, West, is short suited, he may throw a higher Court card than South's Defence Trump, saying 'Objection sustained,' and thus win the trick.

Should Prosecution win the trick, they remove the uppermost card from their stack, and place it face upwards on the Defence Stack, which brings them a stage nearer to completely dressing 'Nudie.' In every instance where the Prosecution takes a trick, this procedure applies, and vice versa for the Defence.

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If at the end of the first deal the Prosecution have not dressed 'Nudie,' or vice versa for the Defence, the new trial at the Old Bailey begins with the "Strip Tease" Cards remaining in the same position as at the end of the Police Court Trial, but during play if either side takes two or more tricks in succession, one 'Strip Tease' Card is moved on to their opponents' stack for the first trick, and two cards for subsequent tricks.

The Joker counts as the highest card in the pack, and can be played at any time, **except by the winning side, when, at the beginning of a new trial, cards No. 1 or No. 12 (i.e. Miss Artiste or Corset) is the uppermost card in the "Strip Tease" suit.**

If a player 'objects' without grounds,

i.e., if he trumps when he can follow suit his side is fined one point for 'Contempt of Court' and further penalised by having two cards added to their "Strip Tease" Stack.

The player who wins a trick plays first to the next trick.

SCORING.

Scoring is based on the number of cards which have been moved from one stack to the other **at the end of each Trial**, and not on the number of tricks taken.

At the end of the First Trial, **one point** for each card.

At the end of the Second Trial, **two points** for each card.

At the end of the Third Trial, **three points** for each card.

Rules
for the Game of
"Strip Tease"

(Regd. No. 577243)

Variation No. 2

A Game of SKILL for 3
or more players

Rules for the Game of
"STRIP TEASE"

(Regd. No. 577243)

VARIATION No. 2
A Game of SKILL for 3
or more players

For three players take out the Joker
and Paul Pry.

For four players take out the Joker
only.

For five players take out the Joker,
Paul Pry, and the Constable.

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Cut for dealer.

As in Whist, deal the cards singly.

Each player then sorts his cards and **must** pass three cards from his hand to his neighbour on the left.

As in Whist, the player on the left of the dealer leads a card, and the other players each play a card in rotation, and must follow suit if possible. If, however, any player cannot follow suit, he may discard. As in Whist, the highest card of the original suit played is the winner of the trick. There are no trumps.

THE OBJECT OF THE GAME
is to avoid taking tricks in which there

are Strip Tease cards, the Theatre Manager, or the Producer. After every hand a "count up" is taken, and the players holding (in the tricks which they have won) Strip Tease, Theatre Manager, or Producer cards, are fined as follows:

One months' imprisonment for each Strip Tease card.

Two months' imprisonment for the Producer card.

Three months' imprisonment for the Theatre Manager card.

Thus with each hand there are eighteen months' imprisonment to be

allocated, not counting the special three months' imprisonment explained below.

Before commencing to play, each player, in imagination, chooses an article of clothing. When the card depicting that article of clothing is played, the imagined owner of the clothing must shout out clearly the name of that article of clothing. IF A PLAYER FAILS TO SHOUT OUT THE NAME OF THE CLOTHING BEFORE THE NEXT CARD IS PLAYED, HE OR SHE IS FINED A PENALTY OF THREE MONTHS' IMPRISONMENT.

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The Game consists of four hands, and the **winner** is the player with the **lowest** total of imprisonment.

A scoring tablet is necessary to debit the imprisonment against each player.

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