

other players on a round, he can count only two of that number should he be dealer, *in fact, the dealer can never count out.* If, when the first player goes out, it should be his turn to deal next, he must do so, else the lead would be reversed for the other two players.

METHOD OF PLAYING FOUR HANDED COURT.

NOTE.—Don't try to play the four handed until you have thoroughly mastered the two handed game.

Add the Retainers and Serf cards to the talon, making thirty-two cards in all. Select your partners who seat themselves opposite each other with an opponent between each. One card is given at a time to each player till the talon is exhausted, the last card being laid on the table, face up, and belonging to the dealer and taken in his hand when all have well observed the color.

The player to the left of the dealer now commences by leading any card he may choose, and the other players must follow the color so led if they have it, but if they have none of the color led, they may at their option take the double couplet with a card of the court color or throw on any card they choose.

The last couplet counts ten to the taker of it. The score is seven points as in two handed, the value of the cards being the same, but is counted as follows: if at the end of the round, the winning partners count sixty or more, but not over one hundred, they gain one point; if over one hundred, but less than one hundred and thirty, two points; if every couplet, three points. Whichever party captures the court color Standard takes a point and wins the game, if they have already six points scored.

A tie is the same as in two handed court. When court color is led each player must play to take the couplet if possible, and must in all cases follow court color when led, if they have it.

In four handed court, the Standard counts one point to whichever party captures.

NOTE.—Perforate the bottom of Drawer with a common pin to keep court.

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DESCRIPTION OF CARDS.

Court for two persons is played with twenty-four cards, viz: Crown, Royal, Knight, Esquire, Standard and Jester, of each of the following colors, Gold, Blue, Black and Red; the cards ranking in value and importance as above (the crown highest,) and counting as follows to any one obtaining them:

Crown,	counts 10
Royal,	8
Knight,	3
Esquire,	2
Standard,	1

Jester has no value.

In addition to the above there are two extra cards in each color used only in playing by four persons, and that have no value in themselves. They are called Retainers and Serfs.

TECHNICAL TERMS.

Court Color Card: The thirteenth card turned up from the talon after the players have been supplied, and laid upon the table, being the court card for that round.

Couplet: A pair or two cards taken by a player.

Closing: If at any time a player thinks he can make sixty without further drawing, he may, when it is his turn to lead, turn down the Court Card; and the game will be continued without further drawing; this is called closing.

Drawing: The act of taking a card from the top of the talon after a couplet has been played and taken.

Discarding: The player having the jester of *Court color* in his hand may exchange it for the court color card at any time *after he has formed a couplet*,—this is called discarding.

Round: So much of a game as intervenes between one distribution and the next.

Talon: The cards remaining in the pack after distribution.

METHODS OF PLAYING FOR TWO PERSONS.

First, reject the Retainers and Serfs, and with the remaining twenty-four cards the dealer commences by giving to himself and opponent six cards each, three at a time, commencing with the opposing player. After these are given out the next or thirteenth card is turned up and laid upon the table, being called the court color card. The opponent leads first, after which the leads belong to the winner of the successive couplets. After a couplet is taken each player draws a card from the top of the talon,—the winner of the previous couplet first and the loser next,—continuing this until all the cards are exhausted or one of the players close.

METHOD OF COUNTING.

The game consists of seven points and the player who first gains that number wins the game. The points are made in the following manner. The player whose couplets sum sixty *first*, (the sum of figures on the cards taken being the count,) gains one point towards game. If he makes sixty before his opponent makes thirty, he counts two points, if before his opponent gains a couplet, three points. When a player has at any time in his cards a Crown and Royal of the same color, he may *on his turn to lead*, play the one and showing the other announce twenty for count, which holds good although he may lose the couplet; he can not how-

ever, count this twenty unless he has taken or until he takes a couplet. *The Crown and Royal of court color counts thirty.*

COURT RULES.

1st. The player having the Jester of the same color as the court card may exchange it for such, at any time *after he has taken a couplet*,—not before.

2d. After the act of closing, no more cards can be drawn from the talon and if the player who turns down the court card, fails to make sixty, the opponent scores two points.

3d. If a player turns down the court card before his opponent has won a couplet and then fails to score sixty, the latter scores three points.

IMPORTANT RULE.

4th. Before the game is closed or the talon exhausted, neither player is compelled to follow any color card led, even though it be a court color card, but may play any card they see fit, *but after the court card is turned down or the cards all drawn*, a player must not only follow the color, but must take the couplet if he can, and if he cannot follow color must take the couplet with a court card; any failure in this respect forfeits the count on that hand and adds two points to his opponent's game.

5th. If a player declares sixty, and on examination his cards will not count as much, his opponent scores two points and the round is ended.

6th. Either player may examine the last couplet made, but no other.

7th. When a player declares sixty, all cards unemployed are void and the round is ended.

8th. In case at the end of a round each player's counts are the same, neither gains but the winner of the next round scores one point in addition to what he may then make.

9th. If a player has the Crown, Royal, Knight and Esquire of the court card color given him, he may *at once* lay them down and count three points,

as these cards count in themselves, over sixty, and the opponent cannot win a couplet.

10th. In discarding, the exchange must be made if at all, before the last card in the talon is drawn.

11th. If the color or court card is turned down the exchange must be made, if at all, before another card is led.

12th. Discarding does not involve the necessity of closing as the discarded jester is merely exchanged for and assumes the place of the court color card.

13th. After the talon has been exhausted, the winner of the last, that is the twelfth couplet, adds ten to his counts. The last couplet in a round in which the court card has been turned down does not count anything as it is not the twelfth couplet.

14th. If a player fails to draw when he ought, and it be discovered *before* either player has drawn another card, the erring player must draw a card at once to rectify the mistake, but if the error be not noticed until after another card has been drawn by either player, the opponent has the choice of ordering the defaulter to draw, and proceeding with the game or of throwing down his hand and scoring one point towards his game, ending the round.

NOTE.—If the opponent feels sure of making two or three points he will of course order a draw;—under other circumstances he would end the round and take a point.

METHOD OF PLAYING THREE HANDED COURT.

The same number of cards are used as for two persons. The dealer gives two of the players six cards each but *none* to himself, and when the round is finished counts the same number of points as are made by the winner of the round; but he cannot count his seventh or last point with any hand he may deal himself. For example, if the dealer has already six points he cannot count the one or more points made in that hand, but must wait till the deal passes from him and play the game out with his own hand. Or if he has four points, and three should be made by either of the

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