ferent games. In Ruff, 52 cards are used, with point values are: 12 cards being dealt to each player. The top card of the remaining four is turned over to determine the trump suit. In Honours, 48 cards are used. All of the twos are discarded. The final card dealt to the dealer is turned over to determine trump. All other cards a

The two games are played in a similar fashion. Play proceeds until nine points are scored by a team. Four players play the game. After the cards are dealt and trump is determined, the player with the ace of trump declares "I have the honor" and then asks her/his partner "Have ye?" If the team has three of the four honor cards (ace, king, queen, jack) they score one point. If they have all four they score 2 points.

Play begins with the person to the dealers left. The player leads a card and all other players follow suit if possible. A player who cannot follow suit may play any card. The trick is won by the highest played card (trump or highest played in suit lead).

The winner of each trick leads the next. Scoring for tricks taken is one point for every trick taken over six tricks. At least two hands must be played to win the game since the most points that may be scored in a single hand are 8.

ഷതെഷാഷതെങ്ങാഷതെഷാ Losina Loadum

Reconstruction By Michel Wolffauer (mka: Mike Knauer) mike@knauer.org http://www.knauer.org/mike/sca/classes/ Last updated: 8/20/2006 Sources - Willughby, Francis, A Volume of Plaies (c. 1665) Published in 2003 by Ashgate Press under the title "Francis Willughby's Book of Games" Ghory, Imran. Dating Period Card Games webpage. http:// bits.bris.ac.uk/imran/games/cards.html via the Internet Archive (www.archive.org), Bald, R. C. "Leicester's Men in the Low Countries," Review of English Studies, 1943, p. 395-397. Period Sources - Earl of Leicester's household account book (1586), John Florio's Seend Fraites to be Gathered of Twelve Trees (1591), Francis Willughby's A Volume of Plaies (c. 1665)

For any number of players using a standard 52 card deck.

Losing Loadum is a trick taking game whose object is to avoid taking tricks which contain loaders - the only cards worth points. When a player collects 31 or more points worth of loaders he is "out." The loaders and their

Ace11 King3 Jack1 Ten10 Queen2 All other cards are worth nothing.

There is a trump suit in the game, but it is kept hidden at first (see game play for details).

When played as a gambling game. Every player puts in an equal stake and the last player remaining in the game wins everything.

Setup: At the start of the game, each player will get three counters. Each time a player goes out, he will lose one counter. When a player has lost all their counters, he is eliminated from the game. There is no way to get additional counters. For a faster game each player can start with fewer counters. I recommend starting with only two counters for your first game.

An equal number of cards are dealt to each player but not all the cards. For example, if there are four players they will each get 12 cards (with four cards left over); if there are five players they will each get 10 cards (with two cards left over). On subsequent hands as players are eliminated, each player will get more cards. The remaining cards are left face down in a pile.

Play: The player to the dealer's left (the eldest hand) begins the first trick by playing any card. The remaining players, in order around the table, must each then play one card of the same suit. Only if a player has no cards of the suit led may she play another card. Playing off-suit when she still has cards of the suit led will cost the player all of her counters and eliminate her from the game.

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Collected and collated by Annys Blodwell, Baroness by Grant of Arms to the Court of Lochae. (Anwyn Davies—anwyn@internode.on.net) Where possible credit has been given, however at some stage I have lost the credit to some games, for which I apologize. January 2011, 2019.

All Fours

researched by Ld. Brusten de Bearsul, re-redaction by Modar Neznanich Number of Players: 2.

A standard 52 card deck is used. The cards are shuffled and each player is dealt 6 cards. Players look at their cards, then the top card of the remaining card is turned face-up to determine trump.

The non-dealer has the right to accept this card's suit as trump or refuse it.

If the card is accepted, play begins. However, if the non-dealer accepts the first card turned over, but it happens to be a jack, the dealer earns 1 point.

If the first card turned over is refused by the non-dealer, the dealer then has the right to declare it as trump anyway, or accept the refusal. If the dealer, accepts the refusal, more cards are turned over until a different suit is revealed. That suit becomes trump (no matter whether either player likes that suit or not). If the dealer, does not accept the refusal, and insists on the original card turned over as trump, then the non-dealer player earns 1 point.

Once the trump suit has been determined, play begins. The non-dealer leads the first hand. The winner of each hand, leads the next one.

The high card by suit takes the trick (unless trumped).

Aces are the highest cards, deuces the lowest cards.

A player must follow suit if he can.

If a player cannot follow suit, he must play a trump card if he has one.

If a player cannot follow suit and does not have any trump cards, he may play any other card.

Once a round is finished (all six cards played), points are determined, then all the cards are gathered, re-shuffled and the other player becomes the dealer for the next round. The winner is the player to reach 49 (or more) points, first.

Points scored are:

1) Any points earned in determining trump (see previous).

2) 1 point for being dealt the highest trump in play. (NOTE: This means the highest trump of the 12 cards used in the two hands.)

3) 1 point for being dealt the lowest trump in play.

(NOTE: This means the lowest trump of the 12 cards used in the two hands.)

4) 1 point for being dealt the jack of trump.

5) 1 point for having the highest total of card -points.

Card-points are determined in the following manner:

4 card-points for each ace taken in a trick.

3 card-points for each king taken in a trick.

2 card-points for each queen taken in a trick.

1 card-point for each jack taken in a trick.

10 card-points for each ten taken in a trick.

No card-points (0) for each card 2 through 9 taken in a trick.

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ଔନଙ୍କଅଔନଙ୍କଅଔନଙ୍କଅ Alouette

researched by Ld. Brusten de Bearsul, re-redaction by Modar Neznanich

Number of players: 4.

Team players sit across from each other. A 48 card deck is used. (A standard 52 deck minus the tens.)

The cards are shuffled and each player is dealt 9 cards. The remaining cards are set aside. The player to the left of the dealer leads the first trick.

There is no trump suit. There is no obligation to follow suit. Kings are high, Aces are low. The winner of a trick, is the person who plays the highest ranking card. In the case of a tie, the trick is set aside, and the winner of the next trick takes both tricks. (Even if the player didn't tie in the last trick.) If the last trick is a tie, whoever won the first trick wins it.

Whichever team wins the most tricks wins the hand. The cards are then gathered, reshuffled, and the player to the left of the last dealer becomes the new dealer. The first team to win 12 hands wins the game.

Additional information:

Wagering was sometimes a period addition to this game. Players would bet a set amount on each hand and/or each game. Regional variations on wagering, could cause the money winner to be the player who took a certain card rather who took the most tricks. Such as: whoever took the Three of Coins (Diamonds), won. Or alternately, the reverse: If someone took the Jack of Swords (Spades), they could not be the winner, so the person who took the most tricks but didn't have the Jack of Swords, won. Because there are so many variations, it is impractical to try and list them. Players who do decide to wager, should clearly establish the rules before play.

USDAWUSDAWUSDAWUSDAW Laugh and Lie Down (Italian 'Calabrache') Number of Players: 5

Justin du Coeur. August 1996, revised August 22, 1996. Skelton, "Why not to court" (1522), Francis Willughby's :Volume of Plaies", c1665. John Florio's 1598 Italian-English dictionary says that it was known in Italy as Calabrache.

Equipment: deck of 52 cards.

Play: Before beginning, agree upon a stake. Everyone stakes 2, except the dealer, who stakes 3; the dealer collects the stakes in a pot. This is the money that the winners will collect from at the end, although (if you do particularly poorly) you may have to stake more at the end. The object is to collect pairs If the dealer overlooks a mournival on the and mournivales (four of a kind). Three of a kind is a pair royal.

Deal eight cards to each player, one card at a time. Spread the remaining 12 cards on the

table, face up. If there are any mournivals in these 12 cards (unlikely but possible), the dealer takes them all immediately, and places them by him.

Starting with Eldest, take turns pairing up with the cards on the table. Find a card in your hand that matches one or three on the table. Take the one(s) on the table, matchthem with the one in your hand, and place them face-up by you. Note that this matching is by pairs - you must put down either two or four at a time, not three. This is how you score, by taking cards up from the table and matching them with ones in your hand. If there is a pair royal on the table, and you have the fourth, be sure to take all three that are on the table.

There are a few special rules for laying down cards, which collectively boil down to, "If you have a pair in your hand, and you can prove that it is impossible to ever match those cards (since their matches will never be on the table), you can lay them down." Specifically:

If you have a mournival in your hand, you may immediately place it by you (since it can't match with anything on the table).

If you have a pair in your hand, and someone else makes the other pair of that rank from the table, you may immediately place your pair by you. (Since it can no longer be scored from the table.)

If you have a pair royal in your hand, you may immediately lay a pair of it down. (Since only one card of it can ever be paired from the table.)

Be sure to do these things as soon as possible; if you don't do them, and someone notices, they may be able to claim the pair instead.

table, the person who notices it first can take it. (Give the dealer a chance to notice it, though.) If a pair royal is on the table, and a player takes only one of it, the player who

the Italian game, I believe you are limited to two.

There is no apparent concept of taking back half your bets when you fold, as in the Italian player from doing so. The winner of three game.

As in the Italian game, once the pot has been Vied and everyone has either Seen or Folded, move on to Phase 2.

Phase 2: Deal two more cards to each player. Continue to go around as in Phase 1, but with the following differences:

If you go all the way around the table without anyone vying, you throw in your hands and redeal from scratch; this is known as "swigging". The money on the table remains for the next hand.

At any point, instead of vying the Stake, you may instead vie the Rest; that is, you toss the Rest in. This is effectively calling for a showdown. The Rest cannot be Re-vied: once someone has tossed in their Rest, the others can only See, Pass (once) or Fold.

If someone Vies (but does not Vie the Rest), and everyone else Sees or Folds, you continue to go around as in Phase 1. There may be multiple rounds of Vying before someone Vies the Rest.

If someone Rests, then go around until everyone has either Rested or Folded. At this point, everyone left shows their hands. The highest hand wins. Since there is no bidding, there is no concept of understating your hand.

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Redacted by—unknown. Period sources: Turberv, "Faulconrie" (1575) , Thomas Nash's "Almond for Parrat" (1589) , The Groome-Porter's Laws at Mawe (a. 1597), Samuel Rowlands "letting of humours blood" (1600)

This card game is reported to be Gaelic in origin. Supposedly it was a favourite of James VI of Scotland. The earliest record of the game comes from Ireland in 1551. The earliest rules are from Scotland, 1576.

Deck: 52 card deck.

Players: Two to ten.

Play: All players bet an even amount to enter. The object of the game is to win either three or five tricks or to prevent another tricks wins the pot. If there is no winner, another bet is wagered and added to the pot before the next hand. If a player wins the first three tricks they automatically win the pot. If they play to the forth trick they must win the rest of the tricks to win the pot. In this case normally the players must put in extra money. If the player does not take the final two tricks they are penalized. Normally by matching the pot.

To start play, each player is dealt five cards from a normal 52 card deck. The top card of the remaining is turned up to determine trump. The cards in the trump suit rank five, then jack, then ace of hearts regardless of the trump suit. Then ace of trump (if not hearts), king and queen. Now, depending on the color of the trump suit the remaining cards will be ranked different. For red they are ranked 10 down to 2 and for black they are ranked 2 to 10. Non trump cards are similarly ranked.

Play commences with the person to the dealers left. This person plays a card and all the other players take turns playing a card of the same suit if they have it. If they do not have the suit they may play a trump. If no trump then any card. They need not play the 5 & jack of trump or the ace of hearts if they do not desire. Lesser trump must be played if the player is void in a suit.

At times the rules will change slightly. All changed rules must be stated by the dealer before dealing and betting commences.

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Redacted by—unknown. Primary sources: "Cyvile and uncyvile life" (1579), Samuel Rowlands "letting of humours blood" (1600), Thomas Heywood, "A woman kilde with kindnesse" (1607)

This game was first mentioned in 1522 by Bernadine of Sienna in a sermon as "ye Tryumphe." It was actually two slightly difYou can bluff -- you can state a better value than you have -- but you may only understate your hand type in specific ways. If you have a supremus, and another player has bid primero, you may claim to have primero. If you have chorus, and another player has bid primero or fluxus, you may claim to have that hand type. Other than those exceptions, you may not understate your hand type. However, you may understate your point value.

Again, play continues until the hand has been Vied and everyone has either Seen or Folded. At this point, everyone shows their hands. The winner is the remaining player with the highest point value in the bid hand type. You must at least equal the bid in order to win. If you have a hand type greater than the bid, you lose, unless you fit one of the exceptions above. (Note that this means that a bad draw can blow your hand -- if the bid is, eg, numerus, and you draw to a fluxus, you lose.) If no one can win, the money remains in the center for the next hand. In case of ties, the eldest hand wins. You must show all of your cards, to demonstrate that you do not have a higher hand type that cannot win under these circumstances. Winner collects all the money on the table.

Losing Primero

A variation of Italian Primera, in which you are trying to get the lowest hand rather than the highest.

English Primero

This version is based on the same sources, but with a different emphasis. In this case, I am using Minsheu and Florio as the main focus when there is contradiction between them and Cardano, but otherwise assuming that the game is probably similar to the Italian version. In general, this reconstruction will refer back to the Italian version, so you should read that first.

The **Equipment, Hand Types and Card Values** are probably the same as in Italian Primero, above. In this English version, I suspect that you do bet into a common pot, unlike the Italian version.

Play: Before starting, settle on a Stake (the amount for each bet) and a Rest (the final bet). Conventionally, the Rest is thrice the Stake. Choose a dealer by lifting for it -- the lowest card by point value deals. The dealer shuffles the cards, and deals two cards facedown to each player.

Phase 1: Begin to go around, starting with the first player to receive cards (the eldest). This works similarly as in Italian Primero, but the options are slightly different:

Vie -- you toss one stake into the pot. You may then optionally discard and draw any number of cards.

See (or Hold) -- match the currently-vied bet. If you See the bet, you may then Revie: that is, you can increase the bet by one stake. If the hand has been Vied, and gets around to the last player with no one else having Seen it, the last player *must* See it: he is not permitted to Pass or Fold. You may discard and draw any number of cards after Seeing and/or Revying.

Pass -- you may optionally discard any number of cards, and then draw new ones from the deck, and then go to the next player. You may only Pass once after the hand has been Vied; that is, if a Vie has gotten to you twice and not been Revied, you must must See the current bet, or Fold.

Fold -- you can declare yourself out of the hand, leaving all of your bets in the pot.

As in the Italian game, a player can go "all in" when he runs out of money, and vie for only the part of the pot that he can match.

Note the differences from Italian Primero:

There is no concept of bidding -- as far as I can tell, in the English game, you never declare your hand. In this respect, it is much more like Poker than the Italian game.

You can discard all of your cards at once; in

notices can take the other pair.

If you have a pair royal in your hand, and only lay down a pair of it by you, someone who notices that when your cards are laid down can take that remaining pair.

When a player can not make any matches with the table, they must "lie down'; that is", they must place all of the cards in their hand in the middle of the table for others to match with. At this point, obviously, you can no longer make any more matches in this round, but you are not out; the cards you have laid by you will count when scoring.

Endgame and Scoring: When only one player is left (that is, all the other have laid down), the hand is over. The one who is left is not allowed to make any more matches. However, the one who is left immediately wins five stakes out of the pot. All remaining cards, both in players' hands and in the middle of the table, go to the dealer.

Scoring is based on how many cards you gained or lost in play. If you have eight cards by you, you have broken even, and neither gain nor lose. Otherwise, gain or lose one stake for each two cards. That is, if you have ten cards (two extra), you gain one stake; if you have six cards (two few), you lose one stake, and so on. Since you can only place pairs by you, there should never be odd cards to worry about.

All stakes are paid to and from the pot that the dealer maintains; place any losses in the pot, and take winnings from it.

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Number of Players: 2 (4 in variants)

Justin du Coeur, August 1996. **Sources:** . Thomas Nash's "Almond for Parrat" (1589) Samuel Rowlands "letting of humours blood" (1600), John Taylor, Taylor's Motto (1621) Francis Willughby "Volume of Plaies", c1665. Cribbage: Braithwait's *English Gentleman*, 1630 (OED)

Noddy is an early precursor of modern Cribbage, and can be thought of as "small Cribbage without the Crib".

Equipment: deck of 52 cards.

Deal: Dealer deals 3 cards to each player, then turns up the topmost card of the deck, which can be used by both players. The Knave Noddy is the Knave of the suit turned up; if it is the card turned up, the Dealer scores 2 immediately.

Scoring: Both players score all the combinations they can make from their three cards plus the up card. (Note that this happens before play, rather than after as in modern Cribbage.) Scoring combinations are:

Pair -- 2 points

Pair Royal (three of a kind) -- 6 points Double Pair Royal (four of a kind) -- 12 points

Fifteen -- 2 points

Twenty-Five -- 2 points

Sequence of Three -- 2 points

Sequence of Four -- 4 points

Sequence of Five or more -- 1 point each (only possible in play)

Flush of Three -- 3 points

Flush of Four -- 4 points

Flush of Five or more -- 1 point each (only possible in play)

Knave Noddy (other than as the card turned up) -- 1 point

Note that you score these combinations without showing your cards, although I believe you declare what combinations you have. Eldest scores first; however, if Knave Noddy is turned up after the deal, Dealer scores that before any other scoring.

Play: Play is similar to modern Cribbage. Eldest leads the first card, followed by one from the Dealer, etc. Any time the top cards of the pile form some kind of scoring combination, the player of the last card scores it.

All scoring combinations above count. Additionally, if a player makes exactly 31, they score 2 points. If they score below 31, and

their opponent can not make any score of 31 Willughby nor Cotton states the value of the or less, they score 1 point. When 31 is reached or surpassed like this, play ends -there is no going back to zero as in modern Cribbage.

Winning: The game is played to 31 points; if If all players have gone out (that is, gone 31 is not reached, further hands are played until it is. A win is counted as soon as 31 is reached by either player. Switch dealers for each subsequent hand.

USARWARARWARARWARAR One-and-Thirty

Number of Players: up to 7 or 8

Justin du Coeur, August 1996 . **Sources:** H. Watson, "The Chirche of the Evyll" (1522), Robert Greene, "Notable Discovery of Coosnage" (1591), Francis Willughby "Volume of Plaies" (c1665), Cotton "*Compleat Game*ster," (1674).

This old game can be thought of as an early predecessor to Blackjack; the games are quite similar in flavor. The objective is to get a combination of cards as close to 31 as possible without going over. It is quite easy and quick to teach, largely a gambling game with just a bit of skill involved. For a very slightly more complex variant, see Bone-Ace, below.

Equipment: A standard deck of 52 cards.

Deal: Before beginning, agree upon a stake to play to. You always will lose at most a double stake in this game, never more.

Deal three cards from the top of the deck, face-down, to each player from the top of the deck.

Play: The dealer goes around to each player, starting with eldest and ending with himself, and asks whether they want to "stick" or "have it". If the player wishes to stick, the dealer goes to the next; if they will have it, they get another card. They may continue to get more cards until they decide to stick, or they go over 31, in which case they are out. Note that Willughby explicitly states that these cards are dealt from the bottom of the deck.

Scoring: Pip cards are worth their number of points; coat cards are worth ten. Neither

Ace; based on the statement about pip cards, I take the Ace to be worth 1. (There is no reason to believe that the Ace is switchable between 1 and 11 as in modern Blackjack.)

over 31) before the dealer gets to himself, he immediately wins.

First player to reach exactly 31 wins immediately. Willughby says that hitting 31 exactly is worth a double stake, but it is not clear whether this is the usual case or what he believes should happen. I agree that it should happen, so I tentatively recommend it.

If no one reaches 31 exactly, and more than one player is left at the end, the player closest to 31 wins the pot. (A single stake from each other player.) Neither Willughby nor Cotton addresses ties; since Cotton says that ties go to the elder in Bone-Ace (below), I would recommend that here.

USARWERS CONTRACTION CONTRACTICON CONT Bone-Ace

This game is a slightly later variation of Oneand-Thirty (see previously). You may draw your own judgement about whether 1611 is early enough to be considered "period".

This variation is a bit more random than One-and-Thirty, with a pure lottery element, but also a shade more skilled, in that you have a little more information about your opponents' hands.

The following description is just the differences between Bone-Ace and One-and-Thirty.

Deal: Deal three cards to each player, as in One-and-Thirty, but deal the last card face up.

Bone-Ace: Before play, figure out the best face-up card. Order of counting is usual; suits apparently do not matter, except that the Ace of Hearts is called the "Bone-Ace", and wins over all other cards. (Cotton says that the Ace of Diamonds is the Bone-Ace, 20, (two face cards of a suit). The greatest is 54 (the five, six and seven of a suit).

Primero is having one card from each suit. The lowest possible value is 40 (one court card from each suit); the highest is 81 (three sevens and a six).

Supremus is a numerus of 55 (that is, the six, seven and ace of a suit). Note that, despite being technically a numerus, it beats a primero.

Fluxus (or flush) is having four cards of the same suit. The lowest possible is 42 (the three coats and deuce of a suit); the highest is 70 (the seven, six, five and ace of a suit).

Chorus is four of a kind: four cards of the same face value. This is technically a fancy primero, but beats all other hand types. Note that, despite the fact that the coats all have the same point value, they do not match each other for chorus: three kings and a jack are not a chorus; four kings are. The lowest chorus is 40 (four coats); the highest is 84 (all sevens).

Play: To begin with, choose a dealer. The dealer shuffles the cards, and deals two cards to each player, face-down.

Phase 1: Begin to go around, beginning with the first player to receive cards. On his turn, each player may do any of the following:

Vie -- you toss in a bet (that is, put some money in front of you), and declare a bid. You bid a particular point value with a particular hand type -- "Numerus 45" or "Primero 40" or suchlike. If a bid has already been declared, you must bid a higher value within the current hand type, or a higher hand type, than that. At this point, you can declare any bid you see appropriate, but remember that you'll have to make that type in order to win. You may discard one or two cards and draw new ones, if you choose.

See (or Hold) -- match the currently-vied bet. If you See the bet, you may then Revie: that is, you can increase the bet and the bid. If the hand has been Vied, and gets around

to the last player with no one else having Seen it, the last player *must* See it: he is not permitted to Pass or Fold. You may discard and draw one or two cards after Seeing and/ or Revving.

Pass -- discard one or two cards, and then draw new ones from the deck, and then go to the next player. You may only Pass once after the last Vie; that is, if a Vie has gotten to you twice and not been Revied, you must See the current bet, or Fold. You do not have to discard if you have Vied or Seen the current bet (that is, you have matched the pot).

Fold -- you can declare yourself out of the hand, and take back half of the money that you have bet so far. The remainder stays in the pot for the winner.

The rule about getting around to the last player deserves a clarifying example. Say you have players A, B, C and D. A Passes; B Vies; C and D both Pass. A now must See the bet, even if he doesn't have much of a hand. After this, play continues around the table. B Passes (and does not have to discard, since he has already Vied the pot). C and D must now make up their minds: C Folds, and D Sees. The pot now being right, Phase 1 ends.

If a player runs out of money, he may go "all in", in Poker parlance. Once all of his money has been placed in front of him, he no longer bets, but may continue to See any further Vies and Revies without putting in any further money. If he winds up winning the hand, he collects an amount from each other player equal to the amount that he bet. The remainder goes to the second-highest hand.

Once the hand has been Vied, and everyone has either Seen the current bet or Folded, move on to Phase 2.

Phase 2: Deal two more cards to each player. Begin going around as before, but with some tweaks. Specifically:

When vying, if the bid is numerus or supremus, you must exchange one or two cards.

pot 1p for each point in excess of that figure. Broadly speaking, Primero can be thought of The significance of 22, as Willughby observes, is that it is one third of the total value of counters (30) and tricks (36).

Notes on vying the ruff

Willughby says that if the first two players pass, the third may either pass too (in which case the next pot is doubled) or vie. As there would be no point in his vying if he could win without a showdown, we must assume that if he does vie the other two players may re-enter the vying, which makes their initial pass equivalent to a 'check' at Poker. It is not clear whether equalising the stake in order to 'see' forces a showdown, as at Poker, or still allows further raising until either two players pass or no one will raise any more. Willughby seems to suggest that raising may continue indefinitely. He and Cotton both give (different) examples of the vying phase, but what they lack in clarity they make up for in obscurity. The only certainty is that raises may only be made in specified quantities (such as 2p). In a private communication, Jeffrey Burton, who specialises in historical vying games, reconciles their two accounts by assuming that "Whether in effect or in fact, each player paid an ante of one chip before the ruff. If he then chose not to bet at all, he would forfeit the chip; if he joined in the vying, but failed to win, he would have to cough up another chip, as a sort of fine. This So the 2-5 have 10 added to their value; 6 might not make much sense in modern terms, but neither does the game overall; if it did, we should still be playing it. It does seem used to this, but it becomes intuitive after a to me to be entirely logical in its own context. What's more, it makes the sums add up."

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Redacted by Justin du Coeur October 13, 2002; updated October 28, 2002; updated October 26, 2003. Known Primary Sources: Gerolamo Cardano's The Book on Games of Chance (Liber de Ludo Aleae), c. 1520.

Pleasant and Delightfull Dialogues in Spanish and English, by John Minsheu (John Haviland, printer; London, 1623). Second Frutes by John Florio (1591). Jeu de Prime de Lyon (c. 1693). Regles du jeu des minquiattes (c. 1770). CAPI-TOLO SOPRA / il gioco di Primiera (c. 1560?). Il gioco di primiera (1681). Commento al Capitolo della Primiera, by Francesco Berni (1526).

as the period equivalent of Poker -- it is a vying game with a number of different hand types, where bluffing is a crucial component.

It is widely agreed that Primero was wellknown around Europe during the 16th century; references are common in at least Spain, France, England and Italy. However, it also appears that the game varied considerably from place to place.

Italian Primero

Equipment: The game is played with a standard deck of cards, with the eights, nines and tens discarded, making a forty card deck.

There is not a common pot in this game; when you make a bet, you place the money in front of you, but do not place it into a common pool in the center. This makes it easier to manage some aspects of the game.

Card Values: The cards have the following values:

Ace: 16 points.

- 2:12 points.
- 3: 13 points.
- 4: 14 points.
- 5:15 points.
- 6: 18 points.
- 7:21 points.

Jack, Queen, King (aka "face", "coat" or "court" cards): 10 points.

and 7 are trebled: aces are work 16 and coats are worth 10. It takes a little practice to get while.

Hand Types: Italian Primero has five hand types. In ascending order from least to greatest (and using the original Latin names given by Cardano), they are:

Numerus (or point) is the most common hand type, when you have two or three cards in a single suit. Note that you only count the cards in that suit when counting up the hand's value. The lowest possible numerus is

but is otherwise similar.) Willughby does not address ties, but Cotton says that in this case, the eldest wins.

All other players pay a single stake to the holder of the highest card. Cotton says rather that this person gets half the stake, but this is simply another way of saying essentially the same thing.

Play and scoring: Play and Scoring are identical to One-and-Thirty

USARENGENGENGENGENGENGEN Karnoffel

(researched by Ld. Brusten de Bearsul, re-redaction by Modar Neznanich) This is a 4-player game, played in teams.

The object is to for a team to take 3 of the 5 tricks per hand. Team players sit across from each other.

Deck: A 48 card deck is used. (A standard 52-card deck minus the aces.)

Deal: The cards are shuffled and each player is dealt 1 card, face up. The suit of the lowest face up card is trump. In case of a tie for low card, the suit of the first of the low cards dealt is trump. Once trump is determined, the players turn their card over, then are dealt 4 more cards (for a total of 5 cards). The remaining cards are set aside.

Play: The player to the left of the dealer leads the first trick. The winner of a trick leads the next trick. The winner of a trick, is the person who plays the highest ranking card of the suit led, unless trumped. There is no requirement to follow suit, even if a player has cards in that suit.

Non-trump cards rank from King as high to Two as low. Trump cards, however, have an unusual ranking system.

- The Jack of Trump always takes the trick.
- The Seven of Trump beats all cards except the Jack of Trump, if its the first card played in a trick; otherwise it ranks just as a seven of the suit led, not as a Trump card. (In case of a tie with the

natural 7 of a suit, the first 7 played wins.)

- The Six of Trump beats all cards except the Jack of Trump and a leading Seven of Trump.
- The Two of Trump beats all but the Jack, leading Seven and Six of Trump.
- The Three of Trump beats all but the Jack, leading Seven, Six and Two of Trump, or the leading King of any suit.
- The Four of Trump beats all but the Jack, leading Seven, Six, Two and Three of Trump, or the leading King or Queen of any suit.
- The Five of Trump beats all but the Jack, leading Seven, Six, Two, Three and Four of Trump, or the leading face card of any suit.
- The King of Trump beats all cards except Jack, leading Seven, Six Two, leading Three, leading Four and leading Five of Trump.
- The Queen of Trump beats all cards except Jack, leading Seven, Six Two, Three, leading Four, leading Five and King of Trump.
- The Ten of Trump beats all cards except Jack, leading Seven, Six Two, Three, Four, Five, King and Queen of Trump.
- ٠ The Nine of Trump beats all cards except Jack, leading Seven, Six Two, Three, Four, Five, King, Queen and Ten of Trump.
- The Eight of Trump beats all cards except Jack, leading Seven, Six Two, Three, Four, Five, King, Queen, Ten and Nine of Trump.

Partners are allowed to discuss what move to make, but must do so openly in front of their opponents. Whichever team wins 3 or 4 of the 5 tricks wins the hand. The cards are then gathered, re-shuffled, and the player to the left of the last dealer becomes the new

dealer. The first team to win 12 hands wins the game.

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Game description by David Parlett , based on H. Watson, "The Chirche of the Evyll" (1522), Elyot, "Knowledge" (1533), Letter from Sir William Kingson to Lord Lisle (24 June 1533)

Cards: Forty-four, ranking AKQJ10987654 in each suit. (No Deuces or Treys.) Certain trumps have names and point-values as follows:

Ace (Tib)	15	
King	3	
Queen	3	
Jack (Tom)	9	
Six (Tumbler)	6	(optional)
Five (Towser)	5	(optional)
Four (Tiddy)	4	

The point-values of the four honours (A-K-Q-J) apply when won in tricks. Those of the three lowest trumps denote only side-payments made for the fact of holding them or turning them for trump. The optional names and values are recorded only by Cotton and may be regarded as non-standard.

Stakes: The game is played for hard score (cash or counters).

Game structure: There are four parts to the game.

The draw. Players bid for the right to draw card replacements in hope of improving their hand. Only the highest bidder may do this. *Vying the ruff* They vie as to who has the best ruff (= the highest value of cards in any one suit, like the 'point' in Piquet).

Gleeks and mournivals. Payments are received for holding sets of three or four high cards of the same rank.

Tricks. Twelve tricks are played.

Deal: Deal 12 cards each, face down, in three batches of four. Stack the remaining eight face down and turn the top card for trump. If the turn-up is a Four (Tiddy), the dealer receives 4p from each opponent - or, similarly, 5 for the Five (Towser) or 6 for the Six (Tumbler), but only by prior agreement.

Bidding for the stock: Players bid for the right to improve their hand by drawing from the stock. Eldest hand may not pass but must start the bidding at 12p. Each in turn thereafter, rotating to the left, must either pass or offer more than the previous bidder. It is usual, but not obligatory, to raise by 1p at a time. When two have passed, the third pays half the amount he bid to each opponent. (Sources vary as to what happens if an odd 1p remains: it may go to the pot, to eldest hand, or to the last player who dropped out.) The highest bidder must then make exactly seven discards and replenish his hand with the seven stock cards other than the turn-up.

Vying the ruff: Players then bet as to who holds the best ruff - that is, the greatest value of cards in any one suit, counting Ace 11, courts 10 each, and numerals at face value (as at Piquet). At the start of the game a certain amount will have been agreed upon as the basic stake for this phase. We will assume it to be 2p (following Willughby, to simplify comparison).

Each in turn has one opportunity to open this phase of the game (by saying, for example, 'I'll vie the ruff'). If no one will open, there is no vying, and the stake in the next deal is automatically doubled (4p).

If anyone does vie, then each in turn from the left of the opener may (a) pass, (b) see, or (c) revie (raise.)

To **pass** is to fold: it means you relinquish all claim to the pot and will pay the eventual winner the amount of the stake as it was when you passed. There is no point in passing in the same round as the opening vie (unless you are third to speak and the second hand has revied), as you will not lose any greater stake for losing at a showdown than you will for passing, so you might as well be hanged for a sheep as a lamb (and may escape the gallows anyway). To **see** is to call for a showdown by matching the previous stake, and to **raise** is to increase the stake by an additional 2p.

This continues until either -

1. Two players have passed, in which case the third wins without a showdown, and each opponent pays the winner the amount of the stake as it was when he passed. Or:

2. One player has seen or raised, and at least one opponent has seen but neither has reraised. This calls for a showdown, and the best hand wins the pot. If there is a tie for best, the elder tied hand wins it. (The dealer is youngest and his left-hand opponent eldest.)

Exception. There is an anomalous exception to all the above - namely, that a mournival of Aces (all four of them in one hand) beats any ruff whatsoever. If you hold a mournival of Aces, therefore, you can safely and legitimately vie the ruff without disclosing this fact until the showdown, when you will automatically win the pot without question.

Gleeks and mournivals: Next, players declare their gleeks and mournivals, and are paid by each opponent for each one held. A gleek is three alike, and a mournival four, of any rank higher than Ten. A gleek of Aces is paid by each opponent 4p, of Kings 3p, of Queens 2p, and of Jacks 1p, and these amounts are doubled for a mournival. (Thus a mournival of Aces earns $2 \ge 8 = 16$, in addition to whatever it earned for the ruff.)

Query. It is unclear whether (a) everyone is paid for every gleek or mournival they declare, or (b) only the player holding the highest mournival (or gleek, if none) is paid for it, and, if so, whether that person is paid for any other gleeks and mournivals they may declare (as at Piquet). The former is probable because Willughby states that, when playing, it is important to check that everyone has the gleeks and mournivals that they claimed, and at end of play it is permissible to check through the discards to ensure that it con-

tains no card that would invalidate either combination. On the other hand, this rule clashes with Piquet, which in other respects Gleek more closely resembles.

Trick-play: Eldest leads to the first of 12 tricks. You must follow suit if you can, but may play any card if you can't. (Furthermore - but only according to Willughby - you must not only follow suit if you can but must also play the highest card you hold of that suit.) The trick is taken by the highest card of the suit led, or by the highest trump if any are played, and the winner of each trick leads to the next.

If you hold Tiddy (the trump Four) you may claim a consolation of 2p from each opponent, either at start of play or when you play it to a trick. This optional rule may be ignored by prior agreement, as it is often forgotten. If it is admitted, then (according to Cotton, but not Willughby) it may also be agreed that when you play Towser (Five) or Tumbler (Six) to a trick you may claim a similar side payment of (probably) 5p or 6p respectively.

When you play an honour to a trick (Ace, King, Queen or Jack) you should simultaneously announce that fact, as its point-value will eventually contribute to your score.

Score: At end of play, you each count 3 points for each trick you have won, and add to this the point-value of any honours you may have played, namely Ace 15, King 3, Queen 3, Jack 9. (It is possible, but unlikely, that these points accrue for winning honours in tricks, or winning tricks with honours, rather than for merely having been dealt them.) Furthermore, if the turn-up was an Ace, King, Queen or Jack, the dealer counts it in with his total.

Each player then either wins or loses the difference between this total and 22. In other words: Any player whose count is less than 22 adds to the pot 1p for each point by which it falls short of 22, and then any player whose count exceeds 22 withdraws from the