

ferent games. In Ruff, 52 cards are used, with 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.

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.

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Losing Loadum

Reconstruction By Michel Wolffauer (mka: Mike Knauer) <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 *Second Fruits 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

point values are:

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 Lochac. (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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Blouette

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, 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.

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.



Laugh and Lie Down
(Italian 'Calabrace')
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 Calabrace.*

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 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, match them 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.

If the dealer overlooks a mournival on the 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 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 show-down. 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.



Maw

Redacted by—unknown. Period sources: Turberv, "Falconrie" (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 player from doing so. The winner of three 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.



Ruff and Honours

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 dif-

You 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 face-down 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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Noddy, and Early Cribbage

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 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 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.

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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 Gamester*," (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

Willughby nor Cotton states the value of the 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.)

If all players have gone out (that is, gone 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.

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Bone-Ace

This game is a slightly later variation of One-and-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 Revying.

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.

