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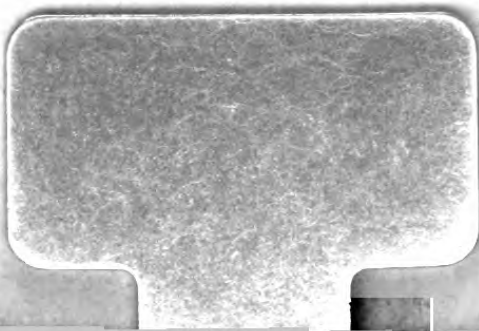


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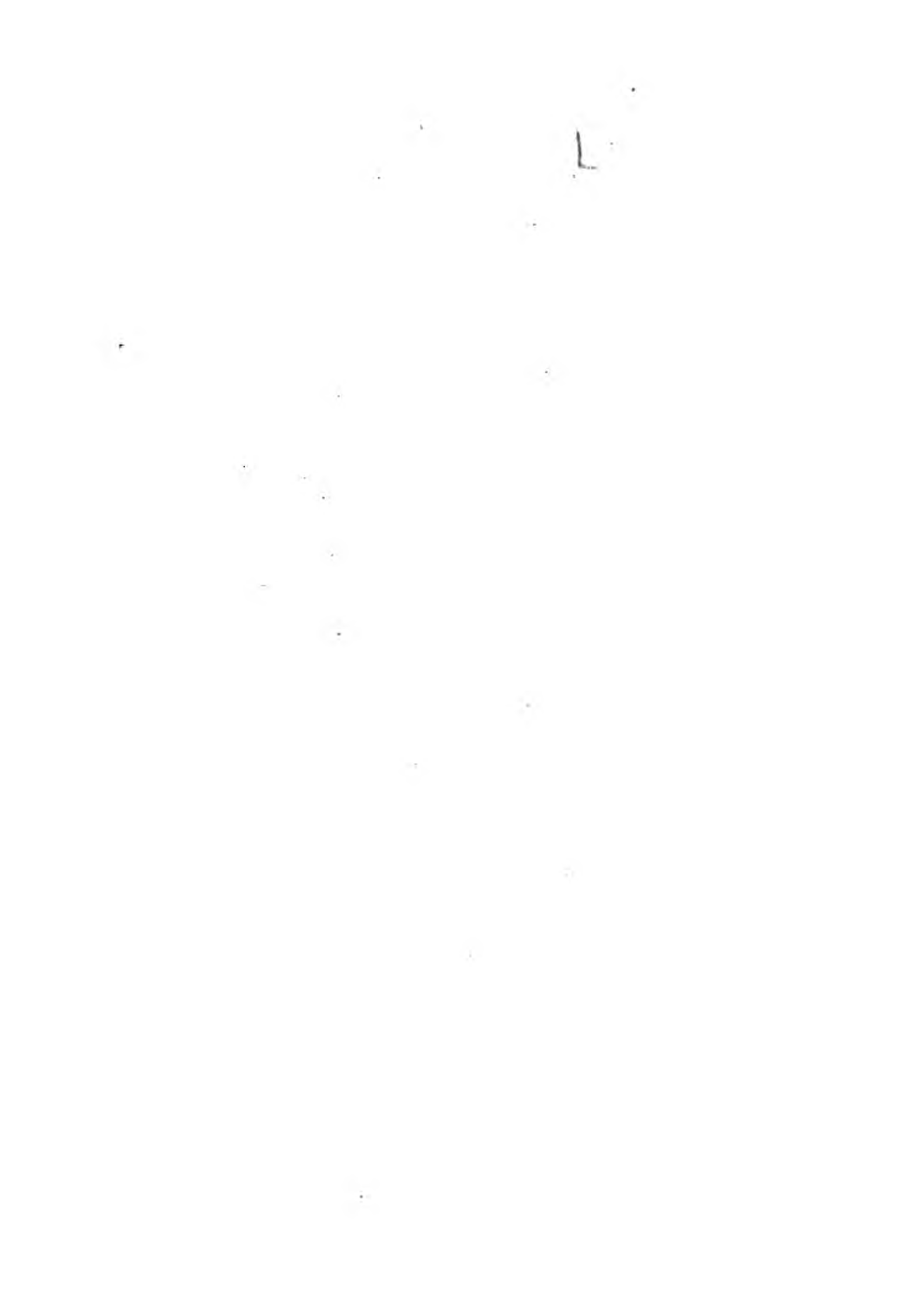
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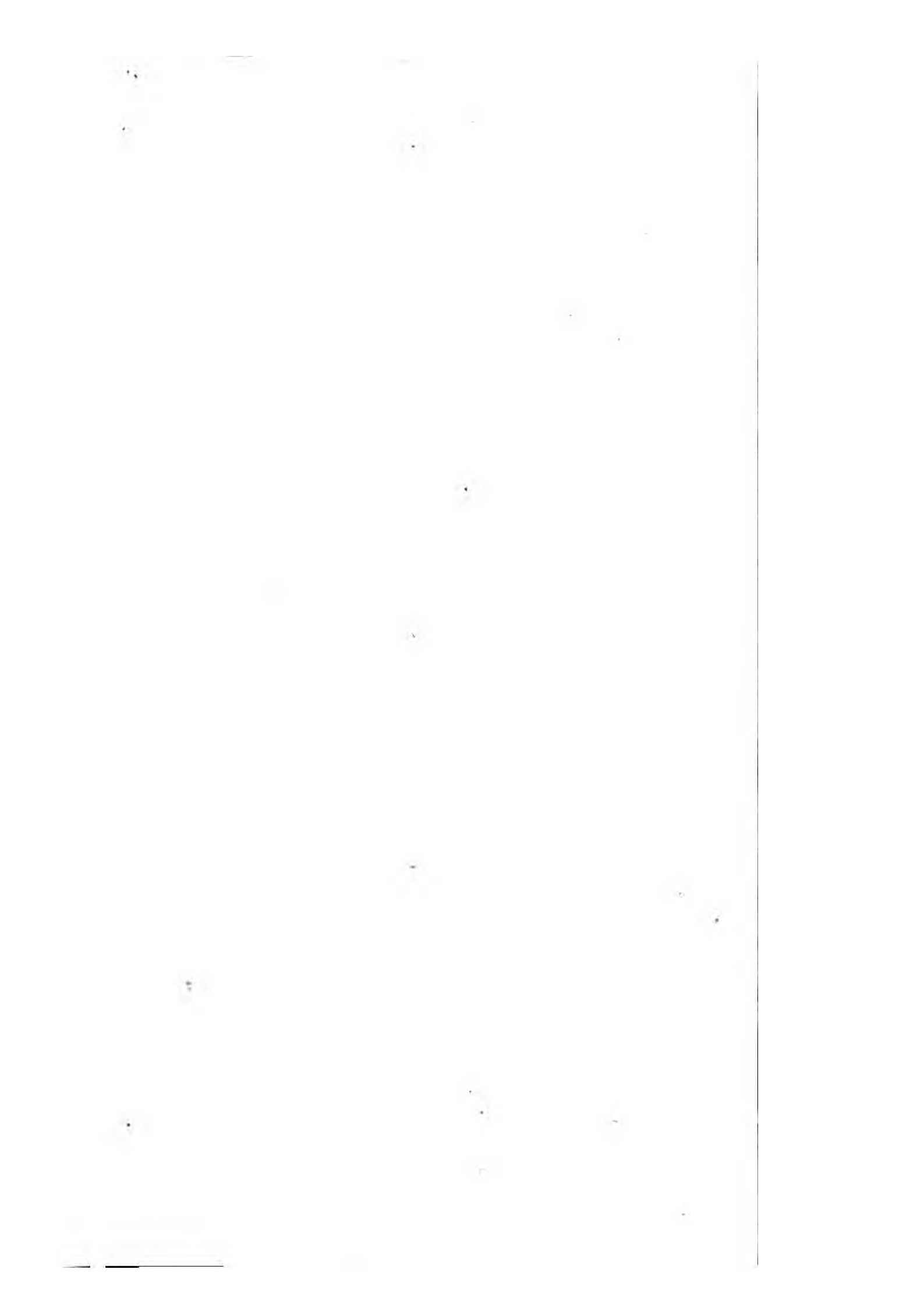


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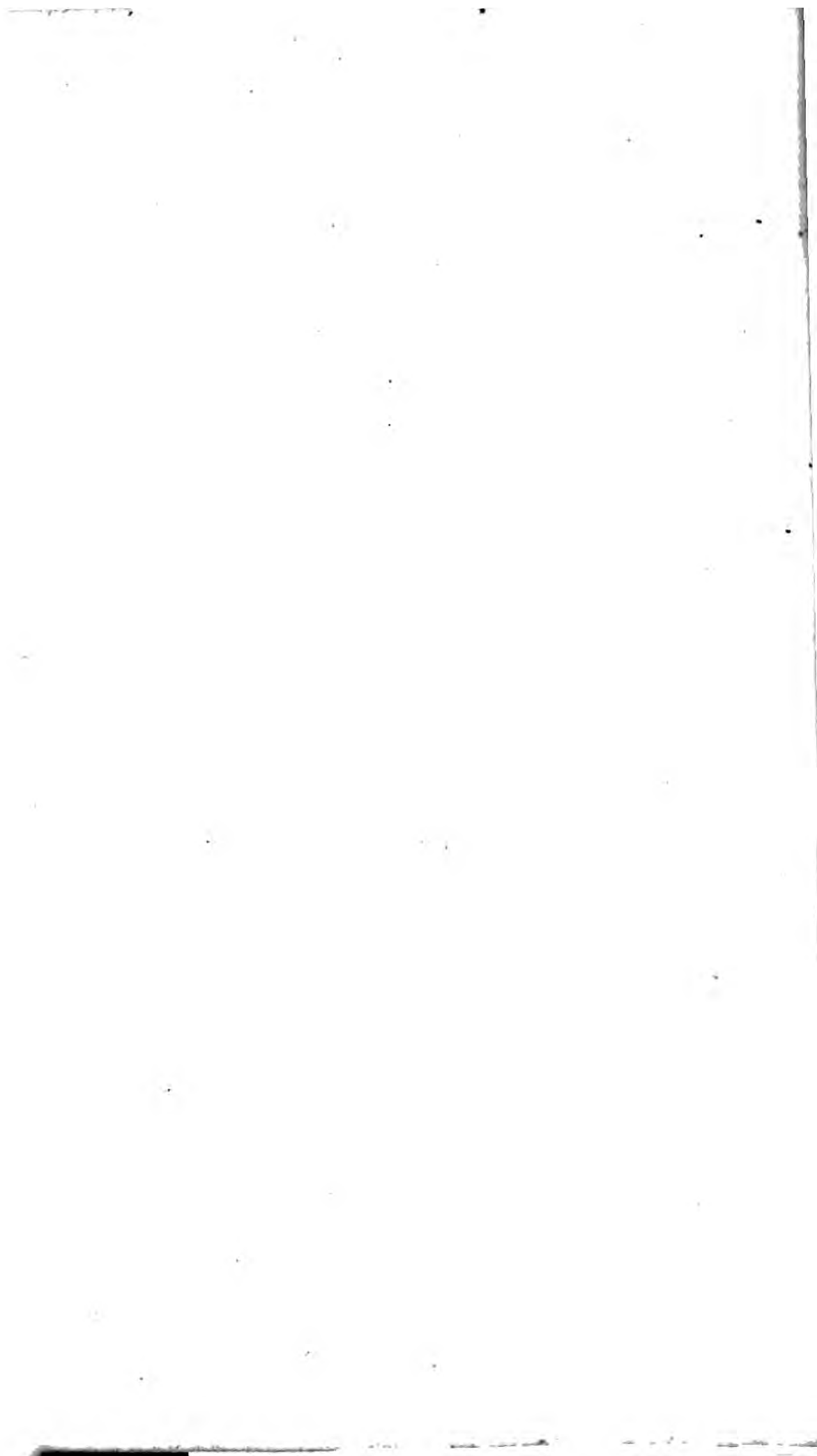






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Parr Sculp.

T H E  
Compleat Gamester:

In THREE PARTS.

CONTAINING,

- I. The COURT GAMESTER: Or, Full and Easy Instructions for playing the GAMES of WHIST, OMBRE, QUADRILLE, QUINTILLE, PICQUET, and the *Royal Game of* CHESS.
- II. The CITY GAMESTER: Or, True Manner of playing the most usual GAMES at Cards *viz.* ALL-FOURS, CRIBBIDGE, PUT, LUE, BRAG, LOTTERY, &c. With several diverting Tricks upon the Cards; also Rules for playing at ALL the GAMES both *Within* and *Without* the *Tables*; and at *English* and *French Billiards*: With the LAWS of each *Game* annexed, to prevent Disputes.
- III. The GENTLEMAN'S DIVERSION: Or, The ARTS of RIDING, RACING, ARCHERY, COCKING, and BOWLING.

---

First Written for the Use of the Young *Princesses*,  
By RICHARD SEYMOUR, Esq;

And now carefully revised, very much enlarged and improved,  
agreeable to the present Method of playing the several Games,

By CHARLES JOHNSON, Esq;

---

The EIGHTH EDITION.

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L O N D O N:

Printed for J. HODGES, at the *Looking-Glass*, facing  
*St. Magnus-Church*, *London-Bridge*, 1754.

[ Price Three Shillings. ]

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# P R E F A C E.



**G**AMING is become so much the Fashion amongst the *Beau-Monde*, that he who, in Company, should appear ignorant of the Games in Vogue, would be reckoned low-bred, and hardly fit for Conversation.

Therefore I have taken the Pains to compile this little Treatise, in order to teach the principal Court Games, *viz.* OMBRE, PICQUET, and the Royal Game of CHESS.

I think the Method laid down is so plain and easy, that a Person of a very common Capacity may quickly learn these most entertaining Games.

*First*, As to OMBRE. This Game is variously played, according to the Humours of the Company, or the Stakes they play for; therefore, that the Reader may not be ignorant of any Part of it, he will find it here described in all its Branches: And we have reduced it to Chapters, or Heads, that he may not be puzzled, by running from Article to Article, without Method.

It may be objected, perhaps, that we enlarge in some Places upon Things that have been touched on before: But it must be considered, that this Treatise is wrote in Favour of those *who have no Notion at all of the GAME*; and to these, we conceive, nothing can be made too plain. Besides, it will be found, that we never speak of a Thing a *second Time*, but where it has not been sufficiently explained *before*.

P R E F A C E. v

As for those who have already *some Notion* of the *Game*, this easy Method will soon make them *Masters of it*.

They who play it *well*, will find the *Rules* here laid down so exact, and with so much Justice, as readily to decide those frequent Disputes which happen about the *Laws* of the *Game*.

But as the Terms made use of in this *Game*, may seem very harsh and uncouth to those who are not acquainted with it, we have taken Care to explain them by their proper Significations, and shewn of what Use and Force they are in the Play.

*Secondly*, The Games of PICQUET and LOTTERY, are described as they are now played in the best Companies. The LOTTERY is a Game but lately invented, tho' already in high Esteem among Gentlemen and Ladies of the politest Fashion, not only for the Variety of Diversion it affords, but likewise because it gives a Liberty unlimited for any Number of Persons to play at it.

*Thirdly*,



*Thirdly*, The Royal Game at CHESS (which some maintain to be as old as *Troy*, and that it was invented by the *Grecian* Captains, to divert their tedious Evenings at the Siege of that famous City) requires *Art* and *Stratagem*, and relieves the Mind, when wearied with the Fatigue of Business.

The Improvements we have made in the Games of OMBRE, QUADRILLE, PICQUET, and WHIST, are so large and useful, and the Rules and Directions we have added so nice and exact, that, we presume, we have sufficiently pointed out the Rocks and Shelves, on which the Unskilful and Unwary have often suffered Shipwreck, which, with a proper Attention, they may not only avoid, but gain great Advantage to themselves.

*John de Vigney*, in his Book, called *The Moralization of Chess*, says, that the Game of Chess was invented by *Xerxes* the Philosopher, to improve and correct the Mind of that famous Tyrant *Mero-dach*, King of *Babylon*, 614 Years before the Birth of *Christ*.

In

P R E F A C E. vii

In the Practice of this *Game*, a Person meets with a great many *odd Events*, which give the same sort of agreeable Surprize, that we are moved with at the *happy Incidents* in a *Comedy*: By the concise Account we have given of it, any Person, that once sees the *Men* placed upon the *Board*, may learn to play; but to be excellent in it, requires a suitable Genius, and good Observation.

The *Second* and *Third* Parts of this Treatise, were originally written by *Charles Cotton*, Esq; some Years since, but are now rectified according to the present Standard of Play.

RICHARD SEYMOUR.

T H E



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**T H E**



T H E  
C O U R T G A M E S T E R.

---

Of O M B R E, by T H R E E.



H E Game of O M B R E owes its Invention to the *Spaniards* \*, and has in it a great deal of the Gravity peculiar to that Nation. It is called *El Hombre*, or, *The MAN*. It was so named, as requiring Thought and Reflection, which are Qualities peculiar to Man; or, rather alluding to H I M who undertakes to play the Game against the *rest* of the Gamesters, and is  
B called

\* It is an Improvement of a GAME called PRIMERO, formerly in great Vogue among the *Spaniards*. *Primero* is played with 6 Cards, *Ombre* with 9, that being the material *Difference*. As to the *Terms*, they are mostly the *same*. H E who holds *Cinquo Primero* (which is a *Sequence* of 5 of the *best Cards*, and a *good Trump*) is sure to be successful over his *Adversary*. Hence the *Game* takes its *Denomination*.



## 2      *The COURT GAMESTER.*

called, *The MAN*. To play it well, requires a great deal of Application ; and let a Man be ever so expert, he will be apt to fall into Mistakes, if he thinks of any thing else, or is disturbed by the Conversation of those that look on.

Attention and Quietness are absolutely necessary, in order to play well. Therefore, if the Spectators are discreet, they will be satisfied with the Pleasure of seeing it played, without distracting the Gamesters.

What I have said, is not to persuade any who have a mind to learn it, that the Pleasure is not worth the Pains : On the contrary, it will be found the most delightful and entertaining of all Games, to those who have any thing in them of what we call the *Spirit of Play*.

There are many Ways of playing at *Ombre* ; it is sometimes played with *Force Spadille*, or *Espadille Force* ; sometimes by two Persons, sometimes *Three*, sometimes *Four*, and sometimes *Five* ; but the general Way is by **THREE**. Of this kind of Play we shall treat first, the rest we shall explain in their Turns.

### *The Number of the CARDS.*

**T**HE Game is played with 40 Cards : You may buy Packs on purpose made up for this Game ; otherwise you may take  
an

## OMBRE, by THREE. 3

an entire Pack, which consists of 52 Cards, and throw out all the Eights, Nines, and Tens, of the four Suits, which make 12, and there will remain 40, which is an *Ombre* Pack.

### *The Natural Order of the CARDS.*

WHAT I call the *natural Order* of the Cards, is, their several Degrees when they are not Trumps.

The Term *Trump* comes from a Corruption of the Word *Triumph*; for wherever they are, they are attended with Conquest.

Of Cards there are 2 Colours, *Red* and *Black*; the Black are *Spades* and *Clubs*.

The Order of *Spades* and *Clubs* is the same as in other Games, in a natural Descent: King, Queen, Knave, 7. 6. 5. 4. 3. 2.

It is to be observed, that the 2 *Black Aces* are not reckoned in their natural Order of the Cards among their own Suits, because they are always *Trumps*; as we shall explain hereafter.

The 2 *Red* Colours are *Hearts* and *Diamonds*, which in their Order are quite contrary to the *Black*; but this Difference is soon understood.

The *King*, *Queen*, and *Knave*, keep their natural Ranks, but the rest are quite rever-

#### 4 The COURT GAMESTER.

fed; for the lowest Card in the *Red Suits* still wins the highest.

To comprehend this at one View, and to see every Card's Value, peruse this Table.

RED.	BLACK.	Observe, that there are 10 Cards in <i>Red</i> and but 9 in <i>Black</i> , by reason, the <i>Black Aces</i> , which are always <i>Trumps</i> , are not to be reckoned.
King	King	
Queen	Queen	
Knave	Knave	
Ace	Seven	
Duce	Six	
Three	Five	
Four	Four	
Five	Three	
Six	Duce	
Seven		

#### The Order of the CARDS when they are Trumps.

IT is necessary to remember, that the *Black-Aces* are always *Trumps*, let us play in what Colour we will: Thus whether *Hearts*, *Diamonds*, *Clubs*, or *Spades* be Trumps, the Ace of Spades is always the *first* Trump, and the *Ace* of Clubs the *third*.

The *Ace* of Spades is called *Spadille*, or *Espadille*; the Ace of Clubs *Basto*.

Thus the *first* and the *third* Trumps are constantly fixed, then the only Difficulty is to find out the *second*.

It

OMBRE, by THREE. 5

It is to be observed, that whatever Colour we play, that which is the worst Card in its *natural Order* (that is to say, when it is not *Trumps*) becomes the *second Trump*; as the *Duce of Spades*, when we play in *Spades*, is the *Second best Trump*, and is called *Manille*; and the *Duce of Clubs*, when *Clubs* are *Trumps*.

When we play in *Red*, the *Seven of Hearts*, or *Seven of Diamonds*, is the *second best Card*; that is to say, the *Seven of Hearts* when we play in *Hearts*, and the *Seven of Diamonds* when we play in *Diamonds*; and is likewise called *Manille*.

There are, as we have shewn, four *Manilles* upon the Cards; that is to say, *two* in *Red*, and *two* in *Black*; but they are never called *Manilles*, but when the Suits to which they belong are *Trumps*: As for Example, when we play in *Spades*, the *Duce of Spades* is *Manille*; if in *Clubs*, the *Duce of Clubs*; if in *Hearts* or *Diamonds*, it must be the *Seven*.

There is one Observation remains; which is, concerning the *Red-Aces*, when we play in *Red*, we must take notice that they change their Place.

Thus when we play in *Hearts*, the *Ace of Hearts* take place of the *King*, and is the *fourth Trump*; as likewise does the *Ace of Diamonds* when we play in *Diamonds*; and are called *Puntos*.

## 6 *The* COURT GAMESTER.

But it must be remembred, that it is only when they are Trumps; that they are called by this Name; at any other Time they are only in the Degree we have placed them in the foregoing Table.

For the better understanding the Nature of the Trumps, observe the following Table, where they are placed in their Order.

RED.	BLACK.
<i>Spadille, Ace of Spades.</i>	<i>Spadille, Ace of Spades.</i>
<i>Manille, the Seven.</i>	<i>Manille, the Duce.</i>
<i>Basto, Ace of Clubs.</i>	<i>Basto, Ace of Clubs.</i>
<i>Punto, the Red Ace.</i>	
<i>King</i>	<i>King</i>
<i>Queen</i>	<i>Queen</i>
<i>Knave</i>	<i>Knave</i>
<i>Duce</i>	<i>Seven</i>
<i>Three</i>	<i>Six</i>
<i>Four</i>	<i>Five</i>
<i>Five</i>	<i>Four</i>
<i>Six</i>	<i>Three</i>

Thus you see, there are 12 *Trumps* in *Red*, and but 11 in *Black*.

*How the TRUMP is made.*

**T**HE *Trump* at *Ombre* is not made by turning up a Card, as at other Games. But after the Cards are dealt, every one examines his Game, and speaks in his Turn.  
For

**OMBRE, by THREE. 7**

For Example, we will suppose that you are Eldest Hand, and that you have for Game, *Spadille* the Ace, and *Manille* the Duce of Spades; *Basto* the Ace of Clubs, the 7 and the 3 of Spades; you will find, upon Examination, that you have three *Matadores* and two *Trumps*, which is a very good Game: We will suppose that the other two have no Game at all; you are to ask *if they play*, that is understood if they *play* without *taking in*; which we shall explain hereafter. They answer, *No*: Then you are to say, *Spades* are *Trumps*, and make your *Discard* accordingly. This is the Manner of making the Trump. What I say of the Eldest Hand, is the same with the other two, when those that are to speak first, have said, *Pass*.

Thus the Trump is made by him who undertakes the Game, in whatsoever Suit he finds his Game the strongest.

But the Person who plays must always name the Trump, before he looks at the Cards he takes in; for if he should happen to turn them up, tho' he should not see them before the Trump is named, then either of the other Two may name it; and he shall be obliged to play in that Suit, let it be what it will.

If the *Ombre* should name two Colours at the same time, then the Person who sits at

## 8      *The* COURT GAMESTER.

his Right Hand shall chuse which of those two Colours he thinks fit, and the *Ombre* shall be obliged to play in that Suit.

In this Case the *Ombre* shall have the Liberty of looking at his *Discard*; and if he has put out any of that Suit which is named for him, he may take them in again, provided the Cards he took in are not joined to the rest of his Game: If so, he has not this Liberty.

The Person who undertakes the Game, is called the *Ombre*.

It is necessary to be very exact in naming the Trump: For example; if a Person who intends to play in Clubs, should shew three Cards that he puts out, a Heart, a Spade, and a Diamond; and say, You may know my Trump by what I put out; this will not be sufficient, and the others may name it, as if he had not spoke at all: For sometimes in that Case a Man may put out a Trump to deceive others.

All these Formalities are grounded upon Reason, therefore Mistakes must fall to the Prejudice of him who makes them; because it is sometimes difficult to discern between Mistake and Design, and if these were permitted to be retracted, it would give Occasion to a great deal of unfair Play, therefore all Equivocations are disallowed.

If

O M B R E, by THREE. 9

If after the *Ombre* has looked at the Cards he takes in, he recollects that he did not name the Trump; if the other two should forget to speak before him, he may name it then, without incurring any Penalty.

*Of the Matadores, and their Privilege.*

THE Word *Matadore*, in *Spanish* signifies *Murderer*; they are so called because they never give Quarter.

There are but *three* Cards that are properly called *Matadores*; these are *Spadille*, *Manille*, and *Basto*; which are *three* principal Trumps in whatever Suit we play.

*Spadille* is always the Ace of Spades.

*Manille*, as we observed, is not fixed, but changes according to the Colour we play in, as in *Red* it is the Seven, in *Black* the Duce.

*Basto*, is always the Ace of Clubs.

The Privilege of a *Matadore*, is, that it is not obliged to pay Obedience to an inferior Trump; that is, you are not obliged to play it, tho' a Trump lead: One Example will make this plain.

Suppose I have in my Hand *Basto*, without any other Trump, and the Leader should play the King of Trumps, I am not obliged to play my *Basto*, but may play any other ordinary Card that is not a Trump.



Here the King is inferior to *Basto*; but if the Leader should play *Spadille*, or *Manille*, there *Basto* must come down, if you have no other Trump; for every Card must pay Respect to its Betters.

But you must observe, that *Spadille*, or *Manille*, must be the Card first played.

For Example; if I have *Basto* unguarded in my Hand, and am to play last; if the Leader should play the King, and the second *Spadille*; here I am not obliged to play *Basto*, because *Spadille* did not lead.

Another Privilege of *Matadores*, is, that whoever has them shall be paid a Counter for each, by the other two Gamesters.

But it is only the *Ombre* that can be paid for *Matadores*, nor is he to be paid for any Number less than Three.

Formerly, if the *Ombre* was *Beasted*, and the *Matadores* were in another Hand, he was obliged to pay to that Person who had them; but this is out of Use now.

So if I lose the Game with three *Matadores* in my Hand, I am to pay three Counters to each of my Antagonists.

Hitherto we have only spoke of these three *Matadores*, *Spadille*, *Manille*, and *Basto*: but it must be observed, that those Trumps which immediately succeed these, when they happen to meet in the Hands of the *Ombre*,  
usurp

O M B R E, by THREE. 11

usurp the Name of *Matadores*, and must be paid as such.

For Example ; if I have *Spadille, Manille, Basto, Punto, King, Queen, and Knave* ; I have seven *Matadores*, and must receive seven a-piece from my two Opposites: And if the *Duce* and *Three* should be joined to these, they make nine, and I must be paid accordingly ; but this is to be understood if we play in either of the *Red Suits*.

There can be no *Punto*, when we play in either of the *Black Suits* ; because the Aces, which are the *Punto's* in *Red*, in *Black* are otherwise distinguished.

Thus when the *Ombre* wins his Game, he must be paid for his *Matadores*, whatever Number he has ; if he loses he must pay the others, still observing that these *Matadores* must be *Sequents*, otherwise they are not to be paid at all.

*The Manner of Disposing the Game.*

**T**H E R E is no Necessity for marking up your Game at this Play, because every Deal decides the Game ; however, Counters must be used instead of Money, to mark the Stakes you play for.

You must distribute to every Player a certain Numer of *Fishes* or *Counters* ; suppose nine *Fishes* and twenty *Counters* to each.

## 12 *The* COURT GAMESTER.

A *Fish* is a *Counter* made in the Shape of a *Fish*, to distinguish it from the other *Counters*, and is generally made to be worth ten *Counters*.

The next thing to be settled, is the Price of your *Counters*, which must be according to the Sum you intend to play for, as a Crown, Half a Crown, a Shilling, or Six pence each.

The Deal is settled thus. One Person taking the Pack, turns up a Card in the middle of the Table; and afterwards gives a Card a-piece round, and whoever has the highest Card of that Suit which lies in the Middle, is the first Dealer. Another Way is, by giving Cards round, and whoever has the first *Black Ace*, deals first.

### *The* MANNER of DEALING.

**W**E have explained to you the Value of a *Fish*; you are to lay down 1 a-piece, before the Deal begins.

After the Dealer has shuffled the Cards, he must lay them down to be cut by the Person on his Left Hand, and then deal, by giving first to the Person on his Right Hand.

This Way of Dealing is peculiar to this Game; at all other Games you begin at the Left.

The

OMBRÉ, by THREE. 13

The Dealer is to give 3 and 3 round, till he has dealt 9 a-piece. Observe, That if he should, by Mistake, or otherwise, give the Cards in any other Manner, he will be obliged to deal again.

When he has thus dealt, there will be 13 Cards left, which he is to lay down at his Right Hand. If you should all *pass*, (which often happens) then every one is to lay down a single *Counter*, and the next Person deals.

The *Counters* laid down for your *Passes*, are not to be mixed together; but every one lays his own just before himself: The Reason of this is, that if there be any wanting, it may be decided without disputing, who has omitted laying down.

Suppose the Person at the Dealer's Right Hand, that is, the Eldest Hand, has a good Game, he asks this Question, *Do you give me Leave, or do you play without Taking in!* If they have bad Games, they answer, *Pass*.

Then he discards 2, 3, or more Cards, according to the Strength of his Game; and taking up the Remainder of the Pack, he serves himself with as many Cards from thence as he has laid out; then laying his *Discard* at his Left Hand, where the Pack lay before, he places the Remainder in the middle of the Table, still remembering to name the Trump before he takes in.

The

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The Meaning of this Formality is, that whenever the Cards lie at a Man's Left Hand, you know by that, he is to play first, and to be the next Dealer.

If in dealing the Cards, there happens to be one *faced*, the Dealer is to go on without Interruption; unless it happens to be a *Black Ace*, in which Case he is obliged to deal again.

But if the Dealer should *turn* one of the Cards, then it is at the Choice of him it belongs to, either to receive it, or make him deal again; unless it is a *Black Ace*, then it is a Rule that the Cards must be dealt again.

If there happens to be a great many Cards *faced*, they must be dealt again.

If the *Ombre* plays *Sans-prendre*, and there happens to be a Card *faced* in the Stock, the Deal is to go for nothing.

If the Dealer should give ten Cards, either to himself, or any one else, he must deal again, if they demand it.

But it is different in respect of the other Two; for they may play, tho' they have ten Cards dealt them, provided they declare it before they *take in*: In which case they are obliged to *lay out* one Card more than they *take in*; for if they have ten Cards after they have *taken in*, they are *Beasted*, and so they must be likewise, if they should *take in* without declaring they have ten Cards.

As

OMBRE, by THREE. 15

As to those who *pass* with ten Cards in a Hand, it is differently played; with some it is a *Beaste*, with others it is not.

When a Man at the Sight of his Cards sees nothing good in his Hand, he is apt to examine no farther; therefore I think it a little severe to be *Beasted* only for not discovering one's Cards.

The *Spaniards* play it with so much Severity, that if a Man should say, *I have ten Cards, I pass*, he is *Beasted*; but we play more tenderly, and I think it is the most equitable Way; *viz.* a Man is never *Beasted*, unless he has ten Cards after he has taken in.

If the Person who has ten Cards dealt him, has a mind to play *Sans-prendre*, he must shuffle his Cards, and one of the Company shall draw out a Card at Hazard, and put it amongst those which they discard.

The Rules we have laid down for ten Cards, are the same with eight, because the Reason is the same.

He that has but eight Cards, and would play *Sans-prendre*, must with eight Cards win enough for his Game: If he *takes in* with eight Cards, he may take in one Card more than he lays out.

*The Manner of playing Solo: Or Sans-prendre.*

**T**O play *Solo*, or *Sans-prendre*, is to play without *discarding*; for this you must have a Game by which you may propose to win five Tricks.

If the *Ombre* wins his Game when he plays *Sans-prendre*, he is to receive three Counters a-piece from each of the others.

If he loses it, he must pay Them three Counters a-piece, for in all things there must be an Equality between the Loss and the Gain.

Observe, that the *Sans-prendre* and the *Matadores* must be asked for, before the Cards are cut, for the next Deal; for after that, no Demand can be made.

But it is otherwise concerning the *Beaste*, which may be demanded at any time, while you are playing the next Deal.

The Meaning of this is, that the *Beaste*, belongs to the Board, and the others are paid immediately to the Gamesters.

If it be the Eldest Hand that plays *Sans-prendre*, he only names his Trump, and the rest make their Discards, as we have said before. If he has an infallible Game, as, for Example, five *Matadores*, he may shew them upon the Table, and that is sufficient, without naming the Colour.

If

O M B R E, by THREE. 17

If the Eldest Hand should ask the Question, *Do you give me Leave?* and one of the others intending to play *Sans-prendre*, answers, *No, you must do more*; in this Case he is not allowed to discard, but still has the Preference of playing *Sans-prendre*, as being first.

But if the Eldest passes *Sans-prendre*, he who answered him is obliged to play so.

If one should name his Trump without first having asked Leave, he shall be obliged to play *Sans-prendre*, tho' he did not intend it.

But this Severity does not reach to the Youngest Hand, because the other two must pass, before it is his Turn to speak.

If before the Eldest Hand has spoke, either of the other Two should discard, and without asking Leave, name a Trump; if he has not seen his Cards, the Eldest Hand may oblige him to play *Sans-prendre*, or keep his Preference of playing so himself, or else ask Leave, as he shall think fit: If he has seen the Cards he takes in, he may either oblige him to play, or have the Cards dealt over again; for the Eldest Hand must not lose his Preference.

*The MANNER of DISCARDING.*

**W**HEN the *Ombre* plays *Sans-prendre*, it is very easy for the other Two to discard: He that is first may take eight or  
nine;



nine; but those that understand the Game, take care to discard so that the Game should not be divided.

Therefore when the *Ombre* does not play *Sans-prendre*, he that discards next to him, ought not to go to the Bottom of the Cards, unless he has a *Matadore*, or else some strong Trumps, with Kings.

What I mean by going to the Bottom, is, that he ought to leave at least five Cards to him that takes last; otherwise he will spoil all, by dividing the Trumps, which is a sure Way of giving the Game to the *Ombre*.

Then, it lies upon the Discretion of him who discards next to the *Ombre*, to judge whether he has a Probability of winning three or four Tricks; otherwise, he should leave five Cards to the last, as I have said before.

Therefore I do not think a *Matadore*, without any other Trumps, or Kings, a Pretence for taking in a great many Cards:

When this happens, the five Cards should be left to him who is to discard last.

It is to be considered, that the two who play against the *Ombre* are in the Condition of Partners at Whisk, and are to assist each other all they can.

I said before, that he who goes to the Bottom of the Cards shall propose to win four Tricks; I do not mean by this, that he should

*OMBRE*, by THREE. 19

should have four, as sure Tricks, as if he were *Ombre*, for that scarce ever happens: All that I mean, is, if he has a good Appearance; for the Third Person is to assist him in making the *Gano* of his Kings, and forcing the Trumps of the *Ombre*.

If the *Ombre* does not play *Sans-prendre*, he discards first, the Person upon his Right next, and so the third; if he plays *Sans-prendre*, the Discard is to begin at the Right, and so on.

In discarding there is no Regard had to the Eldest Hand; but after the *Ombre*, it goes on to the Right.

The *Ombre* should be very attentive in observing how the others discard, and remember which of them takes in most Cards, for he may judge by that where the Strength of the Game against him lies: In this case, if he finds he is not strong enough to win five Tricks, he must endeavour to give Two Tricks to him whom he judges the weakest of the Two.

If after they have all taken in, there should be a Card left, he who discarded last may see it, if he pleases; in which Case, all the rest have the same Liberty: But if he does not, and either of the other Two should look at it, that Person is Beasted.

If one of the Gamesters should take in a Card more than he lays out, he is not Beasted

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ed for this: If he has not looked at his Cards he is to return the last Card.

If they are mixed with the rest of his Cards, one of the other Two shall draw a Card at Hazard out of his Game, and put it into the Stock.

If he should take one too few, it is much the same thing; if the Stock is still upon the Board, he may take a Card; if they are all taken in, he must draw one by chance out of the Discard.

### *The Manner of PLAYING the CARDS.*

**W**HEN all have *discarded*, the eldest Hand plays first. After that, whoever wins the last Trick, plays next, as it is practised at all other Games.

And as I observed that you deal at this Game contrary to all other Games, you play so too; the Play always takes its Course from the Right.

If you have not a Card of that Suit which leads, you are not obliged to play a Trump, but you may do it for the Convenience of your Game.

When one of those that defend the Stake demands *Gano* of his Comrade, he ought to give it, if he can.

The meaning of *Gano* is, *I Win*; or, *Let it pass*; so that he who demands *Gano*, may  
be

*OMBRE*, by THREE. 21

be supposed to have the best Game, and the other should pass the Trick to him.

For Example ; if the *Ombre* should play a Spade, and one of those that defend the Stake should play the Queen, and say *Gano*, or *Gano del Re*, his Comrade ought not to play the King ; but in this case he ought to have a small Spade in his Hand, otherwise he must play the King, upon the pain of being Beasted.

If after one has called *Gano*, his Comrade seems to hesitate, or make a Difficulty of it ; he may call to him three times very earnestly, *Yo Gano si se puede* ; which is, *You must let me have it if you can*.

It must be observed, that the Formality of the Game is such, that no Terms must be made use of but these ; all Words that are equivalent are forbid : But *Gano* must never be demanded, but to defend the Stake ; for he that should call it with a Design to win *Codille*, would in *Spain* be thus answered, *No se deve, por Dios* ; i. e. *It is not lost, by G—*.

When one of those who defend the Stake, raps his Hand upon the Board in delivering his Card, it is to be understood as a Signal to his Comrade to play a high Trump to force out the *Ombre's* Trumps. *Note*, That this is not held unfair for the Game allows it.

Formerly,

Formerly, if a Man played out of his Turn, he was Beasted; but at present it is not so, unless it be so agreed.

If you should separate one Card from the rest of your Game, so that the *Ombre* should see it, he may, if he pleases, oblige you to play it; provided that in playing it you do not make a *Renounce*.

As it is of great Consequence in this Game to know the Number of Trumps, and how many are out; every one has the Liberty of examining his own Tricks, and those of others: This is permitted on all Sides, as often as any shall think fit, though there be no Trump played.

If the Pack should not be true, the Game goes for nothing, if it be discovered in playing the Cards; but if it be not found out till after the Game is played, it stands good.

#### *Of the* B E A S T E.

**T**HE *Beaste* is made whenever he who undertakes the Game (that is to say, the *Ombre*) does not win.

To win the Stake, the *Ombre* ought to make five Tricks.

Except five Tricks are divided betwixt his two Opponents; that is, when one wins three, and the other two; in this case four Tricks are sufficient.

He

OMBRE by THREE. 23

He is likewise *beasted*, who plays with more or less than nine Cards.

A Man is *beasted* that makes a *Renounce*; but it is not a *Renounce*, when one by Surprise has thrown down a wrong Card upon the Table: Even when the Person who wins the Trick, has played again for a second Trick, if he has not folded up the first, he who played wrong, may recover his Card, and play again; but after the Trick is folded up, it is too late, and he must submit to the *Beaste*.

When one finds out that another has *Renounced*, and that it is a Prejudice to his Game, he may oblige every one to take their Cards back, and play over again, beginning with that Trick where the *Renounce* began.

But if the Deal be finished, the Cards must not be played over again.

Whoever *Renounces* several times in a Deal, suffers a *Beaste* for every *Renounce*.

All the *Beastes* that are made in one Deal, must lie together upon the Board, and be played for the next.

If one should be *beasted* for playing with ten Cards, and the *Ombre* for not winning his Number of Tricks; these are two *Beastes*, which, with the Stake upon the Board, make three Stakes; and they are to be laid together,

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ther, and played off the next Deal, unless they are separated by Agreement.

He who makes many *Beastes* in one Deal, may put them all to one Stake, if he pleases, and the others cannot hinder him.

He who in taking his Cards from the Stock, should, by letting a Card drop, or otherwise shew one, is *beasted*.

Observe, that all *Beastes* which are made, of what Nature soever, must be of the same Value with that which the *Ombre* is to take up, if he wins, whether it consists of one, two, or more Fishes: Therefore those Gamesters who play with Caution, take care not to suffer by Oversights; and after they take in the Cards from the Stock, always tell them before they look at them, lest they should have more or less than Nine.

Observe also, that the Tricks may be variously divided, according to which, One either saves, or makes a *Beaste*.

There are but two Ways for the *Ombre* to win, which we have spoke of already: Now we are enumerating how many ways he may lose, or be *Beasted*.

When the Players win three Tricks a-piece the *Ombre* is *Beasted*; and this is what is called the *Remise* by Three.

When the *Ombre* wins four Tricks, and one of those that defend four Tricks, the  
*Ombre*

*OMBRE*, by THREE. 25

*Ombre* is likewise *Beasted*; and this is also called, *Remise*, *Risposte*, or *Repueste*.

Therefore he who defends the Stakes, and has not a Game by which he may almost depend upon winning at least three Tricks, should avoid winning above one: but assist his Comrade in getting four Tricks, in order to *Beaste* the *Ombre*.

When there are many *Beastes* upon the Board, that which was laid down first, is to be taken up first; afterwards, that which is of the highest Value.

When the *Ombre* makes but four Tricks, and one of the Defendants five; or when the *Ombre* makes but three Tricks, one of the others four, and the third two, the *Ombre* is *Beasted*; and he who wins more Tricks than the *Ombre*, takes up the Stake: And this is what is called winning the *Codille*, of which we shall treat by itself.

*Of the Codilla, or Codille.*

**T**HE *Codille* is, when one of those who defends the Stake, wins more Tricks than the *Ombre*; in this Case the *Ombre* is not only *Beasted*, but he who wins *Codille*, takes up that Stake which the *Ombre* played for.

He who aspires at *Codille* should play with Honour, and, as I observed before, never demand *Gano*, when he is sure of winning



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four Tricks; but as there is no Penalty in this Case, all the Defence we can have against such People, is to play with them no more.

If the *Ombre* should demand *Gano*, tho' it were to hinder the *Codille*, he is Beasted.

Some, as soon as they have discarded, and seen the Cards they take in; if they find a very bad Game, will give it up, and yield themselves Beasted, in order to prevent the *Codille*: But this does not seem fair; and as it is not any Part of the Game of *Ombre*, there is no Rule provided in this Case: However, it is never done among those who would value themselves upon their good Manners.

Therefore in Honour, I think there is but one way of disappointing a *Codille*, and that is by good Play.

When it happens that one of the Gamesters by his Play may either give the *Ombre* his Game, or give the other the *Codille*, he should chuse rather to give the *Codille*, and let the *Ombre* be Beasted: The Reason is, that when the *Ombre* wins, he robs the Board of the Stake; but in the other Case, he lays one down, for that which the *Codille* takes up.

If he who aims at *Codille*, should call *Gano* at his fourth Trick, when he is sure of a fifth, he ought not to draw the Stake; and upon such Occasions I have often seen when it has been left; but, as I said before, there being no Law for it, it depends upon the Honour of the Gamesters. *The*

*The manner of Marking at this Game.*

I Have observed before, that a *Fish* is generally valued at *Ten* Counters, or sometimes *Twelve*, just as the Gamesters please; but this Variety can never puzzle any Person. There are likewise other Degrees of Counters, some of which are valued at three Counters, some six, &c. which are contrived for the greater Ease of paying at Play; but we shall only speak of the *Fishes* and *Counters* here, for it is but seldom that any other Sort are used at this Game.

When you begin to play, every one is to stake a *Fish*, placing it just before him; these are *Three* Stakes, which are to be played for at three Deals: As for Example; when the *Ombre* wins his Game, he takes up a *Fish*; if the *Ombre* wins a second Game, he takes up another; then there remains one upon the Board; the Person who is *Ombre* the third time, though he wins his Game, takes up nothing, but plays to enrich the Board, and has only the Advantage of obliging the other two to lay down a *Fish* each, without laying down himself; so that it may be said, he plays upon the Prospect of a future Gain.

But now we will suppose it another Way; as for Example, if he that is first *Ombre* should be *Beasted*, then he is to lay down a *Fish*, which he is to place a cross one of

those that lay upon the Board before: There it is called a double Stake, and will appear in this Manner.



So if there should be *Three* successive *Beastes*, there will be as many double Stakes, which must be all crossed as this above.

Whenever the *Ombre* plays for a double Stake, if he loses his Game, he is doubly *Beasted*.

When several *Beastes* happen in one Game, we have given Directions already how they are to be disposed of.

You must observe, that the single Stakes must be played off before the double ones, in regard they were first laid down.

When all have examined their Cards, and no-body undertakes the Game, that is, when all pass, every one must lay down a single Counter, and this as often as all pass.

When the *Passes* increase, and every one has a Number of Counters before him, so many of them must be put together as will make a Stake, either *Ten*, or *Twelve*, according to the Value of a *Fish*; and this is to be done as often as the *Passes* increase to a Number sufficient for a Stake.

*Of*

Of the VOLE.

WHEN one Person gains all the *Nine* Tricks, it is called winning the *Vole*.

The Advantage of winning the *Vole*, is, that he who is so happy as to gain it, sweeps the Board, let there be ever so many Stakes upon it.

But suppose there is but one Stake upon the Board, either double or single; in this Case, he who wins the *Vole*, gains double what lies upon the Table.

As for Example; if there be a Stake of two *Fishes*, and two Counters before each Player, which were laid down for the *Passes*, each of the other two shall pay him who wins the *Vole*, one Fish and three Counters, which makes the Stake upon the Board double: But, as I said before, if there be more Stakes than one upon the Board, he who wins the *Vole* must be content with them, without receiving any thing from the other two Gamesters.

If many *Beastes* were made in one Deal, which by Consent, or by him who made the last *Beaste*, are put together, this is but one Stake, and he who wins the *Vole*, shall have it made up double to him by the other two, as was hinted before.

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It is very difficult to win the *Vole*, and therefore it should never be undertaken but upon a very good Title; for he who once engages in it is obliged to go forward.

When the *Ombre* has won his five Tricks, and plays down one Card more, without saying any thing, he engages for the *Vole*; in this Case his two Adversaries have their Liberty of shewing each other their Game, and consulting how defend it.

If he who undertakes the *Vole* should miscarry, the other Two shall divide between them what lies upon the Board, but he shall pay them nothing; on the contrary, if he plays *Sans-prendre*, or has *Matadores* in his Hand, he is to be paid for them, though he does not take up any thing.

What I have said concerning the Advantage of winning the *Vole*, is not always fixed, for sometimes it is a great deal more; but that depends upon the Humour of the Gamesters, and according as they agree to it before they begin to play.

*Of the Continuance of the Game.*

AS this Game requires a great deal of Application, it is necessary to set some Limits to the *Continuance* of the Play; therefore the Gamesters generally agree beforehand how many *Tours* or Stakes they will

will play for, as ten, twenty, thirty, forty, more or less: After which, if any of them be disposed to leave off, he may throw up the Cards without Offence.

Every Stake you play, you set aside a Counter to mark the *Tours*, and so on, till they amount to the Number you agreed to play; but you must observe that a *Codille* is not to be marked as one.

After you have played your Number of *Tours*, you may go on to the first *Beaste*, and this is often practised; but if any of the Gamesters should refuse this, you have no Reason to complain of him.

If one of the Gamesters thro' Peevishness, or for any other Cause, should throw up the Cards, before the *Tours* agreed upon are played out, he is obliged to pay; not only his own Losings, but likewise what either of the others lose, and the Cards.

These Rules are always practised among Persons of Honour; but when a Man finds himself engaged with two Sharpers, it will be no Wonder if he meets with other Usage.

*The different Games that may be Played.*

**N**OTHING puzzles Beginners so much as to know when they may venture to *play*, and when they should pass. To remove this Doubt as much as we can, I have

marked down here all the small Games which a Man may venture to play.

The general Rule is, that to undertake the Game, a Man should have three sure Tricks; for the most that can be expected from taking in three or four Cards, is to win two Tricks more; and, as I have before observed, for the generality you must have five Tricks to win.

But when a Man is perfect Master of the Game, and can by his Address manage it so as to divide the Tricks between his Adversaries, he may venture to play a bold Game.

Here follows a *Detail* of the smallest Games that can be played: We will begin with the *Black* sort, *Clubs* and *Spades*; but I should first observe to you, that with the 3 *Matadores* you are always to play in any Colour, therefore it is needless to mark them down as a Game.

GAMES which may be played in BLACK.

I.	II.
<i>Manille</i> , the Duce.	<i>Spadille</i> , Ace of Spades.
<i>Basto</i> , Ace of Clubs.	<i>Basto</i> , Ace of Clubs.
<i>King</i> .	<i>King</i> .
A small Trump.	A small Trump.

III.

III.

*Spadille*, Ace of Spades.  
*Manille*, the Duce.  
*King*.  
 A small Trump.

V.

*Spadille*, Ace of Spades.  
*Basto*, Ace of Clubs.  
*Queen*.  
*Seven*.

VII.

*Spadille*, Ace of Spades.  
*King*.  
*Queen*.  
*Knave*.  
*Seven*.

IX.

*Basto*, Ace of Clubs.  
*King*.  
*Queen*.  
*Knave*.  
*Seven*.

XI.

*King*.  
*Queen*.  
*Knave*.  
*Seven*.  
*Six*.  
*Five*.

IV.

*Spadille*, Ace of Spades.  
*Manille*, the Duce.  
 1 Trump.  
 2 Trumps.

VI.

*Manille*, the Duce.  
*Basto*, Ace of Clubs.  
*Queen*.  
 1 Trump.  
 2 Trumps.

VIII.

*Manille*, the Duce.  
*King*.  
*Queen*.  
*Knave*.  
*Seven*.

X.

*Manille*, the Duce.  
*Basto*, Ace of Clubs.  
*Seven*.  
*Six*.  
*Five*.  
*Four*.

XII.

*Spadille*, Ace of Spades.  
*King*.  
*Five*.  
*Four*.  
*Three*.



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There are many other *Ways of Playing* the Cards, but it is impossible to enumerate all: However, by these you may judge what Games you may venture to go upon.

Take Notice, that all the Cards I name must be of the same Colour except the *Black Aces*.

Observe, that a King is never to be put out, tho' of a different Colour, and it is held to be better than a small Trump.

GAMES which may be played in RED.

I.	II.
<i>Spadille</i> , Ace of Spades.	<i>Basto</i> , Ace of Clubs.
<i>Manille</i> , the Seven.	<i>Manille</i> , the Seven.
<i>Punto</i> , Ace of Trumps in <i>Red</i> .	<i>Punto</i> , Ace of Trumps.
1 Trump.	1 Trump.
III.	IV.
<i>Spadille</i> , Ace of Spades.	<i>Spadille</i> , Ace of Spades.
<i>Basto</i> , Ace of Clubs.	<i>Manille</i> , the Seven.
<i>Punto</i> , Ace of Trumps.	<i>King</i> .
1 Trump.	<i>Queen</i> .
V.	VI.
<i>Spadille</i> , Ace of Spades	<i>Spadille</i> , Ace of Spades.
<i>Manille</i> , the Seven.	<i>Basto</i> , Ace of Clubs.
<i>Knave</i> .	<i>King</i> .
<i>Three</i> .	<i>Queen</i> .
A <i>King</i> .	<i>Knave</i> .

*Basto*,

VII.

*Basto*, Ace of Clubs.  
*Punto*, Ace of Trumps.  
*King*.  
*Queen*.  
*Knave*.

IX.

*Manille*, the Seven.  
*Basto*, Ace of Clubs.  
*King*.  
*Queen*.  
 1 Trump.

XI.

*Spadille*, Ace of Spades.  
*Basto*, Ace of Clubs.  
*King*.  
 1 Trump.  
 A King.

VIII.

*Manille*, the Seven.  
*Punto*, Ace of Trumps.  
*King*.  
*Queen*.  
*Knave*.

X.

*Manille*, the Seven.  
*Basto*, Ace of Clubs.  
*Knave*.  
*Duce*.  
*Three*.  
*Four*.

*Note*, The Directions we have given for playing in *Black*, are the same in *Red*; but with this Difference,

*viz.* As there are more *Trumps* in *Red* than in *Black*, your Game should be something better when you play in *Red*, because there are more against you.

Observe, that the Games we have marked here, are the smallest that can be played upon the Cards. There are an infinite Number of good Games, which we think needless to reckon up, because we suppose nobody will hesitate at a good Hand.

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You should observe likewise, that you must have a better Game when you are to play second, than if you were to lead, or play last; for when you are thus hemmed in, you will find it very hard to disengage yourself, unless you have a good Game. This Disadvantage you will soon find out by a little Play.

Thus we have drawn you up a Set of Games that may be played with discarding; now we shall shew another Set, which may be played *Sans-prendre*.

Games in BLACK, which may be played,  
*Sans-prendre*.

I.	II.
<i>Spadille</i> , Ace of Spades, <i>Manille</i> , the Duce. <i>Basto</i> , Ace of Clubs. <i>King</i> . 1 Trump. A Renounce.	<i>Spadille</i> , Ace of Spades. <i>Manille</i> , the Duce. <i>Queen</i> . <i>Knave</i> . Two Kings. A Renounce.
III.	IV.
<i>Spadille</i> , Ace of Spades. <i>Manille</i> , The Duce. <i>Basto</i> , Ace of Clubs. <i>King</i> . Two Kings.	<i>Spanille</i> , Ace of Spades. <i>Manille</i> , the Duce. <i>Basto</i> , Ace of Clubs. Three Trumps. A Renounce.

V.

V.

*Basto*, Ace of Clubs.  
*Manille*, the Duce.  
*Queen*.  
*Knave*.  
 Two Trumps.  
*King*.

VII.

*Basto*, Ace of Clubs.  
*King*.  
*Queen*.  
*Knave*.  
*Seven*.  
*Six*.  
 A *King*.

IX.

*Spadille*, Ace of Spades.  
*King*.  
*Queen*.  
*Seven*.  
*Six*.  
*Four*.  
 A *King*.

VI.

*Manille*, the Duce.  
*Basto*, Ace of Clubs.  
*King*.  
 Three Trumps.  
 A Renounce.

VIII.

*King*.  
*Queen*.  
*Knave*.  
*Seven*.  
*Six*.  
*Five*.  
 A *King*.

X.

*Manille*, the Duce.  
*King*.  
*Queen*.  
*Knave*.  
*Seven*.  
*Four*.  
 A *King*.  
 A Renounce.

Games in RED, which may be played,  
*Sans-prendre.*

<p>I.</p> <p><i>Spadille</i>, Ace of Spades. <i>Manille</i>, the Duce. <i>Basto</i>, Ace of Clubs. 3 Trumps. A King.</p>	<p>II.</p> <p><i>Spadille</i>, Ace of Spades. <i>Manille</i>, the Duce. <i>Basto</i>, Ace of Clubs. <i>King</i>. 1 Trump. A King.</p>
<p>III.</p> <p><i>Spadille</i>, Ace of Spades. <i>Manille</i>, the Seven. <i>Punto</i>, Ace of Trumps. <i>Queen</i>. 1 Trump. A King.</p>	<p>IV.</p> <p><i>Manille</i>, the Seven. <i>Basto</i>, Ace of Clubs. <i>Queen</i>. <i>Knave</i>. 2 Trumps. A King.</p>
<p>V.</p> <p><i>Basto</i>, Ace of Clubs. <i>Punto</i>, Ace of Trumps. 3 Trumps. A King. A Queen guarded.</p>	<p>VI.</p> <p><i>Punto</i>, Ace of Dia- monds. <i>King</i>. <i>Queen</i>. <i>Knave</i>. <i>Duce</i>. <i>Three</i>. <i>Six</i>. A King.</p>

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VII.

*Manille*, the Seven.  
*Basto*, Ace of Clubs.  
*Punto*, Ace of Trumps.  
 3 Trumps.  
 A King.  
 A Renounce.

VIII.

*Spadille*, Ace of Spades.  
*Punto*, Ace of Dia-  
 monds.  
*King*.  
*Queen*.  
 2 Trumps.  
 A King.  
 Queen guarded.

A Good Player will venture to play upon a weaker Game when he is to lead, or play last, than when he is second, as I observed before of Discarding.

Now I have laid down every Rule of *Ombre*; but notwithstanding all my Directions, let a Person play with ever so much Judgment and Caution, he will often find himself disappointed in his Game; for Fortune will have a Hand in small Things, as well as Great, so that it is not to be expected that the best Gamesters shall always win; you may lose upon a very good Game, when all the Trumps that are against you fall into one Hand; on the contrary, when they happen to be divided, you may win a very small Game. I once saw a very good Player lose a Game with four *Matadores* and three *Kings*: You will imagine the Cards must be very strangely disposed; for it happened that the Eight Trumps which were  
 against

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against him (I say Eight, for he played in *Red*) were all in one Hand; so that his *Kings* being all *trumped*, he won but four Tricks.

As frequent Disputes are like to arise at *Ombre*, and People are seldom satisfied with the Judgment of the Standers-by; I have subjoined a Table of all the Rules and Articles of the Game; which will decide Disputes very impartially.

I shall now speak of the different Sorts of *Ombre*.

Of *La Espadilla por Fuerca*, *that is*, Force Spadille, or *Espadille Forcé*.

**T**HIS Manner of playing at *Ombre* may be diverting enough where People do not play for any thing, because *Beastes* happen almost continually, and the *Codille* is often won when it is least expected; but where People play for Money, it is quite different: For *Ombre*, which is a Game of Art and Judgment, when it is thus played, degenerates into a Game of Chance; and Conduct can be of no Use to a good Player, who finds *Spadille* in his Hand very ill attended.

It is played like the Game at *Ombre* we have described; every one speaks in his Turn, and if all *pass*, then he who has *Spadille* in his Hand is obliged to *play*, let his  
Game

- O M B R E, by THREE. 41

Game be ever so bad ; therefore when the others have passed, he has nothing to do but to name his Trump, and to discard.

But he who has *Spadille* may *pass*, to see if either of the other Two will put him out of his Pain, and *Play* ; if they do not, he must *Play*, as is said before.

When all *pass*, and no-body owns *Spadille*, the Cards that are left must be examined ; and if it be not in the Stock, it must be in some Hand : In this Case, he who has it, and did not own it, incurs a *Beaste*, and the Deal is not to be played, because the Cards were seen.

This is all that can be said of this Sort of *Ombre*, which is seldom played for Money ; because indeed it spoils the Game.

Of G A S C A R I L L A, or G A S C A R L L E.

**T**HIS is a new Way of playing at *Ombre* and is seldom practised but where People play for Trifles. The Method of it is thus : When all have passed, one Person declares to play *Gascarille* ; then that Person lays out eight Cards, and after having taken in, and examined his Game, he names the Trump of that Suit in which he is the strongest.

Sometimes



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Sometimes he who plays *Gascarille* lays out all nine ; and observe, that he is obliged to lay out at least eight.

If he wins his Game he is to receive three a-piece for *Gascarille* ; if he loses it, he pays them three a-piece.

He pays, or receives, for *Matadores*, as at the other Games of *Ombre*.

*Of the WHIM.*

**T**HIS is another odd Way of playing at *Ombre*, and seems to be invented for Variety sake ; it is thus :

When all have passed, one declares to play the *Whim* ; that Person is to turn up the Top-Card of the Stock, and whatever Suit that happens to be of, is his Trump, and he is obliged to abide by it.

Then he discards, and takes in what Number he pleases, and the Card turned up must be one of them.

The Person who plays thus, if he wins his Game, receives nothing for playing the *Whim*, nor pays any thing if he loses it.

He pays, or receives for *Matadores*, as at the other Games of *Ombre*.

Of QUADRILLE, QUINTILLE, and SINGLE  
OMBRE *between* TWO.

**T**HE *French*, ever fond of Novelty, and equally fickle in their Dress and Diversions, have inoculated several Cyons upon the *Spanish* Root of this Game of OMBRE.

QUADRILLE, or *Ombre* by FOUR, varies from *Ombre*, by THREE, in having all the 40 Cards dealt out; to each Person ten a piece, thus: Twice *Three*, and once *Four*; or once *Four*, and twice *Three*, as the Dealer pleases; but the Cards must not be dealt out *One* and *One*, or *Two* and *Two*, as some raw Players irregularly practise.

If any Card whatever be *turned*, the Deal is lost, because no *Discarding* is allowed in this Game.

There is no *Forfeit* upon *losing* the Deal, the Dealer being only obliged to deal the Cards over again. *Quadrille*, in most Respects, follows the Laws and Rules of the other Kinds of *Ombre*, excepting one Variation, called, *Au Roy rendu*, (*the King given up*,) which is, that the Person who has the *King* that was *called*, is at Liberty to surrender his *Majesty* to the *Ombre*, who in return must given him another *Card* out of his Game.

*Necessary*

*Necessary CALCULATIONS to understand the  
Game of QUADRILLE.*

Q. **W**HAT is the Odds, that out of any Two certain Cards, my Partner holds one?

A. The Odds in his Favour is about Five to Four.

Q. What is the Odds, that out of any three certain Cards my Partner holds one?

A. The odds is about Five to Two in his Favour.

*The foregoing CALCULATIONS explained.*

**T**HAT out of Two certain Cards your Partner holds One, observe as follows.

If you have one *Mattadore* in your Hand, it is manifest by this Calculation, it is Five to Four that your Partner has one of the other two, and therefore you may venture to play your Game upon that Supposition.

But farther; you call a *King*, and have in your Hand a *Knave* and a small Card of a Suit; by the above Calculation it is plain, that the Odds is Five to Four in your Favour, that the *King* or *Queen* of that Suit is in your Partner's Hand, and consequently you have a fair Chance to win a Trick in that Suit.

As

## QUADRILLE. 45

As to the other Question, What is the Odds, that out of Three certain Cards your Partner holds one, it may be thus explained.

We will suppose you have no *Mattadores*, yet if you could be assisted by one of them, the Odds would be greatly on your Side of winning the Game; now observe, that by the above Calculation, it is Five to Two that your Partner has one of them, as you have none.

In the same manner may be calculated many other Cases, which will be of great Use to a vigilant Player.

### THREE-HANDED QUADRILLE.

THERE are some Persons who will play at this Branch of *Ombre*, by deal-out *Ten* Cards a-piece, between *Three*, and this, in downright *Irish* Phraseology, they call *Three handed-Quadrille*; which in plain *English* is *Four-handed Ombre* played by *Three* Persons. But this silly Manner rather deserves our Ridicule, than any other Notice.

It is a Game of very little Entertainment, and cannot be at all agreeable to those who understand three-handed *Ombre*: It is however proper enough to give an Idea of the Game of *Quadrille*, to those who are desirous of learning it.

This

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This Game is disadvantageous to the *Ombre*, who has always two Adversaries to contend with. It is seldom or never played, but when a Fourth to make a Match at the genuine *Quadrille* is wanting, the *Laws* and *Rules* of which it observes in all Points, except in the following Particulars which are peculiar to This.

I. To play this Game, no more than thirty Cards are used: One of the whole *Red Suits* must therefore be laid aside, it matters not which of them; and the *Ombre*, whether he plays *Sans-prendre*, or calls a King, must, to win, make 6 Tricks; if he makes but 5, it is *Remise*; and he loses *Cordille*, if he makes but 4, or less.

II. The Game is *marked* and *played* as at *Quadrille*, but the *Beaste* is of 14 Counters, tho' there are but 13 down.

III. He who plays by *Calling* a King, having first named the Trump, *Calls*, or indeed rather *Demands*, whatever King he judges most convenient for his Game; and he of his two Adversaries who has it, is obliged to deliver it to him, and to take in lieu thereof whatever Card the Receiver thinks fit to give him, and which the third Player is free to look upon; with this Assistance the *Ombre* must make six Tricks, or lose. The Law is the same in regard to  
him

## Q U I N T I L L E. 47

him who is *forced* to play with *Spadille*, the others having passed.

IV. It is not permitted to name for Trumps the Suit that is laid out ; for if that was suffered, with *Spadille* alone, and Kings, Queens, &c. any one might make the *Vole*, without the Defendants being able to oppose it.

In every other Respect this Game follows the Laws of *Ombre*, to which Recourse must be had for all Accidents that may intervene.

## Q U I N T I L L E.

WE next come to QUINTILLE, or *Ombre* by *Five*, from whence *Quadrille* has its Original. It is very entertaining when well played. I shall give an Account of the Manner how this Game was played at first, and then proceed to the present New Method, as it is brought nearer to *Quadrille*, which is also rendred much more agreeable and amusing than formerly.

In playing the Old QUINTELLE, no *Fishes* are given out : Each Player only takes 20 or 30 *Counters*, which are valued at 5, 10, 15, 20, or 30 Pence a piece ; in a Word, what they please themselves according to the Agreement they make when they begin the *Party*.

They

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They *draw* the *Places*, and when they have seen who is to *deal*, every one lays down a *Counter* before him, and has 8 *Cards dealt* him, and no more, which is the usual Way of *dealing* at this Game, there being no *Cards* left, and by consequence no *Discard* to be made.

The Manner of speaking and beginning to play, is the same as at *Quadrille*, or *Ombre* played by *Four*; and to win, *Five Tricks* must be made.

He who plays *Sans-prendre* must name the *Trump*, and, to win, must make five *Tricks*: If he wins, he has two *Counters* paid him for the *Sans-prendre*, by each of the *Defendants*, and as much for each of the three *Matadores*, if he had them; but should all his eight *Cards* have been *Sequents* of *Matadores*, he must expect no more.

If several *Beastes* are at once upon the *Board*, and he who plays *Sans-prendre* makes the *Vole*, he has no more than what is down, and two *Counters* from each of the *Players*.

If there are only single *Stakes* upon the *Board*, he who plays *Sans-prendre* and wins, of the five *Counters* that are down, besides his *Due* for the *Sans-prendre*, draws only two of the *Counters*, and by consequence there remain three.

Whoever of the *Players*, except the youngest *Hand* of all, plays, after having asked,  
*Does*

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*Does any body play?* and is answered, *No*, he must name the Trump, after which, he may call to his Assistance any King, except that of Trumps.

He who has the King which has been *called*, assists the *Ombre*; and if between them they make five Tricks, they have jointly won, and the principal Player, that is, the *Ombre*, takes up two of the three *Counters*, and the *Friend* one. When the *Counters* happen to be even, they equally divide them.

It is *Remise* when the *Ombre* and the auxiliary King make but four Tricks between them: In such case the first puts down two *Counters*, and the other one.

They lose *Codille*, if they make but three, and in this Case the other three Players have a Right to take up each of them one *Counter*.

The Laws of this five-handed *Ombre* appoint, that the four eldest Hands having *passed*, the fifth, let him have ever so bad a *Game*, is obliged to play, *calling* however a King to his Assistance.

If *Codille* is won, and there are four, or five *Counters* down, each of the Three who defended the *Game* are to take up one: By consequence there are either one or two remaining upon the Board. If there is but one, it belongs to him who has the highest Trump; if two, the other is for him, of the two remaining

D

remaining



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maining Defendants, who has the next best Trump.

If *Codille* is lost the first Time, the *three* Defendants, who win it, take up, each of them, a Counter, and the remaining *two* are to be played for in the following *Deal*.

If the *Ombre*, having called a King, happens to win the *Vole*, he receives two *Counters* from each of the Defendants; and if the Number chances to be odd, the auxiliary King has one.

It may sometimes happen that there are more to be divided by Reason of the *Beastes* that have been made; in such Case, the *Ombre* and the auxiliary King equally divide the Spoil; and if the Number is odd, (except in Case of the *Vole*) the odd one belongs to the *Ombre*.

In this *FIVE* handed *Ombre*, he who undertakes to play for the *Vole* and miscarries in his Enterprize, incurs no Penalty, having nothing to pay to the other Players.

He who is *beasted*, lays down as many *Counters* as he should have taken up, had he won the Game.

The *Matadores* are to be paid for, only when they are found in one Hand, and the Auxiliary-king has no Share in that Payment when they were in the *Ombre's* Hand; to whom they are to be paid.

If, on the contrary, they are in the Auxiliary-

## Q U I N T I L L E. 51

liary King's Hand, they are to be payed to him; but if the *Ombre* and the *Friend* are *beasted*, he of the two, who had the *Mata-dores* in his Hand, is to pay them to the rest, except to his Fellow-Loser. This Law is to be understood in the same Sense when they win jointly.

The pleasantest and most diverting Part of this Game, is, concealing the *King* the *Ombre* has called; inasmuch as the *Ombre* is all the while in Pain, and at a Loss to know what he has to do, and very often gives the Advantage to his Adversaries, imagining he does it to his *Friend*.

For losing *Deal* there is no Penalty; the Cards must only be shuffled and dealt over again.

These are the Rules of the OLD *Quintille*. We next come to the NEW *Quintille*, which is now brought as near as possible to the Laws of *Quadrille*. The first Thing we are to take Notice of, in laying down the Rules of the *New Quintille* is, that it follows the Laws of *Quadrille* in every Point, except where there is a Necessity of deviating from them. So that it shall suffice, with the Laws, which are peculiar to it, to mention some Rules abstracted from *Quadrille*, by Reason that they are wholly contrary to the *old* Manner of playing this Game.

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The *Stakes, Marking, and Paying* the Game, are the same as at *Quadrille*.

When you have agreed upon the Value of each *Fish*, the *Places drawn*, and when it is known who must *deal*, the *Dealer* is to stake down one *Fish*, and each of the others one *Counter* for the *Game*, after which the *Dealer*, having caused the Cards to be cut by his *Left-hand Man*, is to give 8 Cards a-piece, 4 at a Time, nor must he *deal* any other Way.

The Cards, being *dealt*, every one is to speak in his Turn, beginning at the *eldest Hand*. If any one has a Hand to be played with the Assistance of a *King*, he is to *ask the Question*, saying, *Does any Body play?* If he is answered in the Negative, he is to name the Trump and *call* a *King*, who, in Conjunction with him, to win, must make 5 Tricks; and they lose it by *Remise* if they make but Four, and by *Codille*, if they make less.

If they win, they are paid the *Rewards*, and the *Matadores*, in case they had them; and if they lose, they equally pay the *Rewards*, and *Matadores*, if they had them, whether they are *beasted* by *Codille* or *Remise*.

Observe, that there is no mention made of paying the *Game*, as at *Quadrille*; because we said at first, that every one must stake down, and by Consequence those who win must draw  
the

## NEW QUINTILLE. 53

the *Stakes*, whether the *Ombre* alone, or with the Help of a King; or the Defendants if they won *Codille*.

The *Beaste*, and whatever else is to be paid, is done one half by the *Ombre*, and the other by the *King* his Ally; if in the Payment there happens to be an odd Counter, the *Ombre* is to pay it; as in the Winnings they divide equally, and the odd Counter falls to the *Ombre's* Share.

This Game is not so rigorous towards the *Ombre* as *Quadrille*, since he can never be *beasted* alone when he *calls* a *King*, even if he makes but one Trick, but the *Auxiliary-King* is always to contribute one half.

If all the five Players have *passed*, and he who has *Spédille*, is obliged to play, *calling* a *King*, he follows all the Laws of those, who play voluntarily.

In Regard to playing *Sans-prendre*; the Laws of *Quadrille* are to be observed in all Points; the other *four* Players being united against him who plays *Sans-prendre*; who, to win, must alone make 5 Tricks; being *beasted* by *Remise*, if he makes but 4, and by *Codille* if less than 4.

When he who plays *Sans-prendre*, or *calls* a *King* he has in his own Hand, loses *Codille*, the *four* Players his Adversaries divide amongst them what was played for; and if there are any odd *Counters*, as it often happens, He of

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the *four*, who had the highest Trump takes up one, the second is for Him of the *three* others, who had the next best Trump; and if there are 3 odd *Counters*, the third is for Him of the remaining *two*, who had the best Trump; but in Case they had neither of them any Trump at all, it is let alone till the next Deal.

The first *Beaste* is always of 15 *Counters*, the second of 45, except the Game, in which the first *Beaste* was made, was won by *Codille*; in which Case the second is but of 30. In either Case you must add the Number of 15 for each *Beaste*, according as they are made.

The *Matadores* are paid all one as they are at *Quadrille*; it is indifferent whether they are all in the *Ombre's* Hand, or whether divided between him and the King his Ally, they part what is paid for the *Matadores*, as well as the rest of the Winnings.

The *Vole* is likewise paid, according as has been at first agreed upon, to those, who win it; and those, who jointly make it, are jointly to divide the Gain.

There is no *Risque* in undertaking the *Vole*, there being no Penalty for those who undertake and miss it; nor is there any for those, who, undertaking to play, make the *Devole*; that is, are *slammed* by not winning one Trick, as it sometimes happens; they are only obliged equally to pay the *Vole* to their  
Adver-

## NEW QUADRILLE. 55

Adversaries; still observing, that the odd *Counter*, as it belongs to the *Ombre*, if he wins, must be paid by him when he loses.

He who calls a King, and makes not one Trick must be *beasted* alone, provided that the Auxiliary-King makes any; but if he likewise makes none, the *Beaste* must be equally paid between them.

The *Vole* draws no more than what was played for; the Cards are cleared by a certain Number of *Counters*, as has been at first agreed upon, to be paid by each Player.

As to the *Renounce*, and all the rest, except in the foregoing Particulars, the Rules and Laws of *Quadrille* are observed.

It is the best Way for the *Ombre* to trump about as soon as he can, and likewise for the *Friend*, when the *King* that was *called* has appeared, or even before, if he can, the better to accommodate the *Ombre's* Game, that his *Kings* may pass, which otherwise run the Hazard of being trumped.

These Rules, make *New Quintille* much more entertaining than the *Old Way* of playing it, which is now quite out of Use, except in some petit *French* Provinces, where they likewise play *Quadrille*, almost after the same Manner.

*New Decisions upon the difficult Points and Incidents which may happen at QUADRILLE.*

**T**HES E *new* Decisions contain only Part of the Laws of *Quadrille*, and are neither unpleasant, or unnecessary, because they shew the Reason of their Institution.

I. *Of the Deal.*] If in *Dealing*, any Card happens to be *faced*, the *Deal* is lost. The Reason is, that it is neither just nor equitable, that any of the Players should lie under the Disadvantage of having one of his Cards known, which may prove prejudicial, whether he plays *Sans-prendre*, with an Auxiliary-King, or defends the Stake. Besides, the Law would not be equal, if a *faced* Card belonging to one Player should be received, and the *Deal* pass for Good, when, at the same Time, if a *second* should come to another of the Players, and a third to another, the *Deal* would be reputed false, and would pass for nothing; and yet this second or third *faced* Card *dealt* to different Players, could produce no other Effects to their *Game*, than the first *faced* Card would do to his, to whom it had been *dealt*. So, by Consequence, if for two or three *faced* Cards occurring in a *Deal*, tho' in different Hands, the *Deal* is counted *foul*, it is very reasonable that

that it should be likewise counted so, when there is one *faced* Card.

It is not permitted to *deal* the Cards after any other Manner than by 4 and 3 at a Time, tho' some Players erroneously pretend that every Player is at Liberty to *deal* as he pleases; for since this Game follows, as near as possible, the LAWS of OMBRE, at which Game the Cards are not to be *dealt* any other-wise than 3 at a Time, it is not just to deviate from that LAW, which has nothing in it but what is very reasonable, and which is directly contrary to the Abuses which might be introduced, had every one the Liberty of *Dealing* according to his Fancy, by some sharpening Players, thro' the Knowledge they might have of the Cards by marking them.

II. *The Method of Calling.*] As the Opinion of some Players, who are for having Him, who has the four *Kings* in his Hand, *pass*, except he will play *Sans-prendre*, is repugnant and contrary to the Liberty of *Quadrille*; and it is but reasonable that it should be free for him to play, either *calling* a *Queen*, or one of his own *Kings*; it being generally received, that he who is unwilling to run the Hazard of *Sans-prendre*, may *call* one of his own *Kings*, or any *Queen*, except That of *Trumps*.

Observe that, to *call* a *Queen*, you must  
D 5 have



have the four *Kings*; so that if you want the *King of Trumps*, notwithstanding you have the other three, you are obliged either to *call* one of those *Kings*, or to *pass*.

III. *The Manner of playing the Cards.*] As Penalties upon the Faults committed in all Games, are imposed with no other View than to prevent the Abuses, which might be introduced by sharpening, it has been thought necessary to use Severity in Regard to the following Particulars; because it would be no difficult Matter to abuse them, if they were otherwise judged, or decided.

He who draws from his *Game* a Card, and presents it openly as if he was going to play it, is obliged so to do, if his retaining it can do the Game any Prejudice, or give any Knowledge or Intimation to the *Friend*, especially if it is a *Matadore*.

This Case equally regards the *Defendants* as well as the *Ombre* and the *Friend*.

He who plays *Sans-prendre*, or has called his own King, is not subject to this Law, by Reason that by discovering his Card he can reap no Advantage.

He, who, not being *eldest* Hand, and has the *King*, which the *Ombre* called, shall trump about with *Spadille*, *Manille*, or *Basto*, or shall even lead out the *King*, which was called, to give Intelligence that he is the *Friend*,  
having

having other Kings in his Hand that he fears the *Ombre* should trump, cannot pretend to lay the least Claim to the *Vole*; nay, and in Case any indirect Meaning appears in his having so done, he ought to be *Beasted*.

IV. *Of Mistakes and Accidents.*] The Liberty allowed in *Quadrille*, of looking over the Tricks each Player has before him, to see what has been played, may cause a Fault in two of the Players at once, the one in committing, and the other in occasioning it; which has occasioned that Point to have been decided after the following Manner:

He, who, instead of turning up the Tricks of any one of the Players, shall turn up his *Game*, which may be laid down before him, and shall look upon it, or cause it to be seen by the other Players, shall be *Beasted*, together with him, whose *Game* he has discovered, each paying half the *Beaste*; the one paying for his Mistake and little Attention, and the other for his Negligence in leaving his Cards upon the Board, when he ought to have kept them in his Hand till the *Deal* was played out. The Establishment of this *Law* is by so much the more equitable, because it prevents several Abuses. *First*, the Snares and Baits, which might be laid for Those, who want to count the Cards, by placing the *Game* near the Tricks on Purpose

to entrap them. *Secondly*, the knavish Designs of such, who, making as if they were going to see what had been played, should turn up the Cards of the other Players, which by Chance or Neglect, they might have laid down before them.

V. *Of Renounces.*] He, who *renounces*, is not to be *Beasted*, even if the Trick is taken off the Board, in Case he recollects and perceives it before the Trick is turned down by the Person who won it: but if it is turned down, he must be *Beasted*.

He is likewise *Beasted*, if the Trick be covered with another Card by the Person who won it; except he immediately recollects himself before the next Card is played; in which Case he may recover his Card, and must not be *Beasted*.

He does not *renounce*, who, having forgot the Trump, has been told by any Body that the Trump is in such a Suit, and who, having none of the Card which is led, shall trump it with one of that Suit he has been told was Trumps; but he cannot take up his Card again, and the Trick must belong to him, who won it; it being unjust to punish Honesty after the same Manner as one would Knavery, or what might look like such.

He who, without asking what is Trumps, shall trump with a Card, which is not so, and shall

shall have turned down the Trick, must be *Beasted*, if it appears, or may be suspected, that he did it with a fraudulent Design.

He who renounces several Times in one *Deal*, if it is not perceived till after the Tricks are turned down upon the Board, is to be *Beasted* but once; but if after he has been made sensible of the first, he is still shewed a second, and then a third, he must be *Beasted* for every *Renounce* he made, and he must take up all his Cards and play them over again, as they ought to be played; and the other Players must observe to play their Cards as they played them before.

VI. *Of the Faults of discovering one's Game.*] The Fault of discovering one's *Game* is not the less considerable for its being common, since the Toleration thereof might introduce many Abuses.

It is not therefore permitted either to those, who undertake to play, or to those who defend the Stake, to discover their Cards before the Game is won, by Reason that the *Friend* of him, who has shewed his Cards, may make his Advantage of it. So that he, who does it, must be *Beasted*.

This Case does not regard him, who plays *Sans prendre*, or who has *called* his own *King*, because his Game can be favour'd by none.

Those,

Those, who defend the Stake, tho' they have made six Tricks, are not to expose their Cards, but to continue playing till the last, to see whether the *Ombre* can win his three Tricks to avoid being *Beasted* alone.

VII. *Of the Faults of speaking.*] It is not permitted at *Quadrille* to speak at all, not even to say, *That is the King*; since the Person who is to play next, either ought to know That, or may find it out by the Tricks already made. Neither ought any one to say, *such*, or *such Cards have been trumped*; even he, who is to play, must not ask it, but may look in the Tricks, which have been played before.

He, who speaks a Word in playing, to encourage his *Friend*, must not pretend to the *Vole*.

He, who says a Word to make him desist, must be *beasted*.

It is not even permitted to say, *we have six Tricks*.

The Liberty each Player has to look over the Tricks whenever he pleases, ought to be understood only when his Turn comes to play, having no Occasion to know what has past, but only when he is to determine what he is to play.

By this Means are prevented the Abuses, which frequently happen, when he, whose Turn to play is either past, or not come, counts such and such Suits; because by so doing, he determines him, who is in Suffe-  
pence, whether to play *this*, or *that* Card; and besides the Prejudice it may do the Game, it is unseemly, and does not look well so to do.

VIII. *Of the Beaste.*] There is no Time prescribed when the *Beaste* is not to be forfeited; it may be demanded several *Deals* after, if he, who won it can prove that he won it in the same *Deal*, wherein it naturally should have been played for; but it is not so of the *Mistakes* that may have been made in reckoning the *Beastes*. As for Example; if a *Beaste*, which should have been counted for 56 *Counters*, went but at 42, and he, who won it, has received them, without demanding the Overplus of this *Mistake*, it must not be paid if the next *Deal* has been played out, to avoid the Confusion such Disputes might occasion; neither would it be Justice, since the Party runs no Hazard of losing more than what he may win.

IX. *Of the Sans-prendre, and the Matadores.*] The *Sans-prendre* and *Matadores* are to be demanded before the Cards are cut for  
the

the next *Deal*, otherwise they are not to be paid.

It has been nevertheless judged necessary to make Exception to this Rule, to punish the Knavery of such, who occasion those that have a Right to demand this Due from them, to lose it by shuffling the Cards, and causing them to be cut before they are aware, and by Consequence, before they had demanded what they ought to have had as Winners.

If he, who plays *Sans prendre*, either with, or without *Matadores*, has not received from any one of the Players what he was to have had for winning the Game, he may notwithstanding the Cards are cut, demand, together with the *Rewards*, &c. the *Sans-prendre*, and *Matadores*, if he had them.

If he who played *Sans-prendre*, has not demanded it, and has himself either cut or dealt the Cards, there is nothing due to him but the *Stake* and *Rewards* for the Game he won.

If he who played *Sans-prendre*, with the *Matadores*, demands through *Mistake* the one for the other, he must have nothing paid him, except he recollects himself before the Cards are cut; this Game requiring a formal Explication of every thing in its proper Terms.

He

He who plays, *calling a King*, is not obliged to observe this Distinction, because there being two of them concerned, either of them may demand what is their Due before the Cards are cut; this Law only regarding those, who play either *Sans-prendre* or *calls their own King*.

He who, playing *Sans-prendre*, shews his Game, which he has sure in his Hand, without naming the Trump, is obliged to play in the Suit, which one of his Adversaries shall name. So having taken up his Cards again, he lets the eldest Hand play; to whom it belongs to name the Trump before he throws down his first Card; or if, being himself eldest Hand, he leads the Board with *Spadille*, or *Basto*, without declaring the Suit he plays in; this Game, as has been already observed, requiring an intire Explication.

X. *Of Forced Games.*] When all the Players have *passed*, he, who has *Spadille*, is *forced* to play. It is to be presumed that having *passed* he has no good Game; and by Consequence Justice demands that he should not be subject to the Laws of those, who play of their own Accord, which obliges them either to win three Tricks, or be *Beasted* alone. For this Reason he, who is *forced* to play by having *Spadille*, must not  
be



be *Beasted* alone, though he makes but one Trick.

XI. *Of the Contre, the Vole, and the Devole.*] *Quadrille* may very well admit of the *Contre*, which some were about introducing into *Ombre*, as used in the Game of *La Bête* (The *Beaste*.) Those therefore, who are willing to admit it should follow this RULE.

He, who would play *Sans prendre*, and engage himself to undertake the *Vole*, should be suffered to play in Preference to him, who, tho' he is to speak before him, only offers to play simply *Sans-prendre*, or *without Calling*.

He, who having played *Sans-prendre*, and undertaken the *Vole*, but missed it, must pay to every one of the Players the Forfeit of the *Vole* he has lost, and must not be paid for *Sans-prendre*, *Matadores* if he had them, or the *Rewards*; nor must he even draw the *Stake* nor the *Beastes* that were played for; but he must not be *beasted* himself except he lost the Game; in which Case he must pay all that is due for the *Rewards*, the *Sans-prendre*, the *Vole*, and the *Matadores*, if he had them.

As this is a Circumstance, which very rarely happens, there can be no great Hazard in admitting it.

He,

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He, who is forced to play with *Spadille*, cannot pretend to the *Vole*, by Reason of the Advantage *Spadille* discovered may procure him.

The Auxiliary King must have appeared before there is any Right to undertake the *Vole*; otherwise, as no *Risque* is run, so no *Recompence* is to be expected.

He, who plays and wins no *Tricks* makes the *Devole*, (is *flammed*) which he must pay to the two *Defendants*, and not to his *Friend*, lest the Desire of Gain should induce the *Friend* to play against him, whom he should assist, when the Game becomes desperate.

This *Law*, rigorous as it is, cannot well be too much so, since it tends to prevent playing upon low Games.

It is a *Rule* generally received and approved of, that Those who discover their *Game*, must not pretend to the *Vole*. Nevertheless, if any one of the Players has in his Hand five or six sure *Tricks*, and exposes his Cards, saying that he undertakes the *Vole*, notwithstanding his *Friend* is to play first, he is admitted without its being in his Adversary's Power to hinder him; but they are at Liberty to compel the *Friend* of him, who undertakes it, to lead the Board with what Card they please, to the End that he may make no Advantage of his having seen his *Partner's* Hand; but This is only allowable

TERMS *peculiar to the Game of OMBRE.*

- I. **T**O go to the Bottom: That is, when he who takes in, next to the *Ombre*, takes so many Cards, that he does not leave 5 to him who is to take in last.
- II. The *Basto*: is the Ace of Clubs, which is always the third Trump, in whatsoever Suit you play.
- III. The *Codille*: is when one of those that defend the Game against the *Ombre* wins the Stake.
- IV. To name the Trump: is when the *Ombre* says, I play in *Hearts, Diamonds, Spades, or Clubs.*
- V. The Discard: are the Cards laid out, which are always to be placed at the Right hand of the Dealer.
- VI. *Spadille*, or *Espadille*: is the Ace of Spades, which is always the first Trump, in whatever Suit we play.
- VII. *Espadille Force*, or *Forced Espadille*: is, when it is agreed before you begin, that he who has *Spadille*, shall be obliged to play, if the rest will not.
- VIII. To force the *Ombre*: is, when he that plays before the *Ombre* plays a High Trump, in order to force the *Ombre* to play a Higher to win it.

IX.

- IX. *The Gano* : is as much as to say, Pass it, or leave it to me.
- X. *Ombre* : is not only the Name of the Game, but also the Person who names the Trump and plays ; for the Stake is called the *Ombre*.
- XI. *Manille* : is either the Duce in Black, or the Seven in Red, and is always the second Trump.
- XII. *Matadores* : are the Three principal Trumps so called, which are *Spadille*, *Manille*, and *Basto*.
- XIII. *Matadores* Single : is when they are to be paid single ; for Example, when you are to be paid but one Counter for each.
- XIV. *Matadores* Double : is when you agree to pay two a-piece for *Matadores*.
- XV. *Falſe Matadores* : Two *Matadores* without the Third, are so called, but are never paid.
- XVI. *Punto* : is the Ace of Hearts, when Hearts are Trumps ; and the Ace of Diamonds, when Diamonds are Trumps.
- XVII. *Sans-prendre* : is to play without Discarding, or taking any in.
- XVIII. *Sans-prendre* Single : is when you are to receive but 3 Counters, for playing *Sans-prendre*.
- XIX. *Sans-prendre* Double : is when you agree to pay 6 for playing *Sans-prendre*.

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XX. *Remise*: is when the *Ombre* is Beasted, and no Body wins *Codille*.

XXI. *Remise* by Three: is when the *Ombre* is Beasted by your winning 3 Tricks a-piece.

XXII. To *renounce*: is when you do not follow Suit, and have some of that Suit in your Hand.

XXIII. To make *Renounces*: is when in Discarding, you lay out an entire Suit, to be able to trump a King.

XXIV. *Repuesta*, *Reposte*: is the same thing as *Remise*.

XXV. The *Stock*: are the Cards that are left, which you take in after, and Discard others.

XXVI. The *Tours*: are the Number of Deals you agree to play: But, remember that a *Pass* or a *Codille*, is not reckoned for a *Tour*.

*The* LAWS relating to OMBRE.

I. IF the *Ombre* forgets to name his Trump, and has looked at the Cards he took in, one of the others may name it for him.

II. If the two Defendants should speak both together, and one name one, and the other another Suit, you must play in that Suit which was named by him who

who sits upon the Right-hand of the *Ombre*.

- III. When the *Ombre* forgets to name his Trump, or names one Suit for another by Mistake, he may take in his Discard again, provided, the Cards he took in from the Stock, are not mixed with the rest of his Game.
- IV. Tho' the *Ombre* has seen his Cards, if he prevents the others, and names a Trump before them, it is good.
- V. The *Ombre* must be very exact in naming his Trump.
- VI. You are not obliged to play a *Matadore* upon a small Trump, and may *Renounce* if you have not an inferior Trump.
- VII. A Superior *Matadore* forces an Inferior, if you have no other Trump to play to it.
- VIII. You cannot *Renounce* with any Trumps in your Hand, except the three *Matadores*.
- IX. A Superior *Matadore* does not force an Inferior, unless it leads.
- X. *Matadores* are not to be paid, unless they are in the Hands of the *Ombre*.
- XI. You cannot demand to be paid for *Matadores*, or *Sans-prendres*, after the Cards are cut for the next Deal.
- XII. There is no Time prescribed for the  
E *Beaste,*

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*Beaste*, and it may be taken while the next Deal is playing.

XIII. The Cards must be dealt no way but by 3 and 3.

XIV. If one of the Black Aces be turned up in dealing, there must be a new Deal.

XV. If the Card seen be any thing but a Black Ace, the Deal is good.

XVI. Whether the Dealer, or another, turns up the Card, it is the same Thing.

XVII. If a great many Cards are turned up in dealing, they must be dealt again.

XVIII. He that has ten Cards dealt to him, cannot play.

XIX. He that has but eight Cards dealt to him, cannot play.

XX. He that has eight or ten Cards dealt to him, may play, if he gives Notice that he has too many, or too few.

XXI. He that passes with ten Cards in his Hand, is not *Beasted*; unless he has so many, after he has taken in, when another plays the Game.

XXII. He that has ten Cards, may play *Sans-prendre*, if he did not deal; but one of the others is to draw a Card out of his Hand at hazard.

XXIII. He that has but eight Cards, may play *Sans-prendre* with his eight Cards, if he gives Notice.

XXIV. If one of the Players turns up a Card

Card of the Stock, and looks at it, he cannot play, but the others may.

XXV. If he that has a sure Game, and plays *Sans-prendre*, shews his Game without naming his Trump, he may take up the Stake.

XXVI. He who names his Trump, without first having asked Leave, is obliged to play *Sans-prendre*, let his Game be ever so bad.

XXVII. If the youngest Hand names his Trump without asking Leave, he is not obliged to play *Sans-prendre*, if the others have passed.

XXVIII. If any Cards remain after all have taken in, he who left them may see them; and if he does, the other may.

XXIX. If any of the others should look at the Cards left, when he who left them did not, he is *Beasted*.

XXX. He that in taking in his Cards, should take more than he laid out, is not *Beasted*, if he has not looked on them, but he is obliged to put them back.

XXXI. If he has mixed them with the rest of his Cards without seeing them, one of the others shall draw out of his Cards at hazard, as many as he took above his Due.

XXXII. He who takes less than his Number,  
E 2 may



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may take the rest at any time while the Stock is upon the Table; but if they are all taken in, he must draw as many as he wants from among the Discard.

XXXIII. He that has none of the Suit that leads, is not obliged to play a Trump.

XXXIV. He that plays out of his Turn, is not *Beasted*, but it is reckoned bad Play.

XXXV. If the *Ombre* sees a Card in either of the others Hands, he cannot oblige him to play it; no Card is played till it is upon the Board.

XXXVI. Every one has the Liberty of examining another's Trick, to see what is out.

XXXVII. If the Pack be false, and it is found out in playing, the Deal goes for nothing.

XXXVIII. Tho' the Pack be false, if the Deal be played out, it is good.

XXXIX. He who *Renounces* is *Beasted*.

XL. When any one has *renounced*, every one is to take back his own Cards, and it is to be played over again, provided the Cards are not played out.

XLI. Several *Beastes* made in one Deal, may be played off the next.

XLII. When there are several *Beastes* upon the Board, the highest *Beaste* is played off first, after the first Stake.

XLIII.

XLIII. He that can win four Tricks without calling *Gano*, ought not to call it.

XLIV. The *Ombre* is never to call *Gano*.

XLV. The *Ombre* ought not to give up, without playing the Cards, let his Game be ever so bad.

XLVI. When the Players mark differently either for their Stakes, or Passes, all are obliged to mark equal with the highest; and the *Beastes* must be accordingly.

XLVII. He that gains a *Vole*, wins twice as much as lies upon the Board, if there be but one *Beaste*.

XLVIII. If there are many *Beastes* upon the Board, he takes all, and is to be paid no more.

XLIX. If there are a great many *Beastes*, which, by Consent, or because they were made in one Deal, are put together, he that wins the *Vole* shall be paid as much more.

L. The *Vole* is undertaken, if after one has won his five Tricks, he plays down another Card.

LI. If he who undertakes the *Vole* does not win it, the two others are to divide betwixt them what lies upon the Board.

LII. When the *Vole* is undertaken, the two who defend it may look in each other's Hands, the better to disappoint it.

LIII. If he who undertakes the *Vole* plays

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*Sans-prendre*, or has *Matadores*, he is to be paid for them if he saves his *Beaste*, tho' he does not win the *Vole*.

LIV. A *Codille* won, is not marked for a *Tour*.

LV. When a Number of *Tours* is agreed to be played, he who will not play to the End, ought to pay all that is Lost.

LVI. He who discards and takes in before his Turn, is *Beasted*, if what he takes in is mixed with his Game.

Thus have we giving the Laws relating to *Ombre* (in all its Branches, either between 2, 3, 4, or 5 Persons) but cannot conclude this Article, without reciting Mr. *Pope's* beautiful Description of the Manner of playing this Game between *Belinda* and her *Two Knights* at *Hampton-Court*.

BELINDA now, whom Thirst of Fame invites,  
Burns to encounter *Two* advent'rous *Knights*  
At OMBRE *singly* to decide their Doom,  
And swells her Breast with Conquests yet to come.  
Strait the *Three* Bands prepare in Arms to join;  
Each Band the Number of the sacred *Nine*.  
Soon as she spreads her Hand, th' *Aerial* Guard  
Descend, and sit on each important Card:  
First *Ariel* perch'd upon a *Matadore*,  
Then each, according to the Rank they bore;  
For *Sylphs*, yet mindful of their antient Race,  
Are, as when Women, wond'rous fond of Place.

Behold, four *Kings* in Majesty rever'd,  
With hoary Whiskers, and a forky Beard:

And

And four fair *Queens*, whose Hands sustain a Flower,  
Th' expressive Emblem of their softer Power,  
Four *Knaves* in Garbs faccinct, a trusty Band,  
Caps on their Heads, and Halberds in their Hand ;  
And party-colour'd Troops, a shining Train,  
Draw forth to Combat on the Velvet-Plain.

The skilful Nymph reviews her Force with Care ;  
Let *Spades* be Trumps she said ; and *Trumps* they were.

Now move to War her fable *Matadores*,  
In show like Leaders of the swarthy *Moors*.  
*Spadilla* first, unconquerable Lord !

Led off two Captive Trumps, and swept the Board.

As many more *Manilla* forc'd to yield,  
And march'd a Victor from the verdant Field,  
Him *Basto* follow'd, but his Fate more hard,  
Gain'd but one Trump, and one *Plebeian* Card.

With his broad Sabre next, a Chief in Years,  
The hoary Majesty of *Spades* appears ;  
Puts forth one manly Leg, to fight reveal'd ;  
The rest in many colour'd Robe conceal'd.  
The Rebel-*Knave*, who dares his Prince engage,  
Proves the just Victim of his Royal Rage.

Ev'n mighty *Pam*, that Kings and Queens o'erthrew  
And mow'd down Armies in the Fights of *Lue* ;  
Sad Chance of War ! now, destitute of Aid,  
Falls undistinguish'd by the Victor *Spade*.

Thus far both Armies to *Belinda* yield :  
Now to the Baron, Fate inclines the Field.  
His warlike *Amazon* her Host invades,  
Th' imperial Consort of the Queen of *Spades*.  
The *Club's* black Tyrant first her Victim dy'd,  
Spite of his haughty Mein and barb'rous Pride !  
What boots the Regal Circle on his Head,  
His Giant Limbs, in State unweildy spread ;  
That long behind he trails his pompous Robe,  
And, of all Monarchs, only grasps the Globe.

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The Baron now his *Diamonds* pours apace ;  
Th' embroider'd King who shows but half his Face,  
And his refulgent *Queen*, with Powers combin'd,  
Of broken Troops an easy Conquest find.  
*Clubs, Diamonds, Hearts*, in wild Disorder seen,  
With Throngs promiscuous strew the level Green.

The *Knave* of *Diamonds* tries his wily Arts,  
And wins (O shameful chance ! ) the *Queen of Hearts*.  
At this, the Blood the Virgin's Cheeks forfook,  
A livid Paleness spreads o'er all her Look ;  
She sees and trembles at th' approaching Ill,  
Just in the Jaws of Ruin, and *Codille*.  
And now (as oft in some distemper'd State)  
On one nice Trick depends the gen'ral Fate ;  
An *Ace of Hearts* steps forth : the King unseen  
Lurk'd in her Hand, and mourn'd his captive *Queen*  
He springs to Vengeance with an eager Pace,  
And falls like Thunder on the prostrate *Ace*.  
The Nymph exulting, fills with Shouts the Sky,  
The Walls, the Woods, and long Canals reply.

*The LAWS of QUADRILLE.*

I. **I**T is not permitted to *deal* the Cards any otherwise than by 4 and 3, the *Dealer* being at Liberty to begin with which of those Numbers he please. If in *dealing* there happens to be one or more faced Cards, the *Deal* goes for nothing.

II. If the Pack of Cards has more or less than it ought to have, the *Deal* goes for nothing.

III. If there chance to be two Cards of the same Sort, and it is perceived before the *Deal* is played out, it is null ; but if the Cards are  
all

*The LAWS of QUADRILLE.* 81

all played, the *Deal* is good, as well as all those which may have preceded it.

IV. He who misses *Deal*, must *deal* again; but is not to be *Beasted*.

V. If he who plays either *Sans-prendre*, or *calling* a King, names a Trump of a different Suit from that his Game is in, or names two several Suits, that which he first named, must be the Trump.

VI. He who plays, must name the Trump by its proper Name; as he likewise must the King he *calls*.

VII. He who has said *I pass*, must not be again admitted to play, except he plays by *Force*, upon Account of his having *Spadille*.

VIII. He who has *asked the Question*, and has *Leave* given him, is obliged to play.

IX. He who has asked to play, must not play *Sans prendre*, except he is *forced* so to do.

X. He who has asked to play, may play *Sans-prendre*, in Preference to him, who *forces* him to it.

XI. He who has the Four Kings may *call* the Queen of either of his Kings.

XII. Neither the King nor Queen of the Suit, which is Trumps, must be *called*.

XIII. He who has one, or several Kings, may call any King he has in his Hand; in such Case, to win, he must make alone six

Tricks. If he wins, it is all his own ; and if he loses, he pays all by himself.

XIV. You must not demand *Gano*, of your *Friend* ; nor cause him, by any indirect Means, to favour you.

XV. Every one ought to play in his Turn, but for having done otherwise, no one must be *Beasted*.

XVI. He however, whose Turn it is not to play, having in his Hand the King the *Ombre* has called, and shall trump about with either *Spadille*, *Manille*, or *Basto*, or shall even play down the King, which was *called*, to give Notice of his being the *Friend*, must not pretend to undertake the *Vole* ; nay he must be condemned to be *Beasted*, if it appears that he did it with any fraudulent Design.

XVII. He who has drawn a Card from his *Game*, and presented it openly in order to play it, is obliged so to do, if retaining it may be either any Ways prejudicial to the Game, or may give any Intimation to the *Friend* ; and more particular if the Card is a *Matadere*. He who plays *Sans-prendre*, is not subject to this Law ; nor is he, who *calls* his own King.

XVIII. He who has none of that Suit of the Card that leads, is not obliged to trump it ; nor to throw a higher Card of the same Suit upon it, if he has one.

XIX.

XIX. It is lawful to look upon every one's Tricks to see what Cards have been played.

XX. None ought to look upon the Tricks, nor to count aloud what has been played, except when it is his Turn to play; but to let every one reckon for himself.

XXI. He who instead of turning up the Tricks before any one of the Players, shall turn up and discover his *Game*, must be equally *Beasted* with him, whose Cards he has so discovered, one paying one half, and the other the like.

XXII. He who *renounces*, must be *Beasted* as many Times as he has so done, if he is made sensible of every *Renounce* he has made; but if the Cards are mixed, he is to pay but one *Beaste*, though he has made several *Renounces*.

XXIII. To have *renounced*, the Trick must have been turned down; or he who *renounced* must have played his Card for the next Trick; otherwise he may recal his Card without incurring any Penalty.

XXIV. If the *Renounce* prejudices the Game, and the Deal is not played out, every one may take up his Cards, beginning at the Trick where the *Renounce* was made, and play them over-again; but if the *Deal* has been all played out, the Cards may not be re-taken.

XXV. He who having asked what is  
E 6                      Trumps,



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Trumps, shall trump with a Card of that Suit he has been told was Trumps, tho' in Effect it is not so, must not be *beasted*.

XXVI. He who without having enquired what is Trumps, shall trump with a Card which is not Trumps, if he has taken up and turn'd down the Trick, must be *beasted*.

XXVII. He who shews his *Game* before the *Deal* is out, must be *Beasted* except he played *Sans-prendre*.

XXVIII. Several *Beastes* made in one *Deal* ought to go all together ; unless it has been otherwise agreed before.

XXIX. The greatest *Beastes* should be always first played for.

XXX. None of the Three *Matadores* can be commanded down by an inferior Trump.

XXXI. A superior *Matadore* forces down an inferior, when it is played by the Leader.

XXXII. A superior *Matadore* does not command down an inferior, if it is played upon any other Trump that led the Board.

XXXIII. The *Matadores* and *Sans-prendre* cannot be demanded after the Cards are cut for the next *Deal*, except when they are designedly cut and dealt so hastily that the Winner has not been allowed Time to demand his Due ; in which Case, if he has not taken up the *Stake*, nor been paid the *Rewards* by any of the Players, he may lawfully demand the *Sans-prendre* and *Matadores* together with his  
other

Other Dues; but if it was he himself, who either cut or dealt the Cards, he has no farther Right to demand them.

XXXIV. If he who plays *Sans-prendre* with the *Matadores* in his Hand, demands only one of them, he must receive only That, which he mentioned.

XXXV. He who instead of *Sans-prendre*, shall demand *Matadores*, not having them; as likewise he, who shall demand *Sans-prendre* instead of *Matadores*, cannot compel the Players to pay him what is really his Due; this Game requiring a formal Explication of every Point in its proper Terms. He who plays with the Assistance of a King, has no Share in this Distinction.

XXXVI. If one of the two Winners has been paid for *Matadores*, the other may likewise rightfully claim Payment, notwithstanding they have not been demanded.

XXXVII. *Matadores* are only paid when they are in the Hands of the *Ombre*, or of the King his Ally, whether all in one Hand, or separately in both.

XXXVIII. He who plays *Sans-prendre*, is obliged to name his Trump, notwithstanding he has a sure Game in his Hand.

XXXIX. The *Game*, the *Stake*, the *Reward*, and the *Beaste* have no fixed Time set for their Payment, but they may be demanded several *Deals* after.

XL. You cannot recover the Mistakes, which may have been made in reckoning the Value of *Beastes*, after the *Deal*, wherein they were drawn, is over.

XLI. He, or they, who play and make all the Tricks, are to be played what has been agreed upon for the *Vole*.

XLII. The *Vole* does not draw the *Beastes*, which were not played for.

XLIII. He who undertakes the *Vole*, and does not make it, must pay as much as he would have received, had he won it.

XLIV. The *Vole* is undertaken when, after having made six Tricks, whether you play *Sans-prendre*, or with the Assistance of a King, the Card is played down for the seventh Trick.

XLV. When the *Vole* is once undertaken, there is no going back.

XLVI. He who speaks in the Game to encourage his *Friend* to undertake the *Vole*, cannot pretend to it.

XLVII. He who says any Thing to induce him to desist from undertaking it, must be *Beasted*.

XLVIII. It is not permitted to give Notice to your *Friend* that you have made six Tricks.

XLIX. Those who defend the *Stakes*, must not communicate their Game to each other, tho' the *Vole* is undertaken, nor must  
any

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any one speak the least Word that concerns the Game.

L. He, who is *forced* to play with *Spadille*, cannot have any Pretensions to the *Vole*.

LI. The *Vole* cannot be undertaken 'till the auxiliary King has appeared.

LII. You may, in case the auxiliary King does not appear, continue playing 'till the very last Card, without incurring the Penalty of those, who miss making the *Vole*.

LIII. Those who make the *Vole*, if the auxiliary King has not appeared, 'till the last Trick, must not be payed it, even tho' the Queen of that Suit has made a Trick.

LIV. Those who having undertaken the *Vole*, miss making it, are nevertheless to take up the *Stakes*, *Beastes*, &c. that were played for, and to be payed the *Game*, *Rewards*, *Matadores*, if they had them, and *Sans-prendre*, if so played.

LV. Those who admit the *Contre* into the Game of *Quadrille*, must permit him, who offers to play so, before any other, who offers only to play *Sans-prendre*, even the Eldest Hand.

LVI. He who playing *Sans-prendre*, undertakes the *Vole*, and misses making it, must pay to each of his Opponents the Due for the *Vole*; nor is he to be payed either the *Sans-prendre* or *Matadores*, if he had them, nor even the *Rewards*, nor the *Game*; neither does  
he

he draw the *Stakes* ; but he is not to be *Beasted*, except he loses the Game ; in which Case, he must pay to each Player, besides the Forfeit of missing the *Vole*, what he was to have had for winning the Game, and be *Beasted* for as much as was played for.

LVII. He who plays and does not make three Tricks, is to be *Beasted* alone, and must likewise pay alone all that is to be payed ; and if he makes no Trick at all, he must, besides That, pay to his two Adversaries the *Vole*, but not to his Friend, lest the Allurement of that Game might entice the *Friend*, when he sees the Game desperate, or past Recovery, to play against him, whom he ought to defend.

LVIII. When you play the Game called *au Roy rendre* ; or, *the King surrendered*, he to whom his King is *surrendered*, must, to win, make six Tricks alone. As to all the rest, he wins or loses by himself.

LIX. Whoever refuses to play out the Number of *Tours* agreed upon at first, ought to pay all the Losings, and the Cards.

LX. But in Case his Absence is absolutely required upon any important Occasion, the Party may be put off 'till another Opportunity, taking a Memorial of the Condition in which the Game was left.

P I Q U E T.

*General RULES for playing at PIQUET.*

**T**A K E a Pack of Cards, and throw out all the Duces, Trays, Fours, Fives, and Sixes. You are to play with the rest, which will amount to Thirty-two.

Or, you may buy Packs of *Piquet-Cards* at the Card-Makers, which contain no more than what are used.

After you have settled what you play for, you are to agree how much shall make Up; for this is in the Choice of the Gamesters: The common way of playing it, is a Hundred Up; and this seems to be the best Game, because a Re-Picque generally wins the Game.

The next Thing you are to do, is, to Cut who is to Deal; for you must observe, that at this Game the Dealer has a great Disadvantage. He who shews the lowest Card in cutting, is the Dealer.

A Man may cut as many, or as few Cards as he pleases, provided it is more than one; but one Card is no Cut.

And if by Accident it should happen, that in Cutting, some of the Cards should drop out of your Hand, and some remain (which often falls out thro' haste) you must take no  
Notice

Notice of the Cards that fall, but the Cut must be decided by that Card which remains in your Hand with the rest.

In reckoning up your Point, every Card is reckoned, for as much as it bears; as Ten for Ten, Nine for Nine, and so down to the Seven, which is the lowest. Observe, that an Ace is always reckoned for Eleven.

You must observe also, that all Court-Cards are reckoned for Ten.

And when you come to play the Cards, their Value is in the same Degree; as, the Ace wins the King, the King the Queen, and the Queen the Knave, the Knave the Ten, and so down.

When the Deal is decided, the Dealer is to shuffle the Cards, and offer them to the other to be cut.

If in Cutting he should scatter, or any ways displace the Cards, they are to be shuffled and cut again.

If the Person who does not Deal has a Mind to shuffle the Cards, he may; but the Dealer is to give them the last Shuffle.

The Dealer may distribute the Cards, by 4, by 3, or by 2 at a Time, as he pleases, 'till he has dealt 12 a-piece; but he must always go thro' the Deal to the End, with the same Number as he begins.

But because this changeable Way of Dealing sometimes may give Offence, the Cards  
are

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are generally dealt at this Game by 2 and 2 ; and it seems best so.

When the Dealer has done, he is to lay the Stock just in the Middle ; when they come to examine their Game, if one of them should find that he has not one Court-Card in his Hand, he is to declare that he has *Carte-blanche* : Then he is to tell how many Cards he will lay out, and desire the other to discard, that he may shew him his Game.

When the other has discarded, he who has *Carte-blanche*, is to shew his Game upon the Table, that the other may be satisfied it is so ; then he is to reckon Ten for his *Carte-blanche*, and to discard, in order to play his Game : But he must lay out the same Number of Cards he declared.

The *Carte-blanche* is the first Thing reckoned, and therefore prevents a *Picque* and *Re-Picque*.

When each has his Number of Cards, that is 12, there remains 8, which (as we said before) are to be laid in the Middle ; then he, who is to play first, may take 5, which is a great Advantage, and leave but 3 to the Dealer.

But he is not obliged to take 5, for that is to be at his Choice, or according to the Disposition of his Game ; he may take in but 2, 3, or 4, observing to discard just the same Number.

When he takes less than 5, he may see the rest of them, and lay them again upon the Stock:  
Then



Then the other may take all that is left, or what Number of them he pleases, observing to discard as many; he may also look on the Cards he leaves, and the other may likewise see them, if he declares first what Card he will lead.

But take Notice, that he is obliged to lead the Card he names.

And if by Mistake, or otherwise, he should promise to lead a Card of a Suit which he had not in his Hand, he is obliged to play what Card the other shall appoint him.

Observe that both the Dealer and he that leads, are obliged to discard at least one, let their Games be ever so good.

After both have discarded and taken in, the eldest Hand is to examine what Suit he has most Cards of; then he is to reckon how many Points he has in that Suit, and ask the other if so many are good: If the other cannot reckon as many in that, or any other Suit, he tells one for every ten. An Example will make this plain.

If the Eldest Hand has Ace, King, Queen, and Knave of any Suit, he asks, *Are 41 good?* (We told you before, that an Ace was counted for 11, and every Court-Card for 10.) If the other cannot reckon up as many, he is to tell 4 for them; so if he had 50, he is to tell 5; if 60, 6, and so on.

But suppose 35 in either Hand should be  
good,

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good, he who has them is to reckon as much as for 40, that is to say, 4; and the same for any Number betwixt 35, and 40; but for any Number less than 5, nothing is reckoned: As for 41, 42, 43, or 44, you reckon but 4; so that by this you see there is as much reckoned for 35, as for 40, viz. 4: The Rule is the same in all Numbers betwixt 50, 60, &c.

He who reckons most in this manner, is said to win the Point; when the Point is over, each is to examine what Cards he has in his Hands of the same Suit, which are Sequents: These are called, either *Tierces*, *Quartes*, *Quintes*, *Sexiemes*, *Septiemes*, or *Huitiemes*, according to their Number and Value.

These Words may sound a little like conjuring, to Persons who do not understand them; but they are only the *French* Terms, which we make use of, because *English* will not express the same Thing in one Word.

First, a *Tierce* is when three Cards follow one another in Degrees of Value, as Ace, King, Queen; and are worth 3: If you add a Knave to these, it is called a *Quart*, and is worth 4; add a 10, and it is called a *Quint*; a 9, and it is called a *Sexieme*; a 7, and it is called a *Septieme*; an 8, and it is called a *Huitieme*.

The Word *Tierce* is from *Trois*, three; *Quart*, from *Quatre*, four; *Quint*, or *Quinze*, fifteen;

fifteen: Tho' by a Corruption of Pronunciation we call it *Kent*, and the Word *Sixieme*, is the sixteenth; *Septieme*, from *Sept*, seven; *Huitieme*, from *Huit*, eight.

Every *Tierce* is worth three Points, the *Quart* four, the *Quintes* fifteen, the *Sixieme* is worth sixteen, the *Septieme* seventeen; the *Huitieme* eighteen; so that the Signification of the Terms instruct you what these Things are worth, when you have them in your Hand.

You must observe, that these *Sequents* of Cards must be of the same Suit, otherwise they are of no Value.

These *Tierces*, *Quartes*, *Quintes*, &c. are distinguished in Dignity by the Cards they begin from; as for Example, Ace, King, and Queen, are called *Tierce-Major*: King, Queen, and Knave, are called *Tierce to a King*; so Knave, Ten and Nine, are called *Tierce to a Knave*; so every *Quart*, *Quint*, or *Sixieme*, that begins from an Ace, is called *Quart*, *Quint*, or *Sixieme-Major*: When they begin from another Card, they are named from that Card.

Observe, that he who has the best *Tierce*, *Quart*, *Quint*, &c. being that which takes its Descent from the best Card, though he has but one, and the other has many inferior, the best shall set all the others aside, and render them of no Value.

So if one Person has a *Tierce*, or *Quart-Major*, and two or three inferior ones, the  
*Tierce-*

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*Tierce-Major* shall make the small ones good.

For Example, if one has *Tierce-Major*, and a *Tierce of a Knave*, and another to a Ten in his Hand, and the other has a *Tierce to a Queen*; he who has the *Tierce-Major* shall reckon not only That, but the two small ones also, and the *Tierce to a Queen* in the other Hand is worth nothing.

So a *Quart* in one Hand sets aside a *Tierce* in another; and so of the rest, the Highest renders the Lowest good for nothing; and he who has a *Sixieme* in his Hand that is good, may reckon *Tierces*, or *Quartes*; and if the other has a *Quint* at the same Time, it is set aside.

And so it is of *Septiemes*, *Huitiemes*, &c. when you have one of These good in your Hand, it gives a Value to all the rest.

When these are told, you are to examine how many Aces, Kings, Queens, Knaves, or Tens, you have in your Hand; but no Number less than Three of any of these are good for any thing, but Three of any of these are worth Three: As for the Nines, Eights, and Sevens, you are allowed nothing for them.

Observe, that the Cards are in the same Degree of Value here, as in every other Part of the Game; that is to say, the Aces are best,  
then

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then the Kings, Queens, and Knaves, and last of all the Tens.

If one has in his Hand 3 Aces, 3 Knaves, and 3 Tens, and the other 3 Kings; he who has the Aces, shall tell all his Threes, and the Kings are good for nothing. Thus, among *Cards*, as well as *Men*, *The Great* overcomes the *Small*.

He who has 4 Aces, 4 Kings, 4 Queens, 4 Knaves, or 4 Tens, reckons 14, for them: And this is called a *Quatorze*, that is, provided they are good.

Four Aces must be always good, the rest are good but as it happens; 4 Tens must be good, if the other has not 4 of any thing else.

If there are 4 Knaves, or Tens, in one Hand, 3 Aces, or Kings, &c. are not to be told in another Hand.

Thus when you have reckoned all your Game that is to be told in Hand; he, whose Right is to play first, begins to play down: And every Card he plays down, above the Degree of a 9, he tells 1 for: But for a 9, and so downwards, he can reckon nothing; then the highest Card of a Suit always wins the Trick.

If two Cards of different Suits are played, that which leads wins the Trick, tho' the first was but a 7, and the last an Ace.

It is not the Person that wins the Trick who always reckons for it, and in some Cases both

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both reckon 1, for the same Trick; I shall explain this Matter.

If the Person who leads, plays a tenth Card, he reckons 1 for it as soon as he plays it down; if the other plays another Card that is higher, he wins it, and also reckons one; thus they both reckon for the same Trick.

If the Leader plays an 8, or 7, he reckons nothing, and if the Follower should win it with a 9, he reckons nothing; for, as I said before, no Card under a 10 can count at this Game: Nevertheless that Trick serves towards winning of the Cards.

But observe, that the Follower, that is, he who plays last, never reckons for his Card unless he wins the Trick.

And observe too, that there is one Exception to a Rule I laid down before, which is, that he who wins the last Trick reckons 1 for it, though it be won with a 9, 8, or 7; if it be won with a 10, or upwards, he reckons 2 for it.

When the Cards are played out, each is to count his Tricks; and he that has most, is to reckon 10 for winning the Cards: If they have Tricks alike, neither is to reckon any thing.

When the Deal is finished, each is to mark up, what he got by the Deal; and so at the End of every Deal, till the Game is finished.

When the Game is at an End, you are to

cut again for the Deal, if you play on ; and so every Game you play.

Sometimes it is agreed to play a certain Number of Games, and to deal alternately to the End of those Games. As for Example, *viz.* When it happens that both Parties are within a few Points of being up, the *Carte-blanche* is the first Thing that reckons.

If there be no *Carte-blanche*, the Point is the first Thing.

The second Thing is the Sequents, as *Tierces*, *Quartes*, *Quints*, &c. The next to those to be reckoned, are the Threes, or *Quatorzes* ; as 3 Aces, or 4 Knaves, or Tens, Queens, or Kings.

As for Instance, if both Parties should be 95 of the Game, and one has in his Hand 45, or 50, for Point ; which we will suppose to be good ; and the other a *Quint*, or a *Quatorze* of Aces, he who has the Point wins the Game ; because, as I said before, it is to be reckoned first ; and the rest have the same Preference according to their Ranks, as is already shewn.

If one be 99 of the Game, before he plays down the first Card ; he plays it up, if it be a tenth Card, tho' he loses the Trick.

If the Parties are 99 each when they are to play down, the Leader must win the Game, if he plays a tenth Card ; because he tells as  
soon

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soon as he plays down, the other cannot till after the Trick is won.

Of the REPICQUE.

**H**E who without playing down, (that is, in *Carte-blanche*, *Points*, *Quints*, *Quatorzes*, &c.) can reckon up 30 in Hand, when the other has reckoned nothing, reckons 90 for them; and this is called a *Repicque*.

If he can make up above 30 in Hand, he reckons as much above 90; as if he has 32, 33, or 34; he reckons 92, 93, 94, and so on.

Of the PICQUE.

**H**E who can make up 30, part in Hand, and part by Play, before the other has told any Thing, reckons them for 60; and this is called a *Picque*.

It must be observed here, that when he makes his 30, if he should by Mistake, omit saying 60, and reckon only 30, and so go on with 31, 32, and then playing the Cards out so, he should afterwards recollect his Error, and reckon 30 more for the *Picque*; he is not to lose the Benefit of his *Picque*.

But, if he has marked up his Game; and the Cards are cut, and distributing for the Deal



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following, it is too late to re-call, and his Game must stand as it is marked.

*Of the CAPOT.*

**H**E who wins all the Tricks, instead of reckoning 10, which is his Right for winning the Cards, reckons 40, and this is called a *Capot*.

I should have observed before, that whenever the *Points*, the *Tierces*, *Quartes*, or *Quints*, are equal in both Hands, neither is to reckon any Thing for them; tho' as other Games an Advantage in this Case is given to the first in Play, or the Eldest Hand.

*Accidents which happen at this GAME, and the Penalties which attend it.*

**F**IRST, if the Dealer by Mistake, or otherwise, should give a Card too many, or too few, it is at the Election of the Eldest Hand, either to play the Game, or make him deal again.

If the Eldest, having 13 Cards dealt him, resolves to play (you must observe, there can be but 7 Cards in the Stock, if the Dealer has his 12) in this Case he must lay out 5 Cards, and take in but 4.

If he plays when he has but 11 Cards dealt,  
he

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he must lay out a Card less than what he takes in.

And the Dealer is to do the same, if 11 or 13 Cards fall into his Hand; but it is only in the Choice of the Eldest to play, or make him deal again.

If one should have 15, or but 9 Cards dealt him, which may happen when the Dealer does not think of what he is doing; in this Case the Cards must be dealt again, and neither have Power to hinder it.

He that has a *Carte-blanche*, *Point*, *Quints*, or *Quatorzes*, in his Hand, and plays down a Card before he remembers to name it, loses the Benefit thereof; and so he does of every Thing that is to be told in Hand, if he does not name them before he plays down.

If one Party names his *Point*, and the other allows it to be good; if he does not remember to shew it before he plays down a Card, it is good for nothing to him, and he must not reckon it.

So if he should name *Tierces*, *Quartes*, or *Quints*, and not shew them before he plays down, he loses the Advantage of reckoning them.

On the other Hand, when this happens, the Dealer shall tell his *Points*, *Tierces*, *Quartes*, or *Quints*, &c. tho' they are not so good as the others.

But he must likewise shew them before he

plays down to the Leader's Cards, otherwise he loses the Right of reckoning them, as well as the other.

He that has *Threes*, or *Quatorzes* of Aces, Kings, Queens, Knaves, or Tens, is not obliged to shew them.

If one should count a *Three*, or *Quatorze*, which he has not in his Hand, tho' he laid it out by Mistake, or otherwise; if the other finds it out at any Time before the Cards are cut for the next Deal, he cuts him off from all he reckoned, and he is to count nothing that he got by that Deal.

If the Eldest should count 3 Aces when he laid out 1 of them, and the other 3 Kings, or any thing else; he shall count his 3 Kings, though he does not discover the other's false Reckoning till the End of the Deal.

Observe, that tho' he who reckons false, can count nothing by the Deal; yet what he has in his Hand may hinder the other, and save a *Picque*, or a *Repicque*.

As for Example, he who counts 3 Aces false, and has a *Quint-Major* in his Hand; though he cannot count for it, yet it cuts the other off from counting any inferior *Quint*, *Quarte*, or *Tierce*.

He that takes in a Card more than he lays out, incurs the same Penalty, and counts nothing.

But

But he that takes in a Card less than he lays out, may count his Game.

He that has a Card less than his Number, must play Card for Card with the other, as long as his Cards last.

When one has 12 Cards, and the other but 10; if he who has the 12 Cards, should win 10 Tricks successively, then he has 2 Cards left in his Hand, which we will suppose to be the King of *Spades*, and any small Card of another Suit; the other has but 1 Card, which we will suppose to be the Ace of *Spades*: If the first plays his small Card, the other must play the Ace of *Spades* to it. Thus he suffers a *Capot* for want of another Card; and this seems just, because it was his own Fault that he wanted a Card.

When a Card is once played out of Hand, it cannot be taken up again, unless it be in the Case of a *Renounce*; if then, by Mistake, one should throw down a Card of a different Suit when he has one of the same in his Hand, he may take it up again, and play down the other.

If the Leader should play a King, and the other having the Ace of the same Suit in his Hand, should in surprize play a small Card of the same Sort, he cannot re-call it, but must be content to lose the Trick.

If one Person has 3 Aces in his Hand, and by Negligence should count 3 Kings in-

stead of his Aces, he counts nothing that Deal.

Provided, he does not recollect his Mistake before he plays down his first Card; if he does, in all the aforementioned Cases he saves the Penalty.

If when the Deal is half played out, one of the Parties expecting to win no more Tricks, should throw up the Cards, and mix them with the rest; if he repents after, and would take his Cards up again, he is not allowed: But if they are not mixed with the rest, he may take them up again, and play out the Deal.

When the Cards are played out, except 2 or 3 on one Side, and one supposing the other's Cards to be better than his own, should throw them down; but finding himself mistaken, he takes his Cards up again after, he shall be obliged to play which of the 3 Cards the other directs him.

It is not allowed in any Case to discard twice: As for Example:

He who takes in first, lays out 4 Cards; therefore he is to take in but 4: If by the Outside, or any other Means, he should know the 5th to be a good Card, and offer to lay out another in order to take it in, the other must not allow him to do it.

And the Rule is the same in respect of the Dealer: If he does not take all the Cards that

that are left him, after he has once discarded, and taken in, he can discard no more, tho' he has not looked on the Cards he takes in.

Nor is it allowed before discarding, to look to examine the Cards you are to take in, even on the Outside, lest they should be known by their Backs.

He that takes in first, should always tell how many he leaves, if he does not take in all his 5; that the other may discard accordingly.

He that takes in a Card too many, and perceives it before he looks on them, may turn it back again.

Unless he mixes it with the rest of his Game; in which Case he loses the whole Profit of that Deal, and reckons nothing as is observed before.

If any one takes the Cards to deal when it is not his Turn, and should deal them all out; and if the other has examined his Cards, provided he that dealt by Mistake has not looked on his Cards also; he may throw them up to be dealt by the other.

If the Person who is to speak first, should shew a *Point*, or a *Tierce*, *Quarte*, or *Quint*, &c. or a *Three*, or *Quatorze* of any Thing, which the other two should allow to be good; if, after this, he should find he was mistaken, and that he has a Better of that sort than the Eldest shewed, he may count it afterwards:

And he suffers nothing by this Mistake, provided there be not a Card played down.

The *Carte-blanche*, as we told you before, is always first told, and must be shewed upon the Table, whether in the Hand of the Dealer, or of the other.

He that hath nothing in his Hand but the *Cart-blanche*, saves a *Picque* or a *Repicque*.

If you should have in your Hand 3 Aces, 3 Kings, 3 Queens, 3 Knaves, or 3 Tens, and in discarding lay out 1 or either of these, you are to count but 3: Then the other may ask you which Ace, which King, &c. you laid out, and you are obliged to tell him; and if he requires it, you must shew him which you laid out.

If it should happen that the Pack should be false, (as sometimes there may be 2 Cards of a Sort) when it is found out, that Deal goes for nothing; but if you have played several Deals before, with the same Pack, they are all good.

If the Pack should be found false, the very first Deal you play you must adjust the Pack, and begin again; but you are not to cut again for Deal, for the first Cutting stands good.

Every Gamester is to lay his Discard near himself, which he has the Liberty of looking on as often as he pleases.

He that cuts the Cards is not to look at the  
Bottom;

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Bottom ; if he should, forgetting what he was about, they must be shuffled and cut again.

When the Cards are cut neatly, that is, without scattering or displacing, and neither have seen the Bottom ; if the Dealer, by some outward Mark should know it to be a bad Card for him, and should desire the other to cut again, he ought not to consent ; and the Case is the same if he that cuts should happen to know it to be a good Card for the Dealer : For the Cards are never to be cut twice, but in the Cases beforementioned.

Whoever is found taking a Card in, that he laid out before, loses the Game.

When, by Mistake, one has taken a Card in, more than he had laid out, and to avoid the Penalty, which is, of reckoning nothing that Deal, he should attempt secretly to lay it out again, he is to lose the Game.

This Game is always played with Lurches, unless it be first agreed on to the contrary ; that is, when the Loser cannot make up 50, before the other wins the Game, he is to pay him double.

If they play for a Guinea a Game, he that is lurch'd loses Two.

*Particular RULES for playing the GAME.*

I. **T**HIS Game is played by Stages ; that is, when you are pretty much behind



hind your Adversary, you are to play a pulling Game ; or thus, if elder Hand, you are to make Twenty-seven Points, if younger, thirteen Points ; to discard properly, you must compare your own Game with that of your Adversary.

II. Your View in discarding, is to win the Cards ; which if you can do, you will probably make two or three and twenty Points. Observe therefore in discarding, not to regard a low *Quatorze*, such as three Queens, three Knaves, or three Tens ; because, if you are elder Hand, it is Three to One that you miss your Aim ; and if you are younger Hand, it is Seventeen to Three : For, supposing you go for a *Quatorze* of either of these, and for that Purpose throw out an Ace or a King ; you will by this Means run the Hazard of losing above Twenty Points, for the Sake of winning Fourteen.

III. When you begin to play, your first Care is, to secure the Game, which is Twenty-seven Points the elder Hand, and thirteen the younger. If you are elder Hand, and have *Tierce-Major*, and the Seven in any Suit, of four certain Cards, it is Five to Two but that you take in One. For Example ; suppose you have three Queens, three Knaves, or three Tens, it will be your safest Way to discard one of them rather than the Seven ; because the Odds is Three to One against you, that

that you do not make a *Quatorze*, by taking in any One certain Card elder Hand; and consequently it will be greatly to your Disadvantage to discard the Seven.

IV. Should your Adversary be considerably before you in the Game, the winning the Cards is not in such Case your chief Consideration. For Instance; suppose you have a *Quart* to a Queen, or a Knave, if you are elder Hand, it is only Five to Four but you take in a Queen, a Knave, or a Ten; and if it happen that Three of either should be dealt you, it is your Business to push for the Game, especially if it be like to be decided by that Deal.

V. The gaining of the Point is, generally speaking, Ten Points good to you; for which Reason in discarding, you should make this your Aim, but yet to be careful, that, in so doing, you do not lose the Cards.

VI. To save your Lurch, or to lurch your Adversary, is of such Consequence to your Game, that you may well enough hazard some Points for that Purpose.

VII. If the younger Hand holds Three Aces, he will find it his best Way to discard the fourth Suit.

VIII. The younger Hand should be careful to guard his Queen-suit, which will help him to make Points, and save the Cards.

IX. When you have gained Six Tricks and  
have

have still a winning Card, be sure to play that, because by so doing, you play at least Eleven Points to One against yourself, unless you should some how discover what the Cards were that your Adversary laid out.

X. As the younger Hand is upon the Defensive, in order to secure his Thirteen Points, he must have Three *Tierces*, *Quarts*, and endeavour to get the Point: But if he has two *Tierces* from a King, Queen, or Knave, as it is Twenty-nine to Twenty-eight that he succeeds, and to make him a *Quart* to either of them has Four certain Cards to take in, and has a Chance thereby to save a *Pique*, &c. he cannot do better than to go for that which he has the greatest Probability to secure. But should he, on the contrary, having Three Queens, Knaves, or Tens, attempt to secure them before the others, the Odds against him will be Seventeen to Three, and therefore it will be to his Disadvantage to discard in that Manner.

XI. If you are much aforehand in the Game, suppose Eighty to Fifty, it will be your best Way to let your Adversary gain Two Points for your one, especially if you are to be elder Hand the next Deal: But if you happen to be the younger Hand, and are Eighty-six to Fifty or Sixty, you need not mind the losing of Two or three Points, so you

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you can gain One; because by that Point you are brought within your Shew.

XII. It may sometimes be good Judgment in the younger Hand not to call Three Queens, Knaves, &c. and to sink one Card of his Point, which his Adversary may imagine is a Guard to a King or Queen.

XIII. It is sometimes proper as well for the elder as younger Hand to sink One of his Point, a *Tierce*, or Three Kings, Queens, Knaves, or Tens, with a View of making the Cards; which however is to be done with great Caution and Forecast.

XIV. When the Cards are equally dealt to the younger Hand, he must not take in any Card, if by so doing he should hazard his losing them, except he should be pretty much behind in the Game, or has some great Advantage in View.

XV. If by a deep Discard, the younger Hand has a Prospect of leaving or winning the Cards; as thus, suppose he should hold King, Queen, Nine, or the King, Knave, and Nine of a Suit; he may, in this Case, discard either of those Suits, with an Assurance that he will not be attack'd in them, and the Odds against him, that he does not take in the Ace of either of those Suits, being very great, it would not be prudent to discard otherwise.

XVI.

XVI. If in calling the Point, the younger Hand observes, that his Adversary holds Five Cards which will make Five Tricks, and perhaps has the Ace and Queen of another Suit, he will be right in throwing away the Guard to that King, especially if in that Suit he has laid out one, by which Means he will have an even Chance of saving the Cards.

XVII. When the elder Hand, by playing the Cards in a particular Manner, is assured of making them even, and is a-head of his Adversary, he must not run the Risque of losing them; but if, on the contrary, his Adversary happens to be got a great Way before him, he will find it his best Way to hazard the losing of the Cards, in hopes of some Chance to win them.

XVIII. Let us put a Case: Suppose the elder Hand hold a *Quart* to a King, with Three Kings, and Three Queens (including the King to his *Quart*) and in his discarding, must necessarily put out One of his *Quarts* to the King, or part with a King or Queen; which of them had he best discard? It's answer'd, that the Chance of taking the Ace or Nine to his *Quart* to a King, is exactly equal to the taking in either King or Queen, as he has Three of each in his Hand; so that he is to discard in such a Manner as will best secure the Cards. The same Rule may be observed in all Cases of the like Nature.

XIX. Put the Case again, that the elder  
Hand

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Hand has taken in Five Cards, and upon inspecting them finds he has the Ace, King, and Knave of a Suit, and remembers that he has put out Two of that Suit. Looking again, he finds Ace, King, and Knave, and Two small Cards of another Suit, but in the other Suits no winning Cards: Now, in order to win, or at least to save the Cards, which of these Suits had he best to play from? It is answered, that he ought to begin with that Suit which is the least; because if he perceives his Adversary guarded in that Suit, it is highly probable that he is not so in the others. But should he play from his largest Suit, and should find his Adversary's Queen guarded, his Chance to save or win the Cards is lost.

CASES.

I. **T**HE elder Hand holds a *Quart-major*, with the King and Ten of Diamonds, the Seven and Eight of Clubs, the King and Nine of Hearts, and Ten and Nine of Spades: Q. Shall he leave a Card, by carrying the *Quart major* and Two more of the same Suit for the Point, with his Two other Kings; or will it be better to throw out one Card of his Point? A. By throwing out one Card of his Point, it is very likely he will reckon no more than Five Points, and, consequently, may lose the Cards, whereby his Adversary will get

get Eleven Points, besides his Three Aces, &c. which will give a bad Aspect to the Game. But by leaving a Card, and allowing there may be One good Card in the Five, which he has the Liberty to take in, then he has Four Chances to One against leaving that Card, and therefore it is his surest Way to leave One; and it is great Odds, but he takes in One of the Four Cards that he wants, *viz.* One of the three Aces, or the King.

II. If the elder Hand should hold the Ace, and Four small Cards of any Suit, and Two other Kings, and he don't find his Adversary very strong, he may observe the same Method as in the former Case.

III. Let us suppose another Case: The eldest Hand holds King, Queen, and Four of the smallest Clubs, the Ace and Knave of Hearts, the King and Queen of Diamonds, and the King and Nine of Spades; how is he to discard, so as to gain the most Points?  
*A.* Let him throw out the Queen, Four small Clubs, which will leave him Three entire Suits, with the King of Clubs; which will be most for his Interest, because his Chance for taking in the Fourth King, is equal to that of taking in the Ace of Clubs; in either of which Cases, the Odds against him is Three to One: But if he should be disappointed in taking in the Fourth King, by discarding in this Manner, he has a fair Chance to gain the  
 Cards,

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Cards, which will very probably make a Difference of Twenty-two Points. But if he should throw out some of his great Cards, with an Expectation of taking in the Ace of Clubs, and should not succeed, he will have but a very small Chance either to save or win the Cards.

IV. Again ; suppose the elder Hand holds King and Queen of Clubs, Queen and Knave of Hearts, a *Terce-major* in Diamonds, and a *Quint* from the Knave of Spades. Q. How must he discard to gain the Points? A. Let him throw out his *Quint* ; for allowing his *Quint* to be good for every Thing after he has taken in, he can even then score only Nineteen Points in Case he carries it, and in all Likelihood give the Cards up, as likewise the Chance of a *Quatorze* of Queens, with many Points in play ; so that by keeping the *Quint*, he would discard to great Disadvantage.

V. Another Case may be supposed thus ; you have in your Hand, King, Queen, Seven, Eight, and Nine of Clubs ; the Queen, Ten, and Nine of Hearts, the Ace and Nine of Spades, and the Queen and Knave of Diamonds : Q. Which of them are you to discard? A. The King, Seven, Eight, and Nine of Clubs, and the Nine of Spades ; thus you will not only have Three good Suits left you to go for, but you have the same Chance of taking in the Fourth Queen, as you would the  
Ace



Ace of Clubs. And farther, by discarding in this Manner, you stand a good Chance to win the Cards.

VI. Suppose another Case; namely, That you hold the Queen, Ten, Nine, Eight, and Seven of Clubs, the King, Queen, and Knave of Hearts, the Ace and Nine of Spades, and the Knave and Ten of Diamonds; Q. Which of them is it best to discard? A. The Five Clubs; because the Odds against you, that you do not take in the Knave of Clubs, is Three to One, and your holding Three entire Suits gives you a better Chance to gain more Points.

VII. We will suppose that you hold the Ace, Queen, and Knave of Clubs; the Queen and Knave of Hearts; the King, Queen, and Knave of Diamonds, with the Seven, Eight, Nine, and Ten of Spades; Q. Which of them are you to discard? A. The Ace of Clubs and Four Spades; because it is no more than Five to Four against your taking in a Queen or a Knave; nor above Three to Two that you take in an Ace. Besides, you have Three Cards to your *Tierce* to a King, to take in, *viz.* the Ten and Nine to make you a *Quint*; which rightly managed, may make you a great Game. But if, by throwing out the Four Spades only, you should leave a Card, you will run the Hazard of leaving One of the following Cards, *viz.* the Ace, Queen,  
or

or Knave of Spades, the Ace of Diamonds, or the King of Clubs; whereby, it is very likely, you would lose more Points than by parting with the Ace of Clubs; and by retaining Two Suits, *viz.* the Three Clubs, Three Diamonds, and the Queen of Hearts, you will hazard the putting out Fourteen Points; now the Odds against your taking in the Queen or Knave, is but Five to Four; and therefore to discard thus, would be greatly to your Disadvantage.

VII. I have play'd out all my Cards, except Three, which are the King, Queen, and Ten of Hearts, and I perceive my Adversary has the Ace, Knave, and One small Card of the same Suit; now, which Card must I play to make Three Points? The Ten.

IX. In viewing my Hand, I find I have the King, Queen, Ten, and Nine of Diamonds, and the Ace, Queen, Ten, and Nine of Clubs; Q. Which of these Suits must I retain, to give me the greatest Likelihood of gaining the most Points? A. You are to retain the Four Diamonds; because the Chance of taking in the Ace of Diamonds, is precisely equal to that of taking in the Ace of Clubs; as is that of the Knave of Diamonds to the Knave of Clubs; and by discarding thus, you will probably score Fifteen Points for your *Quint* in Diamonds, instead of Four for the *Quart* in Clubs, besides a better Chance to  
win

win the Cards; for should you take in the Ace of Diamonds, you are sure of Seven Tricks, which you cannot be by taking in the King of Clubs.

X. You are elder Hand, and have got the Ace, Knave, Seven, Eight, and Ten of Diamonds, and the Ace, Queen, Knave, Seven, Eight, and Ten of Clubs; you desire to know which Suit you must retain? I answer, you are to retain the Five Diamonds; because the Chance of taking in the King of Diamonds and the King of Clubs is equal, and equal in Power to win the Cards; besides which, you have a Chance of taking in the Nine of Diamonds, which will make you Fifteen Points, which any one certain Card in Clubs will not give you.

XI. You are younger Hand, and have four Aces and Two Kings dealt you, with which you would capot the elder Hand: But how? Why thus: You must discard very deep, such as the Queen, Ten, and Eight of a Suit; and if it should happen that you take in no Card to such Suit, it's highly probable you will get a *Capot*.

XII. You find in your Hand the Ace, Queen, and Ten of one Suit; and the Ace, Queen, Ten, and Two more of another Suit: Your Adversary shews Six Cards for his Point, perhaps the Ace, Queen, and Four small ones, in which Suit you are guarded;  
when

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when it is your Lead, you are to play from your Heart Suit, because if he is guarded in that, he is probably unguarded in the other; but by beginning with your largest Suit, in which if he should happen to be guarded, you lose all Chance of winning the Cards; but if you begin with your Heart Suit, it may turn out better. But if he should be guarded in both Suits, you can have no Prospect of winning the Cards.

XIII. Another Case I shall put is this: You are elder Hand, and have the Ace, Knave, Seven, Eight, and Nine of Diamonds; and the Ace, Queen, Seven, Eight, and Nine of Clubs; you ask, which Suit it will be best to retain? I answer, the Five Diamonds; because the Chance of taking in the King of Diamonds is the same as taking in the King of Clubs, and equally good for winning the Cards; but besides that, you have the Chance of taking in the Ten of Diamonds, which will make you Fifteen Points, which, by taking in any One certain Card in Clubs, you have Room to expect.

XIV. You are elder Hand, and want Eight Points of the Game, and the younger Twenty-three; you have Ace, King, and Ten of Diamonds; Ace, King, and Queen of Clubs; Knave, Nine, and Seven of Spades; Ace, King, and Ten of Diamonds; what Cards must you lay out, to prevent your Adversary's

fary's making Three-and-twenty Points, and he is not to reckon a *Carte-Blanche*? *A.* The King and Queen of Clubs, and Knave, Nine, and Seven of Spades must be discarded; by which Means you will make Eight Points, before the other can make Twenty-three.

XV. You find in your Hand the Ace, Queen, and Knave of Clubs, with the King and Ten of Diamonds; your Opposite has the Ace, Queen, and Knave of Diamonds, and the King and Ten of Clubs, and he being to lead, is to make Five Points, or to lose the Game; how will you prevent it? *A.* Thus: When he plays his Ace of Clubs, throw down your King; and so he will make but Four Points.

### *Of the P O O L.*

**T**HE *Pool* is another Way of playing *Piquet*, only invented for Society; it is in every Respect played the same Way with the other Game; but it is a Contrivance to bring in a Third. As for Example:

Three Persons are to cut, he who cuts the highest Card, stands out the first Game, for it is held an Advantage to be out first. Then the others are to cut for Deal, as is before directed; if they play for Guineas, they are to lay down a Guinea a-piece, which makes 3 Guineas: Then he who loses the first Game  
lays

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lays down a Guinea more, and goes out, and he who stood out before, sits down. If the first Gamester beats him also, he sweeps the Board, which is called winning the *Pool*: And the Loser must lay another Guinea to it.

But if he who won the first Game, loses the second, he pays his Guinea, and makes room for the other: Thus it goes round sometimes, till the *Pool* amounts to a great Sum.

You must observe, the *Pool* is never won, till one Person gets two Games successively.

Every Person that loses a Game, lays down a Guinea to the *Pool*.

When any Person is lurch'd at this Play, he lays down one Guinea to the *Pool*, and pays another to him who lurch'd him.

This is all that can be said upon *Piquet*; the Directions are ample enough to instruct any Person in the Game. As to the Art of Playing well, in order to win, which consists chiefly in playing the Cards, I think it cannot be demonstrated any way by Direction. It is a Science which must be acquired by Practice, or by observing Those who are very expert in it.

*The Royal Game of CHESS.**A Description of the GAME.*

I. **T**HE Game is performed by Two little Armies drawn up, in Order of Battle, opposite to each other; each Army is commanded by a *King*, and several *great Officers*, tho' when you come to examine them close, This *King* is no more than a Piece of *Stick*, or *Ivory*, as are *all* under his Command.

II. The *Officers* (including the *King*) consist of Eight principal Persons, who are sized according to their Dignity, and have their particular Titles and Qualities.

III. The common Sort consist of eight *Pioneers*, one stands before every *Officer*; these are called *Pawns*, and are but low of Stature.

IV. The *King* is the first, and whenever he is Lost, the Battle is at an End.

V. The *Queen* is next in Degree, who bears her Royal Husband Company in the War; she does not only animate him with her beautiful Aspect, but likewise defends him when in Danger, and attacks his Enemies.

VI. The two *Rooks* are next in Degree to the *Queen*.

VII. The two *Knights* are next to them, who do great Service generally in the Beginning of an  
an

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an Action, and are very furious for some Time; but towards the End they are not so serviceable.

VIII. There are two *Bishops* likewise (for the Army must not be without *Chaplains*) which are of most Service towards the End of an Action: Perhaps the Reader may think it is to assist the dying Men, but we shall give him to understand presently, that they have something else to do.

IX. These in *French* are called *les Fous*, that is, *the Fools*; but who it was that first *Gallicized* that Word for *Bishops*, I cannot tell.

X. The next are the *Pawns*; who, tho' they are no other than common Soldiers, yet when they are well commanded, they sometimes perform great Actions.

XI. The Method of Drawing up this little Army, is as follows: The Eight principal Figures are to be placed in the lowest Rank of the Board, next to the Gamester, in this Manner; First, the *King* upon the fourth Spot from the Corner, which is White; his *Queen* is to be placed upon the Black Spot on his Right-Hand; the two *Bishops* are to stand one next the *King*, the other next the *Queen*; the *Knights* upon the Sides of the *Bishops*; and the two *Rooks*, one in each Corner. The *Pawns* are placed just in the Rank before them, to serve as their Rampart:



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Thus the Poor are only made Use of to defend the *Great*.

XII. The other Army must be drawn up on the opposite End of the Board in the same Manner; and lest they should not be distinguished when they come to be mixed, one Army is always cloathed in *Black*, the other in *White*.

*RULES to be observed in playing the GAME.*

I. **B**EFORE you stir your Pieces, move your Pawns, and then support them with your Pieces; and therefore, to open the Game well, you should play the Kings, Queens, and Bishops Pawns first.

II. Your Pieces therefore are not to be played out early in the Game; because if your Adversary has it in his Power to play a Pawn upon them, to make them retire, you lose Moves, and at the same Time he opens his Game; but especially be cautious, till your Game be pretty well open'd, that you do not play out your Queen.

III. Be careful not to give useless Checks, nor indeed any, but when you have some Advantage in View, because if he can take or drive your Piece away, you lose a Move.

IV. Your Game must not be crouded with too many Pieces together, lest the Passage should be so choak'd up as to hinder your  
Men

Men from advancing or retreating, as there is occasion.

V. If your Game should be too much crouded, the Way to free it, is to make Exchange of Pieces or Pawns, and to castle your King with all Expedition.

VI. You will find an Advantage in crouding your Adversary's Game, which you may do thus: If he brings out his Pieces before his Pawns, attack him with your Pawns as soon as you can, which will force him to lose his Moves, which must necessarily croud him.

VII. You are never to attack your Adversary's King unless you can do it powerfully; but should he attack your King, and you have not sufficient Strength to attack his, you must offer Exchanges with him; and if he draws off when you present him with an Exchange, he may lose a Move, and so miss his Advantage, which you gain.

VIII. In playing, let your Men so well guard one another, that if you lose an advanced Man, the opposite Piece may likewise be taken by that which guarded yours; and therefore as many Pieces as you see your Adversary advance, so many Guards must you have about your Piece, and, if you can so contrive it, let them be of less Value than those he brings against you. But if your Piece is likely to be lost, you may try to save

it by attacking one of his that is as good, if not better.

IX. When you intend to make an Attack, be sure be well prepared for it ; give no useless Checks, which may open your Adversary's Game, and give him an Opportunity, by the Weakness of your Attack, to make a vigorous one upon you.

X. Before you play your Man, observe whether you are not in Danger from your Adversary's last Move ; and before you attack him, consider whether his next Moves, in Consequence of yours, may not be to your Prejudice ; so it may be in your Power, before it is too late, to prevent the Mischief he designs you.

XI. When you observe your Attack is likely to succeed, pursue your Scheme (if possible) till you give him Mate ; fear not to take any Piece, or any Advantage that your Adversary may throw in your Way to tempt you, with a Design to defeat your Purpose.

XII. If you are in the Pursuit of an Attack well-laid, and find yourself under a Necessity of forcing your Way thro' his Defence, in which you must lose some Pieces ; if upon a View of the Situation of the Enemy, you see a Prospect of Success, don't be afraid to sacrifice a Piece or two, to gain your End ; for it is a bold Play, that gives the most diverting Turns to the Game.

XIII.

XIII. Let not your Queen be so placed before the King, as to tempt your Adversary to bring a Rook or a Bishop, and so check your King if she was not there, for you will find it no easy Matter to save her.

XIV. When your Adversary's Knight, well guarded, advances to check your King and Queen, or your King and Rook, or your Queen and Rook, or your two Rooks, at the same Time, you must endeavour to prevent it; for in the Two first Cases, the King being forced to go out of Check, you will lose your Queen or Rook; and in the last two Cases, you will lose your Rook, without any Hurt to your Adversary, but the Loss of a worse Piece.

XV. Some guarded Pawn of your Adversary's, if you are not aware, may fork Two of your Pieces.

XVI. The Kings being castled on different Sides of the Board, the Adversary must advance the Pawns he has on the other Side of the Board, against the other King, but take Care to support them with Pieces, especially his Queen and Rooks; and the castled King must not stir his three Pawns if he can possibly avoid it.

XVII. You must, if possible, always have a Move in Reserve, or Ambush; that is, so to place your Queen, Bishop, or Rook behind a Pawn, or a Piece in such a Manner,

as that when you play that Pawn or Piece, you may shew a Check upon your Adversary's King, and by that Means may often take a Piece, or gain some other Advantage.

XVIII. A good Piece is not to guard One of an inferior Value, if you can do it with a Pawn ; because by so doing you will in a manner put the better Piece out of Play ; neither should you, for the same Reason, guard a Pawn with a Piece, if you can do it with a Pawn.

XIX. By passing a Pawn well supported, you will often get a Piece from your Adversary. And if your End in playing is only to win the Game, you must, upon gaining any Advantage, as by taking a Pawn, or otherwise, make as frequent Exchanges of your Pieces as you can, only be careful not to lose your Move.

XX. When you and your Adversary have each of you three Pawns upon the Board, and no Piece, One of your Pawns being on one Side of the Board, and Two on the other, and opposite to your two Pawns are your Adversary's Three, advance with your King to take his Pawns, and if he marches his King to support them, go on with your single Pawn to Queen ; and if he attempts to hinder you, take his Pawns, and push the others to Queen : Such is the Advantage of a passed Pawn.

XXI. If you are got so near the End of  
your

your Game, that each of you have only Three or Four Pawns on the different Sides of the Board, the Kings, in order to win the Game, are then to push for the Move. Thus, if you bring your King to confront that of your Adversary's, with only one House between you, you will get the Advantage of the Move.

XXII. Suppose your Adversary has on the Board his King and one Pawn, but you have your King only; now, if you can bring your King opposite to that of your Adversary's when he is either immediately before, or on one Side of his Pawn, and only one House between the Kings, it's impossible you should lose the Game.

XXIII. When on the Rook's Line of your Adversary you see only a Bishop and a Pawn, and his Bishop not of the Colour that commands the Corner House to which his Pawn is going, and you have no more than your King, if you can but get Possession of that Corner, you can't lose the Game, and, by a Stale, may possibly win it.

XXIV. If it should so happen, that you have greatly the worse of the Game, having no more than your Queen left in play, and your King in the Possession of Stale-mate; your Business is to keep checking your Adversary's King, with this Caution, not to check him where he can thrust in any of his Pieces that makes the Stale; thus will you

force him at last to take your Queen, which, by being in a Stale-mate, wins the Game.

XXV. You must not cover a Check with a Piece that may be taken with a Pawn push'd upon it, lest you should get for it no more than that Pawn.

XXVI. Always observe this Rule, *viz.* to let your Adversary's King have a Move, lest you give him an Opportunity of making a Stale-mate.

*The foregoing RULES and OBSERVATIONS explained and illustrated.*

**W**Hether the open or close Game be your Play, let this be a constant Rule, that before you begin to attack, bring all your Pieces into Play; which if you neglect, and your Adversary observes, you will always attack, or be attacked, to great Disadvantage; this is so absolutely necessary, that you had better drop a seeming Advantage than neglect it; neither is it possible to play the Game well without observing this Rule. If you would bring out your Pieces properly, you should push on your Pawns first, which if you support well with your Pieces, your Game won't be crouded: That is, all your Pieces will have Room to play and assist each other. Yet this must be observed, that, whether you attack or defend, you bring your

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your Pieces forward in such manner as not to be forced to retire.

But farther ; your Pieces being all brought out, and placed as above, which will be much to your Advantage, especially if you are at Liberty to castle on which Side you please ; you are next to take a View of your own and your Adversary's Game, and by observing his weakest Part, you may determine where to castle, and where to begin your Attack ; and you need not be told, that you can't do it better than where you are strongest, and your Enemy weakest. By observing this Rule, it's highly probable, you will be able to break thro' his Game, in which desperate Attempt, you must expect some Pieces will be exchanged. Here you must again survey both Games with the utmost Accuracy, nor let your first Success hurry you on to act with less Caution. If you still find your Adversary pretty strong, your best Way will be to rally your Men again, and put them in the best Order you can, for a second or a third Attack if necessary ; to which Purpose you must keep your Men as close together as you can, that they may be ready to assist each other as Occasion offers. However, if you can't penetrate so far as to secure the Game, yet, by observing these Directions, you can't miss of having it disposed in a good Method.

We come now to the closing Part of the  
G 6 Game,



Game, which has likewise its Intricacies, and Difficulties. You are to observe, where your Pawns are strongest, best connected, and nearest to Queen; then take Notice of the Situation of your Adversaries Pawns, and in what Degree of Preferment, and if upon the View of both Sides, you see your Way open to Queen before him, pursue it directly; if not, you must push your King forward to prevent him. This is said, upon the Supposition, that all the Noblemen are swept off; for, if any of them still remain, they are to attend your Pawns, and must serve to hinder your Adversary from going to Queen.

*Additional RULES for the better playing the Game.*

I. **W**HEN you have moved a Piece in such a Manner, that your Opponent drives you away with a Pawn, you may be pretty sure it is a bad Move, because you have given him a double Advantage, First, of advancing himself, and, Secondly, of forcing you to retire: And altho' between Players equally good, the first Move may not be of much Consequence, yet the Loss of One or Two more afterwards, may render the Game irrecoverable: But if you defend and can recover the Move or the Attack (for they go  
both

both together) you will be in a good Way of winning the Game.

II. Should your Move be such, as that, upon playing again, you can do no Good, be assured it is a very bad one ; for in this curious Game, every Move produces some Effect.

III. You need not be over fearful in losing a Rook for a Piece of less Value ; for, tho' a Rook is preferr'd to any other, except the Queen, yet it is seldom played to much Purpose till the latter End of the Game, and therefore it frequently happens, that it's of greater Advantage to have an inferior Piece to play than One that is better.

IV. Should your Game carry such a bad Aspect, that you have little or nothing to play, it must be owing to your own Neglect, either in not bringing out your Pieces properly, or, which is still worse, not at all ; for, had you put them in a right Position at first, you would not have wanted a Variety in Play.

V. There is no Danger in doubling a Pawn, for three Pawns together will make you strong, but Four in a Square, assisted with other Pieces well managed, is a Strength invincible, and probably will produce you a Queen when you most want it. On the contrary, two Pawns, with a Space between, will do more Service than One ; and should you be so careless as to leave Three over each other in a Line, your Game is in a very bad Position.

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Position. You must therefore keep your Pawns in close Conjunction, which will enable you to face your Enemy wherever he advances against you.

VI. When it is not in your Power to save a Piece that is attack'd, give it up; and whilst your Adversary is taking it, consider how you shall best annoy him in another Place; for it frequently occurs, that whilst he is eager in the Pursuit of a Piece, you either get a Pawn or Two, or such an Advantage as he can never recover.

VII. When your Queen and a Piece are attack'd at the same Time, and you must, by moving your Queen, lose your Piece; you are to consider, whether in Exchange for your Queen, you can get two Pieces; if you can, do it rather than retire; for it makes the Difference of three Pieces, which is of greater Consequence than a Queen; and you have this farther Advantage by it, that you keep your Game entire, as well as your Situation, which you will find of more Service than a Piece; and indeed you had better give your Queen for a Piece, or a Pawn or Two, or almost any thing you can get, rather than retire. For observe, when the Attack and Defence are perfectly form'd, and all in Readiness for the Storm, if by the Move of him who defends, he who plays first is obliged to retire,

*The Royal Game of CHESS.* 135

retire, he who is attacked generally loses the Game.

VIII. When you are about to change your Position, see that you have Reason for it ; for if you should happen to be wrong, a dextrous Opponent will catch hold of your Fault to mend his own Situation and spoil yours. When you find yourself strongest, at least by a Piece, by every Change you make your Advantage is increased. Farther ; if upon playing a Piece, your Adversary opposes one to it, change directly, so you will prevent his Design of removing you, and not lose the Move yourself.

IX. You should every now and then take a Survey of your Game, calculate your Moves, and thereupon take your Measures.

X. You are especially to remember, that your King is a capital Piece, and ought not to stand idle, especially at the latter End of a Game ; for the Move and the Victory are generally got by his Activity.

XI. Take Notice likewise, that in your Attack it is not always necessary to have your Queen, Rook, and Bishop near your Adversary's King ; because they do better at a Distance, can't be drove away, and prevent a Stale-mate.

XII. If you observe a Piece that you can take when you will, first see if you can move,

to

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to Advantage elsewhere, and take that at your Leisure.

XIII. Be not too hasty in taking your Adversary's Pawn with your King, for it frequently happens that he is a good Protection to your King.

XIV. When it is in your Option to take a Man with different Pieces, do it with Deliberation, and consider with which it will be your greatest Advantage to take it.

*The* LAWS of CHESS.

1. **I**F you do but touch a Man, you are obliged to play it, and if once you quit it, you are not allowed to recall it.

2. If you play a false Move, however it may happen, and 'tis not observed by your Opponent till he has played his next Move, it is not to be recalled by either of you.

3. If you make a Mistake in placing your Men, and play two Moves upon it, 'tis in your Adversary's Option, whether you shall begin the Game, or not.

4. If your Adversary in playing discover a Check to your King, and gives no Notice of it, you may let him stand till he does.

W H I S T.

P A R T II.

W H I S T.

*The LAWS of WHIST.*

**B**EFORE the Parties begin to play, it is highly necessary that they should know by what *Laws* they are to be governed, in order to prevent their committing any Errors or Mistakes, which might tend to their Prejudice in the Course of the Game. These following are generally observed.

1. While the Cards are in dealing, none of the Players are to take up, or look at his Cards; and if the Deal happens to be lost, the Cards shall be dealt again.

2. If in dealing, a Card in the Pack happens to be faced, except it be the last Card, they shall be dealt again.

3. If in dealing the Cards one is turned up, the adverse Party may, if they please, call a new Deal, unless either of them has occasioned the turning up such Card, in which Case it is in the Option of the Dealer.

4. When a Person happens to play out of his Turn, either of his Adversaries may call the Card so played, whenever he will, during that Deal, provided he does not force him to revoke; and in Case either of the adverse Party is to lead the Board next, he may ask his Partner to nominate the Suit he would have  
him

him play from, which he must obey, if in his Power.

5. If, when a Card is led, one of the Adversaries should play out of Turn, his Partner must not win the Trick, if without revoking he can avoid it.

6. When a Card of any Suit is led, and the last Player should play out of his Turn, though his Partner may not have any of the Suit led, he is not entitled to trump it, or to win the Trick, provided you do not force him to revoke.

7. You are not to challenge a Revoke till the Trick is turned and quitted, or the Person revoking, or his Partner, have played again.

8. When a Revoke is properly challenged, the adverse Party adds 3 to his Score, and the Party that has revoked, in Case they shall be up, shall, notwithstanding the Penalty, remain at 9. Every other Score of the Game must give Place to a Revoke.

9. Each of the Parties ought to mind that he has 13 Cards dealt him; for if he should have One short of the Number, and does not observe it till after several Tricks are played, and if at the same time the other Players hold their right Numbers, the Deal must not be lost; and he who plays with 12 Cards, is liable to be punished with each Revoke, if he should make any; but if it should be found that any  
of

of the other Players holds 14 Cards, the Deal must be void.

10. Should any of the Parties call at any Point of the Game, except 8, either of the adverse Party may demand a new Deal; and they may consult together whether they shall insist upon a new Deal, or not.

11. As soon as the Trump is turned up, no Party shall be at Liberty to put his Partner in Mind of calling.

12. When the Trump-Card is seen, you are debarred from setting up Honours in the preceding Deal, unless before claimed.

13. Should any Person separate a Card from the rest, either of the adverse Parties are at Liberty to call it, provided he names it, and proves the Separation; but if the Card he calls should be wrong, the adverse Parties, or either of them, may once, during that Deal, call the highest or lowest Card in any Suit.

14. In playing, each Person is to lay his Card before him; which being done, if either of the adverse Party should, either accidentally or designedly, throw their Card to his, his Partner may require each Person to lay his own Card before him, but he is not to ask who played any particular Card.

15. If in Play a Person happens to revoke, and discovers it before the Cards are returned, the adverse Party may call either the highest  
or



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or lowest of the Suit led, or may, at any other Time, call a Card then played, if it does not oblige the Person to revoke.

16. If a Player, imagining he has lost the Game, throws down his Cards Face upwards, and his Partner will not yield it lost, the Adversaries may call either of those Cards, when they will, if they do not make the Party revoke.

17. Put a Case: *A* and *Z* are Partners against *C* and *Y*. *A* leads Clubs, *Z* plays before the Adversary *C*; *Y* has then a Right to play before his Partner *C*, because *Z* played out of his Turn.

18. A Person may shew his Cards, if he is sure of winning every Trick in his Hand; but if it should appear he has a losing Card, all his Cards are liable to be called.

19. While the Cards are playing, no Person may ask his Partner if he has played an Honour.

20. If a Person revokes in Play, and discovers it before the Trick is turned, he may take up his Trick again, and so may the next Player, and the Adversaries may oblige the Revoker to play the highest or lowest Cards of the Suit led.

21. If at the Point of 8 any Person should call, and his Partner answer, upon which the Opponents throw up their Cards; and it should then appear, that the Parties calling had not

Two

Two by Honours, they may thereupon advise with one another, and may stand the Deal not, as they like best.

22. And if a Party answers when he has not an Honour, the Adversaries may advise together, and may chuse whether they will stand the Deal or not.

23. In the Middle of a Game, no new Cards shall be introduced without a general Consent.

24. The Trump-Card ought to be left open upon the Table till 'tis the Dealer's Turn to play; and when he has mixed it with his other Cards, No-body has a Right to ask what was turned up, but may ask what is Trumps; this puts it out of the Power of the Dealer to name a wrong Card, which otherwise he might do.

#### GENERAL OBSERVATIONS.

**F**ormerly it was usual to deal 4 Cards together; but it is demonstrable there is no Safety in that Method; but now the Cards are dealt round 1 and 1 at a Time, as the securest and best Way.

In playing your Cards you must have Recourse altogether to your own Judgment; and tho' you have but mean Cards in your Hand, yet you may (by observing the Course of the Cards) play them so suitable to those  
in

in your Partner's Hand, that he may either trump them, or play the best of that Suit on the Board.

You ought to have a strict Eye on what Cards are played out, that you may know by that Means either what to play, if you lead, or how to trump securely and advantageously.

At *Ruff* and *Honours*, by some called *Slam*, you have in the Pack all the Duces, and the Reason is, because 4 Persons playing, having dealt 12 a-piece, there are 4 left for the Stock, the uppermost whereof is turned up, and that is Trumps. He who hath the Ace of Trumps *Ruffs*, that is, he takes in those 4 Cards, and lays out 4; the 4 Honours are the Ace, King, Queen, and Knave; he who hath 3 Honours in his Hand, his Partner not having the *Fourth*, sets up 8 by Cards, that is, 2 Tricks; if he hath all 4, then 16, that is, 4 Tricks. It is all one, if the two Partners make them 3, or 4 between them, as if one had them. If the Honours are equally divided among the Gamesters of each Side, then they say Honours are split. If either Side are at 8 Groats, he hath a Benefit of calling, *Can ye?* If he hath 2 Honours in his Hand, and if the other answers 1, the Game is up, which is 10 in all; but if he has more than 2 he shews them, which is the same Thing; but if he forgets to *call*,  
after

after playing a Trick, he loseth the Advantage of calling for that Deal.

All Cards are of Value as they are superior one to another, as a 10 wins a 9, if not Trumps; so a Queen a Knave, in like Manner; but the least Trump will win the highest Card of any other Suit: Where, note, the Ace is the highest.

Some play at two-handed, or three-handed *Whist*. If three-handed, always two strive to suppress and keep down the rising Man. They deal to each 12 a-piece, and the Trump is the bottom Card. The Manner of crafty playing, the Number of the Game 10, Honours and Dignity of other Cards are all alike; and he that wins most Tricks is most forward to win the Set.

RULES *for playing.*

I. **L**ET the Leader begin with the best Suit in his Hand; Sequents of King, Queen, and Knave, or Queen, Knave, and Ten are sure Leads, and always gain the Tenace either to yourself or Partner in other Suits; the highest of the Sequents, unless you have Five, should lead: But if you have 5 of the same Suit, play the lowest (except it be in Trumps, which requires you to play the highest) in order to get the Ace or King out of the Hands  
of

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of your Partner or Adversary, which will make Way for your Suit.

II. Suppose you hold Five small Trumps, and no good Card of any other Sort, what must be done? Why, trump about, which as it will make your Partner the last Player, will likewise give him the Tenace.

*N. B.* The Tenace in any Suit, supposes that the last Player has the First and Third best Cards, and by that Means can catch the Adversary when that Suit is led. Thus, if you have Ace and Queen of any Suit, which if your Partner leads, these Two Tricks must be yours; and so of any other Tenace in Cards of less Note.

III. Suppose you hold King, Queen, Ten, and Three small Trumps, with One good Suit besides, play your King of Trumps, which, probably, will bring out the Knave at the second Round; and do not wait to finesse the Ten, for fear your strong Suit should be trumped.

*N. B.* To *finesse*, is to try to gain an Advantage by Art; as thus; when a Card is played, and you have the best and third best of that Suit, you think proper to put your Third best upon that Lead, and run the Hazard of your Adversary's having the Second best, which if he has not, and it is 2 to 1 against him, you are then sure of a Trick.

IV. If you have Ace and King of two Suits,

Suits, with but Two small Trumps, and a Deficiency in the Fourth Suit, make directly as many Tricks as you can ; but you are not to force your Partner, in Case he refuses either of your Suits, because that may too much weaken his Game.

V. It is not always the best Play, to return your Partner's Lead ; that is, supposing you have good Suits to play, unless upon the Pinch of a Game. By good Suits you are to understand Sequents of King, Queen, and Knave ; or Queen, Knave, and Ten.

VI. If you hold One good Suit, with an Ace, King, and Four small Trumps, you must play three Rounds of Trumps, to prevent your strong Suits being trumped.

VII. Suppose your Adversary and you have each of you got Five Tricks, and by your own Hand you can get 2 Tricks more, make sure of those 2, and run no Hazard in order to score 2 that Deal ; for if you should happen to lose the odd Trick, you play 2 to 1 against yourself. However, this Rule is not to be so strictly observed, when there appears a Likelihood either of saving your Lurch or winning the Game ; when either of these happens to be the Case, make no Scruple of risking the odd Trick.

VIII. A Queen, Knave, and Three small Trumps, with one good Suit in your Hand, lead the Board with a small Trump.

IX. If you have a good Prospect of win-  
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ning the Game, don't be afraid of rifquing a Trick or Two, because the Advantage your Adversary has by a new Deal, is more than equivalent to the Point or Two, which you hazard by that Deal.

X. Put the Case that you have King, Queen, and Four small Trumps, with One good Suit besides, trump about with the King, because you will have Three Rounds of Trumps when the Lead comes into your Hand again.

XI. Suppose your Adversary is 6 or 7 Love, and it is your Turn to lead, in order to put the Game upon an Equality, you should risque a Trick or Two. We will suppose then, that you have the Queen or Knave and 1 Trump more, and in your other Suits no good Cards, play out your Queen or Knave of Trumps, by which your Partner's Game will be strengthened, if he should happen to be strong in Trumps; but should he be weak, you can't hurt him.

XII. When you hold Queen, Knave, Nine, and Two small Trumps, with a strong Suit besides, trump out the Queen, which at the second Round may bring out the Ten, and don't wait to finesse the Nine, but trump about a second Time.

XIII. If you have scor'd up 4, you must then play for an odd Trick, by which Means you will possess One-half of your Interest in  
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the Game. Now, to win the odd Trick, be cautious, though you are pretty strong in Trumps, how you trump about. You may reckon yourself strong in Trumps, when you have an Honour and three Trumps.

XIV. If you hold Three small Trumps, with a Knave and Ten, with One good Suit besides, trump about with a small One.

XV. Suppose you have scor'd 9, and find you are strong in Trumps, yet if you perceive by your Partner's Play, that he can trump any of your Adversary's Suits, you are not to trump out, but let him take his Opportunity of trumping those Suits. When your Game is scored 1, 2, or 3, you must play the Reverse; and likewise at 5, 6, or 7; because in these Cases you aim at getting more than 1 Point.

*N. B.* By playing the *Reverse* is meant the playing your Hand different Ways; as thus; if you are strong in Trumps you play one Way; if weak, the *Reverse*, i. e. another.

XVI. If you hold Two small Trumps, with Knave, Ten, and Eight, and a good Suit besides, your Play will be to trump about with the Knave, which at the second Round may bring out the Nine.

XVII. When you happen to be the last Player, and observe that the third Hand does not answer his Partner's Lead with a good Card, even tho' your own Hand is not very



good, return your Adversary the Lead, which will put into your Partner's Hands the Tenace of that Suit, and perhaps oblige the Adversary to change to another Suit, which will likewise gain the Tenace in that new Suit.

XVIII. If you hold Eight, Nine, and Ten, One small Trump, with a good Suit besides, trump about with the Ten.

XIX. If you hold Knave, King, and Ace, and Three other small Trumps, play the King and then the Ace (except One of your Adversaries refuses Trumps) because 'tis Ten to One but you bring out the Queen.

XX. King, Queen, and Four small Trumps being in your Hand, begin with a small One, because it is very likely your Partner has an Honour.

XXI. If you hold King, Queen, Ten, and Three small Trumps, lead with your King, because it's great Odds but you bring out the Knave in the second Round, or you may wait for the Return of your Partner's Trumps, to finesse your Ten.

XXII. Queen, Knave, and Four small Trumps being in your Hand, lead with the Queen, because it's highly probable your Partner holds an Honour.

XXIII. Nine, Knave, Queen, and Three small Trumps in Hand, lead with the Queen, because it's very possible that the Ten falls in  
the

the second Round ; or you may wait to finesse the Nine.

XXIV. Ten, Knave, and Four small Trumps in Hand, lead with a small One. See N<sup>o</sup> XXII.

XXV. If you hold Eight, Ten, and Knave, and Three small Trumps more, lead with the Knave, which may hinder the Nine from making a Trick ; and there is great Probability, that the three Honours will be forced out in two Rounds.

XXVI. King, and Ace, with Three small Trumps in Hand, lead with a small One. See the Reason, N<sup>o</sup> XXII.

XXVII. Six Trumps of inferior Degree being in Hand, play the lowest first, unless you hold Ten, Nine, and Eight, and an Honour is turn'd up against you ; then indeed you are to lead with the Ten, which obliges your Opponent to play his Honour to Disadvantage, or leave your Partner at Liberty to pass it or not.

XXVIII. King, Knave, and Ace, with Two small Trumps, play your King, which assures your Partner that you have Knave and Ace behind ; and by giving your Partner the Lead, he plays a Trump, upon which you may finesse the Knave, and unless the Queen lies behind you single, you cannot be hurt by such Play.

XXIX. King, Queen, and Three small  
 H 3  Trumps

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Trumps in Hand, play a small One. *See Reasons, N° XXII.*

XXX. King, Queen, Ten, and Two small Trumps in Hand, play the Ten. *See the Reasons, N° XXVIII.*

XXXI. Queen, Knave, and Three small Trumps in Hand, play a small one. *See N° XXII.*

XXXII. Nine, Knave, and Queen, with Two small Trumps, play the Queen. *See N° XXIII.*

XXXIII. Eight, Ten, and Knave, and Two small Trumps in Hand, play your Knave, because it's great Odds that in two Rounds of Trumps you bring out the Nine, or when your Partner returns Trumps, you fines the Eight.

XXXIV. When you hold five Trumps of inferior Degree, your best Way is to play the lowest, unless you have Ten, Nine, and Eight in Sequents; then indeed you play the Highest.

XXXV. Knave, King, and Ace, and One small Trump in Hand, play the King. *See Reason, N° XXVIII.*

XXXVI. Ace, King, and Two small Trumps in Hand, play a small One. *See Reason, N° XXII.*

XXXVII. King, Queen, and Two small Trumps in Hand, play a small One. *See Reason, N° XXII.*

XXXVIII.

XXXVIII. King, Queen, Ten, and One small Trump in Hand, play the King, and when your Partner returns Trumps, you may finesse your Ten to catch the Knave.

XXXIX. Nine, Knave, and Queen, with One small Trump in Hand, lead with the Queen, by which you may hinder the Ten from making a Trick.

XL. Ten, Knave, and Two small Trumps in Hand, play a small One. *See Reason, N<sup>o</sup> XXII.*

XLI. Eight, Ten, Knave, and One small Trump in Hand, lead with the Knave, that so you may prevent the Nine from making a Trick.

XLII. Eight, Nine, Ten, and One small Trump in Hand, play the Ten, which gives your Partner the Choice of passing it or not.

XLIII. Ten and Three small Trumps in Hand, play a small One.

RULES *for playing* SEQUENTS.

I. **I**N playing Trumps, lead the highest Sequent, except you hold the Ace, King, and Queen; then indeed you must play the lowest, which will intimate to your Partner how the Game stands.

II. If you are to play a Suit that is not Trumps, and have Sequents of King, Queen, and Two small Ones; in this Case, tho' you

should not be strong in Trumps, it is your best Way to lead with the Knave, for by getting the Ace out of any Hand, you make room for the rest of the Suit.

III. Supposing you hold Queen, Knave, Ten, and Two small Cards of any Suit, and at the same Time are strong in Trumps; then indeed you ought to play the highest of your Sequents; for if that Suit should happen to be trump'd in the second Round, you, by being strong in Trumps, fetch out their Trumps, and must make the Remainder of that Suit. Observe the same Method of Play in Sequents of Knave, Ten, and Nine, and Two small Cards of any Suit.

IV. If either you or your Adversary have accidentally forced your Partner, and he don't chuse to trump about when it is his Lead, you must, tho' weak in Trumps, force him on whenever the Lead comes into your Hand, unless you can make Tricks from other Suits.

V. If your Right-hand Adversary leads a Suit of which you have none, trump it, tho' you have but Two or Three small Trumps in your Hand, because it intimates to your Partner your Weakness in Trumps.

VI. Should you hold Sequents of King, Queen, and Knave, and One small Card of any Suit, play your King without any Regard to your Trumps; the same Method you  
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are to observe in any inferior Sequents, if they are no more than Four.

VII. But if you are weak in Trumps, you must play the lowest of your Sequents first, that is, if you should hold Five of them; this gives your Partner a Chance to make his Ace. For if in any Suit you had the Ace and Four small Cards, but weak in Trumps, and led from that Suit, you ought certainly to play the Ace; if indeed you are strong in Trumps, you may play your Game as backward as you please, but if weak, the reverse.

*N. B.* If you have the Ace and King, King and Queen, Queen and Knave, Queen and Ten, with Three small Trumps, and a Queen, or Knave, with Four small Trumps to each, you may reckon yourself strong in Trumps, and ought to play by the foregoing Rules, because you will always have the Command of Trumps. But if you have only Two, or Three small Trumps, you are weak in them.

VIII. Ace, King, Queen, or Knave, with Three small Trumps with either of them, will entitle you to force your Partner at any Point of the Game.

IX. Put the Case your Partner trumps to you, suppose from the King and Three small Trumps, and that you hold Ace, Knave, and One small Trump; which is it best to play,

the Ace or the Knave? Suppose again, that your Right-hand Adversary holds three Trumps, and there is the like Number held by your Adversary on the Left; by playing your Ace, and finessing your Knave, if the Queen is on your Right-hand, you get a Trick by it; but should the Queen be on your Left-hand, and you play the Ace, and return the Knave, granting that your Left-hand Adversary played the Queen, as he ought certainly to do, it is above Two to One, that the Ten lurks in the Hands of One of your Adversaries, and therefore, by playing thus you can gain no Trick.

X. In Case your Partner leads the Board with the Ace of Trumps, and you have King, Knave, and One small Trump, if you play the Knave, and return the King, it exactly answers the like Purpose of the foregoing Rule. The same Method may be practised in other Suits.

XI. If you have King, Queen, and Two or Three small Cards in any Suit, you may lead a small One, if you are strong in Trumps, it being Five to Four that your Partner has an Honour in that Suit; but should he be weak in Trumps, you ought to play the King first.

XII. Your Adversary on the Right-hand plays from a Suit of which you have King, Queen, and Two or Three small Cards; if you are strong in Trumps you may pass it,  
for

for'tis not unlikely that your Partner has a better Card in that Suit than the third Hand; but if not, you need not fear, but by the Strength of your Trumps, you will make that Suit.

XIII. If your Adversary on the Right-hand plays from a Suit, of which you hold King, Queen, and One small Card, no matter whether it be in Trumps or not; and you hold Queen, Knave, and One small Card, answer it with your Knave; and if you have Knave, Ten, and One small Card, give the Ten: Thus by playing the second Best, your Partner imagines you have a better Card or Cards in the same Suit.

XIV. If being strong in Trumps, you should have Ace, King, and Two small Cards in any Suit; should your Right-hand Adversary play in that Suit, you may pass it, because 'tis an equal Chance that your Partner has a better Card in that Suit than the third Hand; and if it should prove so, you will get a Trick by it; but if not, as you are strong in Trumps, you need not doubt but you will make your Ace and King.

XV. Should you hold the Ace, Nine, and Eight, or the King, Nine, and Eight, or the Queen, Nine, and Eight, and One small Trump, if your Partner leads the Ten, pass it, because you are sure of making two Tricks, except the three Honours lie behind you.

XVI. If you have a Mind to deceive your



Adversary, when he on your Right-hand plays from a Suit, of which you have Ace, King, and Queen, or Ace, King, and Knave, play the Ace; which will encourage him to play that Suit again. Perhaps your Partner may be deceived likewise, but the Deception of your Adversaries is of greater Consequence; for had you put the lowest of the *Trefce-major*, or the Knave in the other Suit, your Adversary on the Right-hand had discovered that the Strength of that Suit was against him, and consequently changed Suits.

XVII. Of two Suits in your Hand, in one you hold Ace, Ten, and One small Card; and in another, the Ace, Nine, and One small Card? Which of these Suits should you lead from? *A.* That in which you hold the Ace, Nine, and One small Card; because it is an equal Bett, that your Partner has a better Card in that Suit than the last Player: But if not, suppose then, that your Adversary on the Right-hand leads from the King or Queen of the Suit, of which you have the Ace, Ten, and One small Card; in this Case it is an equal Bett, that your Partner has in that Suit a better Card than the third Hand; and if so, upon Return of the Suit, you will be Tenace, and will very probably get three Tricks in that Suit.

*Select* CASES.

I. **I**F by the Course of the Play you judge your Adversaries to have Three or Four Trumps remaining, and neither your Partner nor you have any, you ought not, if you can avoid it, force one Hand to trump, and let the other throw away a losing Card; but try if you can suit your Partner's Hand, if you have nothing good in your own, and so hinder them from making their Trumps separate.

II. Suppose your Partner should lead the King of a Suit, of which you have none; in this Case you are to pass it, and throw away a losing Card, which will make Room for his Suit; unless your Right-hand Adversary should play the Ace; then indeed you must trump it.

III. *A B* become Partners against *C D*; Nine Cards are play'd out, and so are Eight Trumps, *A* has only one Trump left, and *B* his Partner has the Ace and Queen of Trumps, their Adversaries *C* and *D* have the King and Knave of Trumps between them: Is *B* in this Case to play his Ace or Queen of Trumps upon the Knave? *A*. His Ace, because *D* having four Cards in his Hand, and *C* only Three, it is Four to Three in *B*'s Favour; that the King is in *D*'s Hand. If we reduce  
the

the Cards to a less Number, the Odds is still in Favour of *B*'s winning a Trick. The same Direction will serve in playing any of the other Suits.

IV. Your Partner leads the Board with a Queen, and your Adversary on the Right-hand wins it with his Ace, and returns that Suit; don't trump it, tho' you should not have One of it in Hand, but throw away a losing Card, which will open a Way for your Partner's Suit. But if you play for an odd Trick, and are weak in Trumps, then indeed you may trump it.

V. You have only three Cards left in your Hand, namely, a losing Card, a thirteenth Card of any Suit, and a thirteenth Trump: Which of these three Cards must you play? *A.* The losing Card; because, if you play the thirteenth Card first, your Adversaries, mindful of your Trump in Hand, will not pass your losing Card, so that you play 2 to 1 against yourself.

VI. You hold Ace, King, and One small Card of a Suit, which is led by your Adversary on the Left-hand; you have likewise 4 small Trumps, but no good Suit to lead from; your Right-hand Adversary puts up the Nine, or a lower Card, you are to win it with your Ace, and return his Lead with a small Card of that Suit; he will imagine that the King lies behind him, and so will not put up

up his Queen if he has it, and thus very probably you will gain a Trick, and shew your Partner the Situation of the Game.

VII. You have the Ace, King, and Three small Cards in a Suit which has not been played; and it's evident to you, that your Partner has the last Trump: How must you play these Cards to the best Advantage? *A.* Lead a small Card in that Suit; because it is an equal Bett, that your Partner has a better Card in it than the last Player; which if he has, and there are no more than three Cards of that Suit in any one Hand, you will win four or five Tricks in that Suit; but should you play the Ace and King of that Suit, it is 2 to 1 against your Partner's holding the Queen; and therefore 2 to 1 that you get only two Tricks in that Suit. You may take the same Method when all the Trumps are played out, if you are strong enough in other Suits to bring in this; so that by this Method of Play, you will reduce the Odds of 2 to 1 against you to an equal Chance, and perhaps gain three Tricks by it.

VIII. If early in the Deal your Partner forces you to trump a Card, you must imagine him to be strong in Trumps; except you should be at the Points of 4 and 9, and therefore you may play Trumps if you are pretty strong in them.

IX. If you want your Adversary to play Trumps,

Trumps, and your Partner has led a Suit of which you have the Ace, Knave, Ten, Nine, and Eight, or the King, Knave, Ten, Nine, and Eight, you are to play the lowest of either Suit, which if the Adversary wins, he will probably play Trumps.

X. Being at the Point of 8 you call, but your Partner having no Honours does not answer; you have the King, Queen, and Ten; the King, Knave, and Ten, or the Queen, Knave, and Ten of Trumps; when Trumps are played, put out the Ten, which informs your Partner, that you hold two Honours, and he will suit his own Play thereto.

XI. You have a *Quart-major*, and One or Two more in the same Suit, and you are desirous your Partner should know that you have the Command of that Suit; to do this, you must throw away the Ace of that Suit upon any Card that is played, of which you have none in Hand, which will satisfy him, because it's very probable that neither of your Adversaries have more than Three in that Suit. Use the same Method if you have a *Quart* to a King; if the Ace is played out, you may throw away the King; in a *Quart* to a Queen (if the Ace and King are played out) you may throw away the Queen; and so in all inferior Sequents, having the best of them in your Hand; which shews your Partner the Condition of your Game.

XII. Suppose your Adversary on your  
Right-

Right-hand, being at the Point of 8, should call, but is not answered by his Partner; at the same Time you have King, Nine, and a small Trump, or the Queen, Nine, and 2 small Trumps, when your Partner plays Trumps, answer him with the Nine; for it is 2 to 1 that the Ten is not behind you, so will your Nine come in advantageously.

XIII. It's a common Practice among middling Players, when a King is turned up on their Left-hand, and they have only the Queen and a small Trump, to play out the Queen, in Expectation that the King being played upon it, their Partner will win it with his Ace; whereas it is 2 to 1 that their Partner has not the Ace; but if he has, it is giving two Honours for One, and consequently a weakening of their Game; and nothing but the Necessity of playing Trumps should induce them to play in this Manner.

XIV. It being your Lead, and you have Ace, King, and Two or Three or more of the Suit, when you play your Ace, if your Partner plays the Ten or Knave; in another Suit you have one Card only, and Two or Three small Trumps only, you are to play the single Card, in order to establish a Saw, which will have this Consequence, that, upon leading that Suit, your Partner will have an equal Chance of having a better Card in it than the last Player: Now, if he had led that  
 Suit

Suit to you, in which it's probable he was strongest, your Adversary might have discovered your Design of establishing a Saw, and by trumping about, have hindered your making your small Trumps: Thus will your Partner readily discern the Reasons that induced you to change Suits; and direct his Play accordingly.

N. B. *See-saw* is when each Partner trumps a Suit, and they play those Suits into each other's Hands.

XV. Put a Case. *AB* are Partners against *CD*; *C* or *D* has the only Trump left; *A* holds 3 or 4 winning Cards of a Suit already played, and an Ace and a small Card in another Suit: In this Case shall *A* throw away one of his winning Cards, or the small Card which he holds with his Ace? *A*. He ought to throw away one of his winning Cards, for this Reason; that if his Right-hand Adversary play to his Ace-Suit, he may pass it, and so his Partner *B* has an equal Chance to hold a better Card in that Suit than the third Hand; if he should be so lucky, and has likewise a forcing Card, or a Card to play to his Partner's Suit, in order to bring out the last Trump, by his remaining Ace he brings in his winning Cards. But if *A* had thrown away his small Card to his Ace-Suit, and that Suit had been led by his Right-hand Adversary, he must have played his Ace, and so have

have lost some Tricks by this Way of playing.

XVI. You hold Ace and Deuce of Trumps, and are strong in the other three Suits, you must lead with your Ace, and follow it with your Deuce of Trumps, that so you may put the Lead into your Partner's Hand, in order to get out 2 Trumps for 1; if the last Player wins that Trick, and leads a Suit in which you have Ace, King, and 2 or 3 more, let it pass, for it is an equal Bett, that in that Suit your Partner has a better Card than the third Hand; and if he has, it will be in his Power to get out two Trumps to one; when it is your Lead, you must try to force out 1 of the 2 Trumps that are left, if 11 Trumps have been played out, and it's great Odds but your Partner has 1 of the 2 remaining Trumps.

XVII. Ten Cards have been played out, and you have Reason to believe that three Trumps remain in the Hands of your Left-hand Adversary, *viz.* Two small Trumps and the best; you have only two Trumps, and your Partner none; your Right-hand Adversary plays a thirteenth, or some other winning Card, your best way will be to pass it, which will gain you a Trick.

XVIII. Ten Cards have been played out, and you have a Suit in which are the King, Ten, and a small Card, not yet led; you have likewise won six Tricks; your Partner leads



leads to your Suit, and there is neither Trump nor thirteenth Card in any Hand, you are not in this Case obliged to play your King, unless forced to it by your Adversary's putting on a high Card ; for upon the Return of that Suit you will make your King, and likewise the odd Trick, which makes a Difference of 2. If there should be 9 Cards played out, and under the like Circumstance, the same Method of Play is to be observed, unless by the gaining of two Tricks, you can either prevent a Lurch, or win or save a Game.

XIX. You are willing your Partner should know the State of your Game ; in order to which, we shall suppose you have a *Quart-Major* in Trumps (or any other Four of the best Trumps) when you are forced to trump a Card, do it with your Ace, and then throw the Knave ; or win it with the highest of any of your other Four best Trumps, and then throw the lowest, which will sufficiently instruct your Partner in your Game, and be the Means of winning several Tricks ; this Rule may be practised in other Suits.

XX. *AB* are Partners against *CD* ; *B* has the two best Trumps, and the Queen, Knave, and Nine of another Suit ; *A* has neither Ace, King, nor Ten of that Suit, *B* is to lead it : What Card must he play to give him a probable Chance of winning a Trick in that Suit ? *A*. Let him play the Nine ; for it is only 5 to 4  
against

against him, that the Ten is held by his Left-hand Adversary ; who, it is about 3 to 1, holds the Ace or King, and therefore *B* will lose his Queen or Knave if he plays either of them ; and so reduces the Odds of 3 to 1 against him, to 5 to 4 only.

XXI. When you are at the Point of 8, if your Partner calls before the proper Time, you are to play a Trump to him, tho' you should not be strong in Trumps or Suits, since as he calls before he is obliged so to do, it is a Proof that he is strong in Trumps.

XXII. You hold the Ace, King, and Three or Four small Cards of a Suit which has not been played, and you have good Reason to believe your Partner holds the last Trump ; if it is your Lead, throw a small Card in that Suit, it being an equal Bett, that your Partner holds a better Card in it than the last Player, and if he does, the Chance is in your Favour, that you make 5 or 6 Tricks in that Suit : But should you play out your Ace and King of that Suit, it's 2 to 1 that you make but two Tricks in it, because it's 2 to 1 that your Partner has not the Queen ; and thus, to gain one Trick only, you run the Hazard of losing 3 or 4.

XXIII. Your Partner has the Ace, Queen, Knave, and many more in one Suit, from which he leads the Ace, and follows it with his Queen ; if the King, and 2 small Cards of that

that Suit is in your Hands, win his Queen with the King, and if you are strong in Trumps, clear the Board of them, and then playing a small Card to his good Suit, you may by this Means gain many Tricks.

*A SLAM.*

XXIV. *A B* are Partners against *C D*; *C* deals; *A* holds the King, Knave, Nine, and Seven of Clubs, which are Trumps; a *Quart-Major* in Diamonds, a *Terce-Major* in Hearts, and the Ace and King of Spades.—*B* has nine Diamonds, two Spades, and two Hearts.—*D* holds the Ace, Queen, Ten, and Eight of Trumps, with nine Spades.—*C* has five Trumps and eight Hearts.—*A* leads a Trump, which *D* wins, *D* plays a Spade which *C* his Partner trumps; *C* leads a Trump, which *D* wins; *D* leads a Spade, which *C* trumps; *C* plays a Trump, which *D* wins; and as *D* has the best Trump, he plays it; *D* then plays his seven Spades, and wins them all; and thus *A B* are flam'd.

DIRECTIONS *in particular* CASES.

**A** *C E* is turned up on your Right-hand, and you hold the Ten and Nine of Trumps only, with Ace, King, and Queen of another Suit, and 8 Cards of no Significance :

cance: How are you to play the Game? *A.* Play the Ace of your best Suit, which informs your Partner, that you have the Command there; next play your Ten of Trumps, for it is 5 to 2 that your Partner has King, Queen, or Knave of Trumps; now, tho' it be 7 to 2 that he has not two Honours, yet if he should be so lucky as to hold them, suppose the King and Knave, he will pass your Ten of Trumps, and it is 13 to 12 against the last Player, that he holds the Queen, if your Partner has it not; your Partner having got the Lead, plays to your good Suit; and when you have the Lead, you play the Nine of Trumps, which puts it in your Partner's Power to win the Queen, if she lies behind him. Thus, if you play by this Rule, your Adversary's turning up an Ace, will be rendered of little Advantage.

II. When you see a King or Queen turned up on your Right-hand, you are to play in the same Manner, as directed by the foregoing Article; but always observe your Partner's Ability, which an accurate Player can turn to good Account.

III. You have the Ace and Four small Trumps, with a good Suit; your Right-hand Adversary leads the King of Trumps, which it will be to your Advantage to pass, tho' he should have the King, Queen, and Knave, and One more of the same in his  
Hand,

Hand, if he is a middling Player, he will play the small One, concluding that his Partner holds the Ace; this you must likewise pass, because it is an equal Bet, that your Partner has a better Trump than the last Player; and if he has, he will suppose you have some special Reason for playing thus, and will therefore play his third Trump if he has it, if not, he will lead with his best Suit.

*To win the odd TRICK upon the Pinch of a GAME.*

IV. *A B* are Partners against *C D*; the Game is Nine all; the Trumps are all played out; the last Player is *A*, who holds the Ace and Four other small Cards of a Suit, besides One thirteenth Card; *B* holds only Two small Cards of *A*'s Suit; of the same Suit, *C* holds Queen and Two other small Cards; of the same Suit, *D* holds King, Knave, and a small Card. *A* and *B* have got three Tricks; *C* and *D* have gained Four Tricks; *A* therefore is to get four Tricks out of the six Cards in Hand to win the Game. *C* leads his Suit, upon which *D* puts his King; *A* lets him win it; *D* returns that Suit, which is passed by *A*, and *C* takes it with his Queen; *C* and *D* then have got six Tricks, and *C* supposing that his Partner holds the Ace of that Suit, returns it, which  
puts

puts it in *A's* Power to win the Four last Tricks, which gives him the Game.

V. You hold the King and Five small Trumps, and your Adversary on the Right-hand plays the Queen, you are not to put the King upon it, because it's possible your Partner may have the Ace; and if your Adversary holds the Ten, Knave, Queen, and One small Trump, it's an equal Chance, that the Ace lies single in the Hand either of your Partner or Adversary; in neither of which Cases should you play the King; but if your Adversary leads the Queen of Trumps, in this Case you had best play the King, if you have two or three Trumps more; for it is right to lead from the Queen and One small Trump only; for if your Partner has the Knave of Trumps, and the Ace is held by your Left-hand Adversary, your not playing the King will lose you a Trick.

DIRECTIONS *to play some particular*  
GAMES.

**Y**OU have in your Hand King, Queen and Knave of one Suit, Ace, King, Queen, and Two small Cards of another Suit, King and Queen of a third Suit, with three small Trumps: In this Case, your best Play is, to begin with Ace of your best Suit, by which your Partner will know you have the  
I Command

Command of that Suit ; if this goes round, then play a Trump ; but if you perceive your Partner is not able to support you in Trumps, and that your weak Suit is played to by your Adversary ; then play the King of your best Suit, and if you see a Likelihood that that Suit will be trumped, then play the King of the Suit of which you have King, Queen, and Knave. But if your Adversaries should not play to your weakest Suit, then, tho' your Partner can afford you no Assistance in Trumps, yet you must trump away as often as you get the Lead. Thus, tho' your Partner should hold but two Trumps, and your Adversaries Four each, in three Rounds there will remain but two Trumps against you.

You are elder Hand, and have Queen, King, and Ace, and One small Trump, and Five in Sequents from the King in another Suit, with Four other Cards of no Account : Play the Queen of Trumps first, then the Ace, which informs your Partner you have the King. Now you are not to play Trumps the third Round, till you have got the Command of your great Suit ; and by this Means, you will likewise shew your Partner, that you have still the King and one Trump more ; for, supposing you had the Three chief Trumps and two more, and Trumps had twice been play'd, you would suffer no Damage by playing the King the  
*third*

third Round. In playing Sequents, lead the lowest first, and if your Partner plays the Ace, it makes Room for your Suit; and he being thus appriz'd of the State of your Game, if he has a Trump or two left, he will play Trumps to you, and it's highly probable, that your King will fetch all the Trumps out of your Adversaries Hands.

Again; you are second Player, and hold in Trumps Ace, King, and Two small ones, in another Suit a *Quint-Major*, Three small Cards in a third Suit, and One in the fourth Suit. Your Right-hand Adversary leads with the Ace of your weak Suit, and follows with his King, in which Case you must not trump it, but throw away a losing Card, and so if he plays his Queen; and if he plays it a fourth Time, you must do the same, from a Persuasion that your Partner will trump it, who will then play a Trump, or else to your strong Suit. When you have got the Lead, proceed with Trumps for two Rounds, and then go to your strong Suit, and if One of your Adversaries should hold four Trumps, and the other Two, which is pretty near the Matter, and it being reasonable to suppose that your Partner has three Trumps out of the Nine, therefore your Adversaries having only Six Trumps between them, your strong Suit will bring out their best Trumps, and by that Means, give you an Opportunity of



making the odd Trick by your own Hand : But had you trumped one of your Adversaries best Cards, your own Hand would have been so weaken'd by it, that, in all Probability, you would not, without your Partner's Help, have made above Five Tricks.

But farther ; you have in Hand Ace, Queen, and Three small Trumps ; Nine, Ten, Knave, and Ace of another Suit ; and Two small Cards in each of your other Suits ; your Partner leads to your second Suit, to which, to deceive the Adversary, you must play the Nine, upon which the Adversary, if he wins that Card, will play Trumps ; as you must do as soon as it comes to your Turn, still keeping the Command in your own Hand. Should your Adversary, who led Trumps to you, throw one which your Partner cannot win, he will, if he has no good Suit of his own to play, return your Partner's Lead, supposing that Suit to be between your Partner and his. You may, by this Finesse gain several Tricks, and seldom be a Loser.

Once more ; you have King, Ace, and Three small Trumps, a *Quart* from a King, and Two small Cards of another Suit, and One small Card to each of your other Suits ; your Adversary leads the Board from a Suit, of which your Partner has *Quart-major*, who wins it with his Knave, and then plays the  
Ace ;

Ace ; to this you throw your loose Card. Your Partner then plays the King, which is trump'd by your Adversary on the Right-hand, perhaps with his Knave or Ten ; you must not trump above him, which would weaken your Hand too much, and, it may be, occasion you the Loss of two or three Tricks : But should he lead to the Suit of which you have none, you must trump it, and then play the lowest of your Sequents ; and if by that Means you can get the Ace out of the Hand either of your Partner or Adversary, play, when you get the Lead, two Rounds of Trumps, and then try your strong Suit. But should your Adversary, instead of playing to your weak Suit, trump about, proceed with Trumps for two Rounds, by which you will get the Command of your strong Suit in your own Hand.

*INSTRUCTIONS how to know the Strength of your Partner's Hand.*

I. **Y**OU lead from a Suit of a Queen, Ten, Nine, and Two small Cards ; the second Hand throws the Knave, and your Partner the Eight ; now, as you have Queen, Ten and Nine, it is evident, if he understands the Play, that he has no more of that Suit. Upon which, if you are strong

in Trumps, you may force him to trump that Suit, or play any other.

II. You hold King, Queen, and Ten of a Suit, if you lead the King, and your Partner throws the Knave, it's plain he has no more of that Suit.

III. Suppose you have a Suit that consists of a King, Queen and several more, and you play the King first, it is sometimes good Play in your Partner to take your King with his Ace, if he has only a small Card more of that Sort; for, if he is very strong in Trumps, he will, upon this, trump about, and when he has got out all the Trumps, he goes back to his Partner's Lead, and gives him an Opportunity to make that whole Suit, which very probably could not have been done, had he kept the Command in his Hand.

But granting his Partner has not a good Card in his Hand besides that Suit, he will find no Disadvantage in losing his King by the Ace; but if he has a good Card to bring in that Suit, he will, by this Play, get all the Tricks in that Suit. And by this Play of your Partner, you have Reason to suppose he has One of that Suit to return you; therefore you must keep that Suit entire, and even your King and Queen guarded.

*How to deceive and distress your Adversaries,  
and let your Partner into your Game.*

**H**AVING Ace, King, and Three small Ones of a Suit, I play the Ace; the last Player having none of the Suit, refuses to trump it; if I am but thin in Trumps, I must not play the King, but hold the Command of that Suit by playing a small One; by which Method of Play his Game is weaken'd.

It happens that I have none of the Suit that is led, and I have good Reason to believe, that my Partner has not the best Cards in that Suit; now, in order to deceive the Adversary, I throw away my strong Suit; but when my Partner has the Lead, for his Satisfaction, I throw away my weak Suit. This Method of Play seldom fails of Success, unless you are among Gamesters.

*How to gain three Tricks by risking the Loss  
of One.*

**I.** CLUBS are Trumps, and your Adversary plays a Heart; your Partner throws away a Spade, because he has none of the Suit; from whence you conclude that your Partner's Hand consists only of two Suits, Trumps and Diamonds; you win that  
I 4 Trick,

Trick, but as you are weak in Trumps, you are afraid to force him; you hold King, Knave, and One small Diamond, and your Partner has Queen and Five more of the same Sort, by playing the King in your first Lead, and your Knave in the second, you and your Partner may win five Tricks in that Suit. Now, had you led a small Diamond, and your Partner's Queen been won by the Ace, the King and Knave still in your Hand, would hinder the Run of his Suit: And tho' he should hold the long Trump, yet that having been forced out of his Hand, by leading a small Diamond, you lose three Tricks in that Deal.

II. You hold Queen, Ten, and One small Card in your Partner's strong Suit, which you will discover by pursuing the Method in the foregoing Example; your Partner holds the Knave and Five small Cards in that Suit; it being your Lead, you throw the Queen, and after that the Ten: Now, if he has the long Trump, by playing thus, he makes four Tricks in that Suit; whereas had you play'd a small Card in that Suit, his Knave gone, and the Queen in your Hand in the second Round of playing that Suit, and the long Trump forced from him, the Queen left in your Hand prevents the Success of that Suit, and so you lose three Tricks in that Deal.

III. In the two foregoing Examples you  
have

have had the Lead, and been able to make the best Cards in your Hand of your Partner's strong Suit, with a View to make good the whole Suit: But now your Partner is to lead, and by his Play you observe he has One great Suit; that is, he has King, Ace, and Four small Ones, and you the Queen, Ten, Nine, and a small One of the same Suit; your Partner plays the Ace, to which you throw the Nine; he next plays the King, and you give him the Ten; so that in the third Round your Queen will come in, and by having a small One left, you give no Hindrance to your Partner's great Suit: But had you kept your Queen and Ten, and your Adversaries had played the Knave, you must have lost two Tricks in that Deal.

IV. You observe, by your Partner's Play, that he has One great Suit, of which you have King, Ten, and a small Card; he leads the Ace, to which you play the Ten, and the next Round your King; this will remove all Obstruction to your Partner's great Suit.

V. You find by your Partner's Play, that he has got Ace, King, and Four small Cards in his great Suit of which you have the Queen, Ten, and a small Card; on his playing the Ace, throw you the Ten, and when he plays the King, down with your Queen; thus will you get four Tricks by only risking One.

VI. Your Partner has the Ace, King, and

Four small Ones in his strong Suit, of which you hold the Queen, Ten, Nine, Eight, and a small One; when he plays his Ace, play you the Eight; when he throws his King, do you answer it with your Nine; all of that Suit being now played out but what you and your Partner hold, go on to play the Queen, and then the Ten; you having still a small One left, and your Partner Two, you will thereby gain a Trick, which you could no otherwise have done but by playing the high Cards, and reserving a small One to lead to your Partner.

*DIRECTIONS for playing the Game, when an Honour is turned up on your Right-hand or Left.*

I. **Y**OUR Right-hand Adversary turns up a Knave, and you have the King, Queen, and Ten; now the Way to get his Knave, is to lead with your King, whereby your Partner will judge that you have the Queen and Ten left, especially if in your second Lead you do not play the Queen.

II. The same Card, the Knave, being turned up again, and the Ace, Queen, and Ten being in your Hand, by playing the Queen, you will find the Success the same as in the last Rule.

III. If your Right-hand Man turns up the  
Queen,

Queen, and you have Ace, King, and Knave, play your King, and the Event will be the same as above.

IV. If your Left-hand Man turns up an Honour, and you have no Honour, your Way will be to play Trumps thro' that Honour: But should you hold any Honours except the Ace, you must be exceeding cautious in playing Trumps; for should your Partner hold no Honour, your Adverariy will turn your own Game upon you.

CAUTIONS *in forcing your Partner.*

*A* *B* are Partners; *A* holds a *Quint-major* in Trumps, and in another Suit a *Quint-major* and Three small Cards, and has the Lead; the Adversaries, *C* and *D*, have only Five Trumps between them; *A* having the Lead wins every Trick.

On the other Hand, *C* has Five small Trumps, and in another Suit a *Quint-major* and Three small Cards, and has the Lead, and forces *A* to trump first, which hinders *A* from getting more than five Tricks.

Suppose another Case; *A* and *B* are Partners; *A* has a *Quart-major* in Clubs, the same in Hearts, and the same in Diamonds, with the Ace of Spades: Imagine too, that *C* has four Trumps, eight Hearts, and one Spade; *D* holds five Trumps and eight Diamonds; *C* leads a Heart, which is



trumped by *D*, who plays a Diamond, which is trumped by *C*; and by thus playing the *Saw*, each of them trumps a *Quart-major* of *A*'s, and *C* leading at the ninth Trick, plays a Spade, which is trumped by *D*; thus are the Nine first Tricks won by *C* and *D*, and *A* gets only his *Quart-major* in Trumps.

This shews, that whenever you can settle a *Saw*, it is an Advantage not to be neglected.

**DIRECTIONS** *on turning up the Ten or Nine.*

I. **Y**OUR Right-hand Man turns up a Ten, and you hold King, Knave, Nine, and Two small Trumps, and in your other three Suits, you have eight Cards of no account; if you think proper to trump about, lead with the Knave, so you may prevent the Ten from making a Trick; now, tho' your Partner should not hold an Honour (tho' it is Five to Four that he does) yet by finessing your Nine when your Partner plays Trumps to you, you will certainly catch the Ten.

II. The same Purpose will be answered when a Nine is turned up on your Right-hand, if from Knave, Ten, Eight, and Two small Trumps, you lead with the Knave.

III. In your Partner's Lead, you are to observe,

observe, whether it be voluntary or forced ; in the first Case you are pretty sure he leads from his best Suit, in which if he finds you weak, and himself not strong in Trumps, and therefore not willing to force you, he then proceeds to his next best Suit ; by which Change in his Play, you are given to understand that he is weak in Trumps ; but should he continue to play his first Lead, you are to suppose him strong in Trumps, which will instruct you how to play your Game.

IV. A too frequent Change of Suits is dangerous to your Game, because in every Change you hazard the being tenaced by your Adversary. You happen to hold but an indifferent Hand ; in one Suit you hold Queen, Ten, and Three small Ones ; from this you lead ; now, tho' your Partner should only put it up with a Nine, if you are weak in Trumps, you can't do better than to pursue the Lead of that Suit, by playing your Queen, and your Partner is at Liberty to trump it or not, if he has none of that Suit ; but if you have Queen or Knave of any other Suit, with one Card only of that Suit, you ought, when you lead again, to play from your Queen or Knave of such Suits, it being a Bett of Five to Two, that your Partner has in either of those Suits at least one Honour.

V. Suppose in one Suit you hold Ace, King, and One small Card, and in Trumps  
Four ;

Four; should your Right-hand Adversary play from that Suit, leave it to your Partner, who, 'tis an equal Bett, has a better Card in that Suit than the third Hand; and if it should so happen, you gain a Trick by it; but if not, you will be no Loser, because when Trumps are play'd, your long Trump will bring the Lead into your own Hand.

VI. One Thing is especially to be observed, and that is, that both the Dealer and his Partner should remember the Trump turned up; as thus: The Dealer should so place that Card in his Hand as to distinguish it from the rest; if it be only a 5, and he has 6 and 9 besides; if his Partner trumps about with his Ace and King, he must play his 6 and 9; now if his Partner has Ace, King, and Four small Trumps, he knowing you have the 5 left, may, by good Management, get several Tricks.

*DIRECTIONS how to keep the Command of your Adversaries best Suit.*

I. **Y**OU find yourself weak in Trumps, and you perceive your Partner is not very strong; in this Case you are to be very careful, that you do not part with the Command of your Adversary's best Suit; of which Suit you have King, Queen, and one Card more; he leads with Ace, and when he plays

plays again, you throw the Queen, which assures your Partner that you have the King; your Partner judging this, refuses to that Suit as having none of it, you must not, however, play the King, because if the long Trump be in the Hand of the Leader of that Suit, or of his Partner, you will run the Hazard of losing three Tricks to get one.

II. In your Partner's Hand are Ten Cards, by the Course of the Play it is manifest to you, that they consist only of Trumps and One other Suit; in your Hand are King, Ten, and One small Card of the same Suit, with a Queen and Two small Trumps; you may reasonably imagine he has five Cards in each Suit; upon which Supposition, you must lead with the King of his strong Suit; if you get that Trick, next play the Queen of Trumps; and if you win that too, go on with your Trumps: But observe, when the Game is at 4 or 9, this Method is not to be followed.

III. You have the Ten and Two small Cards of the Suit, which is led by your Right-hand Adversary, the Knave is play'd by the third Hand, and the Trick won by your Partner's King; when that Suit is led again by the same Hand, if with a small Card, put it up with your Ten, by which Means you may save your Partner's Ace; that is, if your Right-hand Adversary took his Lead from the  
the

the Queen ; and this Method of Play is generally successful.

IV. You happen to hold the best Trump, and *A* your Adversary has only one Trump left, and you perceive your Adversary *B* has a great Suit ; now, tho' you should suffer *A* to make his Trump, yet by not parting with your Trump, you prevent *B* from making any Advantage of his great Suit ; now, if you had taken *A*'s Trump, the Difference would have been only one Trick ; whereas by this Play you will probably save Three or Four.

V. Trumps having been play'd about till there are only Two left in your Hand, and One in your Adversary's, and you perceive your Partner holds One great Suit ; in this Case, your best Way will be to play a Trump, tho' you are sure to lose it, because by forcing out your Adversary's Trump, it will make Room for your Partner's great Suit.

VI. All the Trumps are played out, except Three in your Hand ; besides which, you have only four Cards in one Suit ; this being so, play a Trump, which intimates to your Partner, that all the Trumps are in your Hand ; nor is this all ; for One of your Adversaries may throw away a Card of that Suit which you hold ; and if that Suit has been led but once, this which is thrown away will make Five out, which, with the Four that you

you hold makes Nine, so that now only Four remain in three Hands, and it being an equal Bett, that your Partner's Card in that Suit is better than the last Player, it's not improbable that you will make three Tricks in that Suit by playing in this Manner.

VII. You have the Lead, and hold in your Hand five Trumps, and Six small Cards in any one Suit; lead from your Suit of Six, which perhaps will induce your Adversaries to trump out, which is doing your Business for you; but had you trump'd about first, they would have forced you, whereby your Game had been ruin'd.

*RULES for putting up at second Hand.*

I. **S**UPPOSE your Right-hand Man plays a Suit of which you hold the King and a small Card, you must not, unless you want the Lead, put it up with your King, for you rarely see a good Player lead from a Suit in which he holds the Ace, but reserves it to bring in his strong Suit when the Trumps are play'd out.

II. Your Adversary on your Right hand leads from a Suit of which you have the Queen and One small Card, you are not to put it up with your Queen; for if he has led from the Ace and Knave, he will finesse the Knave on the Return of that Suit, which is accounted

accounted good Play, and if his Partner plays the King, it gives you an Opportunity to make your Queen; but had you put it up with your Queen at first, it would have shewn your Adversary your Weakness in that Suit, and put him upon finessing your Partner thro' the rest of it.

III. But further; should you hold Knave, Ten, and a small Card of any Suit, it is not good Play to put it up at second Hand, for it is great Odds that the Ace, King, or Queen of that is in the third Hand; therefore as the Odds are against you, you will in the Main be a Loser, tho' by Chance you should succeed by this Play, because it shews your Adversaries that you are weak in that Suit, and therefore in that Suit they will finesse upon your Partner.

IV. Your Right-hand Man leads the Suit of which you hold Ace, King, and Three small Cards; you play your Ace, and your Partner the Knave; if you are strong in Trumps, throw a small Card in that Suit, which puts it in your Partner's Power to trump it: By which Means you will keep the Command of that Suit in your own Hand, and intimate to your Partner that you are strong in Trumps; which will give him the Liberty either of establishing a Saw, or, if he is strong in Trumps, to trump about to you, or get the Command in other Suits.

V. In

V. In three Suits you are sure of one Trick in each; you have likewise Four small Trumps, but your Partner none; consequently nine Trumps are divided between your Adversaries; play Trumps as often as you lead; and if you have four Leads, your Adversaries will make but five Tricks out of nine Trumps. This shews the Advantage of getting from your Adversaries two Trumps for One. Yet this Rule is not always to be observed; for if you perceive that your Adversaries by their Play have one very strong Suit, in which your Partner is very weak, look to theirs and your own Score; for you may either save or win the Game, by keeping a Trump in your Hand for their strong Suit.

VI. Your Right-hand Man leads a Suit, of which you have the Ace, Queen, and Two small Cards, don't put it up with your Queen, because it is an equal Bett, that the third Hand has not a better Card in that Suit than your Partner; and if he has not, you will get the Command of that Suit. But if you want the Lead, then indeed you must put up the Queen.

VII. It is never reckoned good Play, to lead from a Suit of which you have the King, Knave, and a small Card, for it is 2 to 1 that your Partner has not the Ace, and 5 to 4, that he has Ace or Queen; and as you have four Cards in another Suit, of which the Ten  
is



is the highest, lead that Suit, for it is an equal Bett, that your Partner holds a better Card in it than the last Player; and if your Partner has not the Ace in the first mentioned Suit, but it lies behind you, on your Adversaries leading that Suit, you will, by playing thus, very probably get two Tricks.

VIII. You perceive by the Course of the Play, that there are four or five Trumps left between you and your Partner, and that your Adversaries have none; you have no winning Card in your Hand, but imagine your Partner has a Thirteenth, or some other good Card; play a small Trump to give him the Lead, so may you throw a losing Card, and give him an Opportunity of making his Thirteenth, or other good Card.

*Tricks and Cheats at WHIST.*

He that can by Craft overlook his Adversary's Game, hath a great Advantage; for by that Means he may partly know what to play securely; or if he can have some petty Glimpse of his Partner's Hand. There is a Way by making some Sign by the Fingers, to discover to their Partners what Honours they have, or by the Wink of one Eye, it signifies 1 Honour, shutting both Eyes 2; placing 3 Fingers, or 4 on the Table, 3 or 4 Ho-

4 Honours. For which Reasons all nice Gamesters play behind Curtains.

Dealing the Cards out by 1 and 1 round, to each Person, is the best Method of putting it out of the Dealer's Power to impose on you. But we shall demonstrate, that, deal the Cards which way you will, a Confederacy of two Sharpers will beat any two Persons in the World, tho' ever so good Players, that are not of the Gang, or in the Secret; and *Three Poll One* is as safe and secure, as if the Money was in their Pockets. All which will appear presently. The first necessary Instructions to be observed at *Whisk*, as Principals of the Secret, which may be likewise transferred to most other Games at Cards, are:

*Brief Cards,*  
*Corner-bend,*  
*Middle-bend, (or Kingston-Bridge.)*

Of *Brief Cards* there are two Sorts: One is a Card longer than the rest; the other is a Card broader than the rest.

The long Sort are such as 3, 4, 5, 6, 7, 8 and 9; the broad Sort are such as Aces, Kings, Queens, and Knaves. The Use and Advantage of each are as follows.

EXAMPLE

## E X A M P L E.

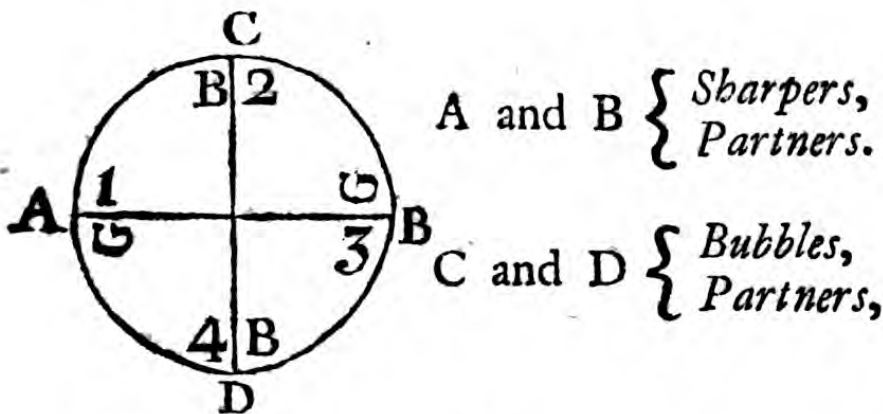
When you cut the Cards to your Adversary, cut them long, or, end-ways, and he will have a 3, 4, 5, 6, 7, 8 or 9 at Bottom. When your Adversary cuts the Cards to you, put them broad-side to him, and he will naturally cut (without ever suspecting what you do) Ace, King, Queen or Knave, &c. which is sufficient Advantage to secure any Game. It is a fine Manner, especially in the old Bett, that the Dealer does not score 2 that Deal, since shuffling is of no Signification here. And in case you cannot get Cards of proper Sizes ready made to mix with others, you may shave them with a Razor or Pen-knife from the Threes to the Nines each Side, and from the Aces to the Knaves each End; then put them up in the same Case or Cover, and if they are done as they ought to be, they will pass upon any Body. As *Whist* is a Tavern Game, the Sharpers generally take Care to put about the Bottle before the Game begins, so quick, that a Bubble cannot be said to see clearly, even when he first begins to play.

The next is the *Corner-bend*, which is 4 Cards turned down finely at one Corner, a Signal to cut by.

The other is vulgarly called *Kingston-Bridge*,

*Bridge*, or the *Middle-Bend*: It is done by bending your own or Adversary's Tricks two different Ways, which will cause an Opening or Arch, in the Middle, which is of the same Use and Service as the other two Ways, and only practised in its Turn to amuse you.

The next Thing to be considered is, who deals the Cards, you or your Adversary, because that is a main Point, and from whence your Advantage must arise: Suppose for Example.



After a Deal or two is formally played, A and B will begin to operate in the following Manner:

When A or B are to deal, they observe (the preceding Deal) to take up the Tricks thus:

1. A bad Card.
2. A good Card.
3. A bad Card.
4. A good Card.

[Meaning the best and worst that fall in that List.]

When C or D deals, they must be taken up thus :

- |                         |                        |
|-------------------------|------------------------|
| 1. <i>A. good Card.</i> | 2. <i>A. bad Card.</i> |
| 3. <i>A good Card.</i>  | 4. <i>A bad Card.</i>  |

By this Rule it is very plain, that the best Cards fall to A and B every Deal. How is it possible therefore, that C and D should ever win a Game without Permission. But it would be deemed ill Policy, and contrary to the true Interest of A and B, to act thus every Deal: I will therefore suppose it is practised just when they please, according as Betts happen in Company ; though the Rule with Gamesters, in low Life, is at the first setting out to stupify you with Wine and the Loss of your Money, that you may never come to a perfect Understanding of what you are doing. It may be truly said, that many an honest Gentleman has been kept a Month in such a Condition by the Management and Contrivance of a Set of Sharpers.

Now you may imagine it not in the Power of A and B to cause the Tricks to be taken up after the Manner aforesaid ; but there is nothing so easy or so frequently practised, especially at Three poll One ; for in playing the Cards, the Confederates will not only take Care of their own Tricks, but also of your's ;  
for

for the Cards may be so played, and shoved together in such a Manner, as will even cause you to take them right yourself; and if a Trick should lie untowardly upon the Table, A or B will pay you the Compliment of taking it up for you, and say, *Sir, that's your's.*

This Operation will the more readily be apprehended by seeing it practised half a score Times; when once you are aware of it, it will otherwise (I may safely say) pass upon any Person that has not been let into the Secret. This being allowed, the next Point and Difficulty, is to Shuffle and Cut.

I say, that either A or B are such curious Workmen, and can make a sham Shuffle with a Pack of Cards so artfully, that you would believe they were splitting them, when at the same Time they will not displace a single Card from its Order.

Now to cut the Cards, a Bend is prepared for you to cut to, the Middle is best; and it is Odds but you unwarily Cut to it; if not, *Slip* is the Word: But if you have no Opportunity to do that neither, then deal away at all Hazzards, it is but an equal Bett that they come in your Favour; if right, proceed; if otherwise, miss a Card in its Course, and it brings the Cards according to your first Design; it is but giving two at last where you missed; and if that cannot be conveniently

done, you only lose the Deal, and there is an End of it.

But when A or B are to cut, they make it all safe; for then they make the *Corner-bend*, which any one, that knows, may Cut to, a hundred Times together.

### PIPING at WHISK.

By *Piping* I mean, when one of the Company that does not play (which frequently happens) sits down in a convenient Place to smoke a Pipe, and so look on, pretending to amuse himself that Way. Now the disposing of his Fingers on the Pipe, whilst smoking, discovers the principal Cards that are in the Person's Hand he overlooks; which was always esteemed a sufficient Advantage to win a Game by another Way, *viz.* Indeed, signifies *Diamonds*; Truly, *Hearts*; Upon my Word, *Clubs*; I assure you, *Spades*: But as soon as these Methods become known, new ones are invented; and it is most certain, that two Persons may discover to each other what Sort of Cards they have in Hand, and which ought to be first played, many different Ways, without speaking a Word. *Talking* is not allowed at *Whisk*; the very Word implies, *Hold your Tongue*.

A L L

ALL-FOURS.

**T**HIS Game is very much played in *Kent*, from which County it derives its Original; - and tho' it be but a vulgar Game, great Sums have been lost at it.

It has its Denomination from 4 Cards called the *Highest*, *Lowest*, *Jack*, and *Game*, which is the Set as some play it; but you may make from 7 to 15, or more, if you please; but commonly 11 is up.

But two Persons play at a Time; and they must cut for Dealing; the highest Card deals; who delivers to his Adversary 3 Cards twice, and to himself 3 in like Manner; and having 6 a-piece, he turns up a Card which is Trump; if *Jack* (which is any Knave) it is 1 to the Dealer.

If he, to whom the Cards were dealt, after looking them over, like them not, he hath the Liberty of begging 1: If the Dealer refuse to give 1, then he deals 3 a-piece more; but if he then turns up a Card of the same Suit, he deals on, till he turns up a Card of another Suit.

Here note, that an Ace is 4, a King is 3, a Queen is 2, a Knave 1, and a Ten is 10.

Now you must play your Cards; not any  
K 2                      Method



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Method is to be prescribed ; it must be according to the Cards you have in your Hand, managed by your Judgment to the best Advantage.

Having played your Cards, if you are *Highest* and *Lowest* of what is Trumps, you reckon 2, if you are only *Highest* but 1, and the like of *Jack* and *Game*. Sometimes you are *Highest*, *Lowest*, *Jack*, and *Game*, and then you must reckon 4. The *Game* is he that tells most after the Cards are played ; and therefore a *Ten* is a very significant Card ; which crafty Gamesters know so well, that they will frequently take out of a Pack of Cards 2 *Tens*, and hide them contrary to the Knowledge of the other ; which is a great Advantage to this foul Player ; if he play of the same Suit as these *Tens*, he hath absconded ; for it must of Necessity secure him from losing the Game.

He who wins *Jack*, wins 1 also : And furthermore observe, that for Advantage revoking is allowable, if you have Trumps in your Hand to trump it.

Some make 31 up at this Game : Then if the Dealer turns up an *Ace* it is 4, a *King* 3, a *Queen* 2, and a *Knave* 1, a *Ten* still continuing the best Card.

C R I B B I D G E.

**T**HIS is likewise a Game only played between two Persons. *Sixty and one*, is the Number up.

Here too the Dealer has an Advantage; and, upon cutting, he who has the least Card deals.

The Cards are dealt out 1 by 1; the Number 5 a-piece; the Remainder of the Pack (the whole being used) are laid down on the Table.

Each Party plays according to his Discretion, this being a Game of Judgment.

He that deals, makes out the best Cards he can for his *Crib*; and the other the worst: The *Crib* consists of 4 Cards, two a-piece, which they lay out upon the Table; and then they turn up a Card from the Pack, and each of them may make use of that Card; and when they have played out their 5 Cards, and set up with Counters their Games, the *Crib* is the other's the next Deal; and so they take it by Turns.

The Value of the Cards is thus: Any 15 upon the Cards is 2, whether 9 and 6, 10 and 5, King and 5, 7 and 8, &c.

A *Pair* is 2, a *Pair-Royal* 6; a double *Pair-Royal* 12; *Sequences of 3*, is 3; *Sequences*

quences of 4, is 4 ; Sequences of 5, is 5, &c. and so a *Flush* of 3, is 3 ; a *Flush* of 4, is 4, &c. *Knave-Noddy*, is one in Hand, and 2 to the Dealer ; that is, if you have a *Knave* of that Suit which is turned up, it is *Knave-Noddy*. A Pair of *Aces, Kings, Queens, Knaves, Tens, &c.* is a 2, Three *Aces, Kings, Queens, &c.* is a *Pair-Royal* ; a double *Pair-Royal* is 4 *Aces, 4 Kings, 4 Queens, &c.* and is 12 Games to him who hath them.

Having looked on your Cards, you count your Game after this Manner : Suppose you have in your Hand a 9 and 2 Sixes ; after you have laid out 2 Cards for the *Crib*, which makes you 6 Games, because there is 2 Fifteens and a Pair, by adding your 9 to the 2 Sixes, and if a 6 chance to be turned up, then you have 12 Games in your Hand ; for tho' you must not take the turned up Card into your Hand, yet you may make what Use you can of it in counting ; so that the 3 Sixes make you 6, being a *Pair-Royal*, and the 9 added to every 6, makes 3 Fifteens, and 6 more added to the Former, makes 12, which you must set by with Counters, or otherwise, your Opponent may know what you are, tho' you may not see his Cards, nor he your's : If you think he plays foul by reckoning too much, you may count them after the Hand is played.

Thus when you have set up your 12, your  
Opposite,

Opposite, it may be, hath 4, 5, and 6, in his Hand, that is 3, because of *Sequences of Three*; then it is 2 more, because it is 4, 5, and 6; again, taking in the counting 6 that is turned up, that is in all 4, then there is 15 and 15; for 4 and 5 is 9, and 6 is 15; and then with the 6 turned up, it is 15 more, which makes 8 Games. This he likewise sets up, keeping his Cards undiscovered. Observe, he, who does not deal, sets up 3 in Lieu thereof, and plays first; Suppose it is a 6; if you have a 9 play it, that makes 15, for which set up 2; the next may play a 4, which makes 19, you a 6, which is 25, and he a 5, that is 30; you being not able to come in, having a 6 in your Hand, he sets up 1, (for it is 31 you aim at in playing the Cards,) because he is most, and 3 for *Sequences*, 4, 5, and 6, which were his 4, after the 15, your 5 and his 6, and that doth not hinder them from being *Sequences*, tho' the 6 was played between the 4 and the 5; but if an *Ace*, 9, *King*, *Queen*, or the like, had been played between, they had been no *Sequences*; so the 3 for the *Sequences*, and the 1 for 30 being most (as at *One and Thirty*) makes him 4, which he must set up to the rest of his Game; and in this playing of the Cards, you may make *Pairs*, *Sequents*, *Flushes*, *Fifteens*, *Pair-Royal*, and double *Pair-Royal*, if you can, tho' that is rarely seen.

Lastly, you look upon your *Crib*, that is, the 2 Cards a-piece laid out at first, which is the Dealer's; if he finds no Games in them, nor Help by the Card that was turned up, which he takes into his Hand, then he is bilked, and sometimes it so happens that he is both bilked in Hand and *Crib*. Thus they play and deal by Turns till the Game of 61 is up.

*Note,* If you get the Game before your Adversary is 45, you must then say, *I have lurch'd you*; and that is a double Game, for whatever you played, whether a lesser, or a greater Sum.

## P U T.

**P**UT is the ordinary Rooking-Game of every Place; and seems, by the few Cards that are dealt, to have no Difficulty in the Play; but there is great Craft and Cunning in it.

If you play at either two or three-handed *Put*, the best *Put-Card* deals. Having shuffled the Cards, the Adversary cuts them; then the Dealer deals 1 to his Antagonist, and another to himself, till they have 3 a-piece: 5 up, or a *Put* is commonly the Game. The Eldest, if he hath a good Game, and thinks it better than his Adversary's, *Puts* to him; if the other will not, or dare  
not

not *see* him, he then wins 1; but if he will *see* him, they play it out, and he who wins 2 Tricks, or all 3, wins the whole Set; but if each win a Trick, and Third tied, neither win, because it is Trick and Tye.

Sometimes they play without *Putting*; and then the Winner is he that wins most Tricks. In playing keep up your Cards very close; for the least Discovery of any one of them, is a great Advantage to him who sees it.

This Game consists very much in *daring*; for a mettled Gamester will *Put* boldly upon very bad Cards sometimes, as upon a 5, 7, and a 9; the other thinking there are good Cards in his Adversary's Hand, having very indifferent ones in his own, dares not *see* him; and so by going to Stock, loseth 1. He who once hath the Confidence to *Put* on bad Cards, cannot recal his *Putting*, by which Means he frequently pays for his Bravado.

The best *Put-Cards* are, first, the *Tray*, next the *Duce*, then the *Ace*; the rest follow in Preheminence, as *King*, *Queen*, *Knave*, *Ten*, and so onwards, to the *Four*, which is the meanest Card at *Put*.

The Cheats at *Put* are done after this Manner:

For *Cutting*, to be sure of a good *Put-Card*, they use the *Bent*, the *Slick*, and the

*Brief-Cards*, as we have already observed in PICQUET.

## L U E.

**T**HIS Game may be played several Ways ; but we shall insist on the usual Method only.

You lift for Dealing, and the best Card carries it : As many may play as the Cards will permit ; to whom must be dealt 5 a-piece, and then turn up Trump. Now if three, four, five, or six Persons play, they may lay out the Threes, Fours, Fives, Sixes, and Sevens, to the Intent they may not be quickly *lued* ; but if they would have the *Lue* come fast about, then play with the whole Pack.

Having dealt, set up 5, either with Chalk, or Counters ; and then proceed in your Game.

He who is eldest Hand hath the Privilege of passing by the Benefit thereof, that is, he hath the Advantage of hearing what every one will say, and, at last, may play, or not play, according as he finds his Game good or bad. If the Eldest says he passes, the rest may chuse whether they will play, or no.

Trumps, as at *Whist*, are the best Cards ; all others in like Manner take their Precedency from the Highest to the Lowest.

You must not *Revoke* ; if you do, you pay

pay all on the Table. If you play, and are *lued*, (that is, win not one Trick) you must lay down to the Stock so much for your 5 Cards, as you played upon every one of them.

Every Deal, rub off a Score; and for every Trick you win, set up a Score by you, till the first Scores are out, to remember you how many Tricks you have won in the several Deals of the Game.

All the Chalks for the Game being rubbed out, tell your own Scores, and for so many Scores or Tricks which you have won, so much as they were valued at in the Game, so much you must take from the Stock: Thus must every one do according to the Number of Tricks he hath won.

Observe, That he who hath 5 Cards of a Suit in his Hands, *lues* all the Gamesters then playing, be they ever so many, and sweeps the Board; if there be two *Lues*, he who is eldest Hand hath the Advantage.

As there is Fraud in all Games, so in this; for Example, If one of the Gamesters have 4 of a Suit, and he wants a fifth, he may for that fifth make an Exchange out of his own Pocket, if he be skilled in the cleanly Art of Conveyance; if that fail, some make use of a Friend, who never fails to do him that kind Office. There are other Frauds to be performed, which we shall omit; since it is



not our Business to teach you how to Cheat,  
but so to play as not to be Cheated.

## B R A G.

**A**T this Game, the whole Pack is dealt round the Table to all who are desirous to share in the Gain and Diverfion. As many play at it as the Cards will hold out to supply; he dealing 3 a-piece to each of the Gamesters at one Time, turning up the last Card all round, belonging to every one present.

Each Gamester is to put down 3 Stakes, one for each Card, as much, or as little as the Humours of the Company will consent to; whether 3 Guineas, 3 Crowns, 3 Shillings, 3 Six-pences, or what other Stakes, according to their Qualities and Purposes, is thought convenient: And this being done, the Manner of playing the Game, is as follows:

The best Card turned up in the Dealing round, in its Degree, beginning from *Ace*, *King*, *Queen*, *Knave*, and so downwards, thro' all the Cards of the Players, wins the first Stake; and the Person who has the Luck to have it dealt him, is to demand it from the rest; who pay it accordingly, unless the *Ace* of *Diamonds* be turned up amongst them; which if shewn, by a superior Authority in  
the

the Game, is to be preferred, and wins the Stake. And observe, that tho' the eldest Hand, who has an *Ace*, carries it from the rest by a kind of Descent, yet the *Ace* of *Diamonds*, by the aforesaid Authority, even in the youngest Hand, which is the last Card that is dealt, wins the Stake from any other turned up before.

The next principal Matter, and the main Thing by which the second Stake is to be won, is called the *Brag*, which, by the Ingenuity of its Management, gives the *Game* its Denomination. The Nature of it is, that you are to endeavour to impose upon the Judgment of the rest who play, and particularly on the Person who chiefly offers to oppose you, by boasting of Cards in your Hand, whether *Pairs-Royal*, *Pairs*, or others, that are better than his or her's who plays against you: The best Cards you can have really to brag of, are a *Pair-Royal* of *Aces*, the next of *Kings*, *Queens*, &c. A *Pair-Royal* of any Sort winning from any *Pair* of the best Sort, as a *Pair* of any Sort wins of any other Cards that are not *Pairs*.

But here you are to observe, that the witty ordering of this *Brag*, is the most pleasant Part of the Game; for those who by fashioning their Looks and Gestures, can give a proper Air to their Actions, as will so deceive an unskilful Antagonist, that sometimes

a *Pair*

a *Pair of Fives, Trays, or Duces*, in such a Hand, with the Advantage of his composed Countenance, and subtle Manner of over-awing the other, shall *out-brag* a much greater *Pair-Royal*, and win the Stakes with great Applause and Laughter on his Side from the whole Company.

The *Knave of Clubs* is here, as principal a Favourite, as at LUE, and makes a *Pair* with any other Card in Hand, or with any other two Cards a *Pair-Royal*, and is often in this Game very necessary, to advance the Credit of the *Brag*, to him who has the Assurance of imposing upon the Company; and by such convenient Confidence, the Advantage of winning the *second* Stake.

The *third* Stake is won by the Person who first makes up the Cards in his Hand 31, each *Ace, King, Queen, Knave, &c.* going for 10, and drawing from the Pack, as is usual in that Game: Or, instead, of the 31, if his Fortune will not oblige him, the nearest to it may win, he having the Privilege to draw, or not to draw, as he pleases, according as he finds it convenient, by the Cards that are in his Hand; for if he draws *out*, he loses his *third* Stake.

Some very nice Players at this Game make the *Nine of Diamonds* a *second* Favourite Card, with the *Knave of Clubs*, to make a *Pair-Royal of Aces*; so that those two joined  
with

with one natural *Ace*, shall win from any *Pair-Royal* of *Kings*, *Queens*, *Knives*, or any other Cards, but a *Pair Royal* of natural *Aces*.

The Person who is so lucky to win all the 3 Stakes, is to be rewarded by the whole Company of Gamesters round the Table, with 3 Stakes more, if they play the Strictness of the Game; which necessarily makes the Winnings and Losings amount to a considerable Sum of Money. But very often our Modern Gamesters wave this Particular, and out of a decent Regard to their Pockets, content themselves with the Satisfaction of the Pleasure of the *Brag*, rather than trust to the uncommon good Fortune of winning the 3 Stakes, from the rest of the disappointed Company.

The Deal is to go round from Person to Person; and by the different Management of the *Brag*, you may find very great Diversion, some doing it so awkwardly, with so little Cunning, and so ill an Address, that the Defects or Value of their Game will presently be discovered, whilst others with a more artful Assurance, and by their subtle Management, will wittily banter and impose upon their Adversaries, and seldom fail of their designed Profit.

It is not fair for any of the Gamesters, that sit near him who makes the *Brag*, to peep into  
into

into his Hand, or by any mute Sign or Token to give the Opposer any Knowledge of the Cards that he has in his Hand ; because it may chance that the Oppositions, natural to this Game, may draw on a considerable Sum of Money to be staked down, each of the two who are concerned, valuing his own Cards, and lessening those of his Antagonist, as he thinks he has Reason.

A very notable Damage, occasioned by one Person's peeping into another's Hand, I once chanced to be a Spectator of.

Some Gentlemen and Ladies were playing at this Game, when one of the Gamesters, who seemed to be very skilful at the Game in general, but more particularly so, at the subtle Management of the *Brag*, and by his artful Method and cunning Manner of Behaviour, had induced his Competitor to believe that he resolved to *cut brag* him upon very low and insignificant Cards ; but it was the Gentleman's good Luck at that Juncture, to have in his Hand far otherwise than he imagined, having been dealt 2 natural *Aces*, and the *Knave of Clubs*, which, joined with the other 2, made the greatest *Pair-Royal* that could then possibly be dealt, and consequently proper to win also the greatest Stake that could be laid ; he kept his Countenance demure, and with a Gesture neither overjoyed nor desponding, made a *Brag* of Half a Crown ;  
the

the other who had in his Hand a *Pair-Royal* of *Kings*, and, as afterwards was discovered, had, thro' the Imprudence of the Dealer, casually seen an *Ace* or two given about to other Gamesters, thinking himself also as secure as possible, answers with a Crown; his Antagonist then sets Half a Guinea, and the Opposer, immediately a whole one, and vying with each other, till the same amounted to Ten Pounds, when as ill Fate, for one of them, would have it, a too curious *Impertinent*, of the Female Kind, who sat next to him that had the *Aces*, having a furious Itch upon her to know whether his repeated *Brag* was upon a sure Foundation, or not, could not forbear covertly peeping into his Hand, and at the View was so surprized, that on a sudden she, by a violent Shriek, gave the Gamester, with the *Pair-Royal* of *Kings*, Warning of his unavoidable Loss, giving him Reason to cease the *Brag*, and thereby lose the Game.

## G L E E K.

**D**UCES and *Trays* must be cast out as useless in this Game; then lifting for the Deal, the least Card deals. It is played but by three Persons only.

The Dealer delivers the Cards by 4, till every one hath 12, and the rest are laid on the  
the

the Table for the Stock, being in Number 8 ; whereof 7 are bought, and the *Ace* is turned up ; the turned up Card is the Dealer's ; and if it be *Tiddy* turned up, is 4 a-piece from each to the Dealer.

The *Ace* is called *Tib*, the *Knave Tom*, the 4 of Trumps *Tiddy* ; *Tib*, the *Ace*, is 15 in Hand, and 18 in Play, because it wins a Trick ; *Tom* the *Knave*, is 9, and *Tiddy* is 4, the fifth *Towser*, and sixth *Tumbler* ; which, if in Hand, *Towser* is 5, and *Tumbler* 6, and so double if turned up ; and the King and Queen of Trumps is 3.

The eldest Hand bids for the Stock, in Hopes of bettering his Game, tho' sometimes it makes it worse : The first Penny you bid is 12, 13, and so on ; if at 16, they say, *take it*, and none will venture more for it : He is bound to *take it*, that is, *taking in 7 Cards*, and *putting out 7* in their Stead, and must pay besides 8 to one, and 8 to the other of the Gamesters for buying : If any odd Money be given, as 15, 17, or the like, the eldest Hand usually claims it, or else it is given to the Box ; but if he have *Murnival*, *Gleek*, or *Tiddy* in his Hand, after he hath taken in the Stock, he bates for them all, and so possibly may gain by it, if he have a good Hand, and pay for his buying 2.

Observe, if *Tib* be turned up, it is 15 to the Dealer, in reckoning after Play ; but he  
must

must not make use of it, in Play, being the Trump-Card; for then it would make him 18, because it wins a Trick, which is 3 more.

Next you speak for the *Ruff*; and he who hath most of a Suit in his Hand wins it, unless some of the Gamesters have 4 Aces, and then he gains the *Ruff*, tho' you have ever so many of a Suit in your Hand. If any wins a *Ruff* and forgets to shew it before a Card is played, he loses it; and he who shews any for a *Ruff* after, shall have it.

The first, or Eldest says, *I will vie the Ruff*; the next says, *I will see it*, and the third, *I will see it and revie it: I will see your Revie*, says the first, because he hath as many in his Hand as another; the Middle probably says, *I will not meddle with it*; then they shew their Cards, and he who hath most of a Suit, wins a Stake, according to the Game of him that holds out longest, and 4 of the other, who said he would *see* it, but after refused to *meddle* with it; but if any of the 3 Gamesters declare that they have not any Thing to say, as to the *Ruff*, he pays but a Stake; and if the Eldest and Second Hand pass the *Ruff*, the Youngest hath Power to double it, and then it is to be played for the next Deal; and if any forgets to call for the double *Ruff*, it is to be for the next Deal after that.

Some-



Sometimes one of the Gamesters, having all of a Suit in his Hand, bids *high* for the *Ruff*, and the other having 4 Aces, is resolved to bid *higher*, so that it sometimes amounts to 16 or more; then *I will see it, and revie*, faith one; *I will see it, and revie*, faith another; that is 8 to the Winner, and all above is but 2 at a Time, as it may be, they will say, *I will see it, and revie it again, and I will see that and revie it again*, faith another, for which *Seeing* and *Revieing* they reckon but 2 after it is once come to 8; but he who has the 4 Aces carrieth it clearly, as aforesaid.

*Buying* or *Bidding* for the *Ruff*, is when you are in Likelihood to go in for *Murnival*, *Gleek*, or Increase of Trumps, that so if you have bad Cards, you may save your *Buying* and your Cards too, whereas otherwise you may lose all.

If you call for either *Murnival* or *Gleek*, and have laid them out in the Stock, if you are detected, you forfeit double what you receive.

Sometimes out of Policy, or a Vapour, they will *vie*, when they have not above 30 in their Hands, and the rest may have 40 or 50, and being afraid to *see* it, the first many Times wins out of a meer Bravado; and this is good Play, tho' he acquaint you with it hereafter.

A *Mur-*

A *Murnival* of Aces is 8, of Kings 6, of Queens 4, and a *Murnival* of Knaves 2 a-piece.

A *Gleek* of Aces is 4, of Kings 3, of Queens 2, and of Knaves 1 a-piece, from the other 2 Gamesters.

A *Murnival*, is either all the Aces, the 4 Kings, Queens, or Knaves; and a *Gleek* is 5 of any of the aforefaid.

Observe, 22 are your Cards; if you win nothing but the Cards that were dealt you, you lose 10; if you have neither *Tib*, *Tom*, *Tiddy*, *King*, *Queen*, *Murnival*, nor *Gleek*, you lose because you count as many Cards as you had in Tricks, which must be few, by Reason of the Badness of your Hand; if you have *Tib*, *Tom*, *King*, *Queen* of *Trumps* in your Hand, you have 30 by *Honours*, that is 8 above your own Cards, besides the Cards you win by them in Play. If you have *Tom* only, which is 9, and the *King* of *Trumps*, which is 3, then you reckon from 12, 13, 14, 15, till you come to 22, and then every Card wins so many Half-pence, Pence, &c. as you played for; if you are under 22, you lose as many.

Here note, that before the Cards are dealt, it is requisite to demand, whether the Gamesters will play at *Tiddy*, or leave it out, it being a Card that is apt to be forgotten; and know that it is looked upon as very foul Play

to

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to call for a *Gleek* of *Kings*, *Aces*, *Queens*, or *Knaves*, when the Person hath but 2 in Hand. If you discard wrong, *i. e.* lay out but 5 or 6 Cards, if you call for any *Gleek* or *Murnival*, you lose them all, if it be found out that you discard. Let this suffice for this noble and delightful Game or Recreation.

F R E N C H - R U F F .

**A**T this Game you must cut for Deal; most, or least, carries it, according to the Agreement of the Gamesters.

Two Persons may play 4 or 6 on a Side: Dealing to each 5 Cards a-piece; either 2 or 3 at a Time, according to Pleasure, and he who deals turns up Trump: The *King* is the highest Card at Trumps, the *Queen* is next, the *Knave* next, and next the *Ace*, and all other Cards follow in Preheminency, according to the Number of the Pips; but all small Trumps win the highest of any other Suit.

Having turned up Trumps, he who hath the *Ace* must take the *Ace* turned up, and all other Trumps which immediately follow it, if so agreed among the Gamesters, laying out so many Cards as he took up in Lieu thereof.

After this they play. To win 2 Tricks  
signifies

## FIVE-CARD S. 215

signifies nothing, to win 3 or 4 wins but 1, but to win 5 is the winning of 5.

If you play at *Forsat*, (which is, the Rigour of the Play,) he who deals wrong loseth 1 and his Deal. You are bound to follow Suit, and if you renounce, you lose the whole Game, if you so make it, otherwise but 1 or 2, according to Agreement.

He who plays a Card that is trumped by the Follower, if the next Player hath none of the former Suit, he must trump it again, tho' he hath not a Trump in his Hand that can win the former Trump, and so it must pass to the last Player.

All the Players round are bound to win the highest Trump played if they can. Here note, he who playeth before his Turn, loseth 1, unless it be the last Card of all.

## FIVE-CARD S.

**T**HIS is an *Irish* Game, and is much played in that Kingdom for considerable Sums of Money. There is little Analogy between this and *All-Fours*.

But 2 Persons can play at it, and there are dealt 5 Cards a-piece. The least of the *Black*, and the most of the *Red* wins. The *Ace* of *Diamonds* is the worst of the whole Pack, unless it prove to be Trump.

The 5 Fingers (*alias* 5 of Trumps) is the  
best

best Card in the Pack ; the *Ace of Hearts* is next to that, and the next is the *Ace of Trumps* ; then the *Knave* and the rest of the Cards are best, according to their Value in Pips, or as they are Trumps.

Before you play, ask, *whether he will five it*, if he speaks affirmatively, turn up the next Card of the Pack under that first turned up, and that must be Trumps ; if not, play it out : He who wins most Cards, wins 5, but he that wins all, wins 10.

Observe, that the *Ace of Hearts* wins the *Ace of Trumps*, and the *Five-Fingers* not only wins the *Ace of Trumps*, but also all other Cards whatever.

## C O S T L Y C O L O U R S.

**T**HIS Game is likewise to be played at only by Two Persons, of which the Eldest is to play first, as in other Games. You must deal off 3 a-piece, and turn up the next Card following ; the Eldest is to take his Choice, whether he will *Mogg* (that is, change a Card, or no ;) and whosoever refuseth, is to give the other 1 Chalk or Hole, of which generally 61 makes the Game. Then must the Eldest play, and the other, if he can, must make it up 15 ; for which he shall set up as many Holes, or Chalks, as there are Cards on the Table ; so likewise for

25; and also as many Cards as are played to make up 30, no more or less, so many Chalks may be set up who played last, to make up 31; and if 31 be not made, then he who played last, and is nearest 31 without making out, must set up 1, which is called, setting up 1 for the latter.

This being done, the Eldest must shew how many Chalks he hath in his Hand to set up, and after him the Youngest, which they must reckon in this Manner, taking Notice both of the Colour and Number of the Pips upon the Card turned up, of those in their Hands, still reckoning as many for all the 15 and 25, as there go Cards to make the Number; and if you have it by Chance in your Hand, and with the Card turned up, 31, then you must set up 4 for that. You must also set up, if you have them in your Hands, or can make them so in the Card turned up, as followeth, 2 for a Pair, be they either Coat-Cards, or others; 2 for a Knave, and if a Knave of the same Colour and Suit of the Card turned up, then you must set up 4; and so for a Duce 4, if it be of the same Colour turned up: If you have 2 of a Sort, either Threes, Fours, Fives, Sixes, or Coat-Cards, you must set up 9, and this is called a *Pair-Royal*: Now if they are all either Hearts, Diamonds, or the like, then you must set up 6 for *Costly-Colours*. If you have

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3. of a Colour, you can reckon but 2 for Colours.

Whosoever dealt, if he turned up either Duce or Knave, he must set up 4 for it; as for Example, imagine you had dealt your Adversary 3 Cards, *viz.* the 5 of Hearts, 4 of Hearts, and 8 of Hearts; to yourself the Duce of Hearts, 7 of Clubs, and 9 of Hearts. Lastly, you turn up a Card, which is the Knave of Hearts, for which you must set up 4; then because he will not ask you to change 1, he gives you 1, which you must set up, and then he plays; suppose it be his 5 of Hearts, you then play your 7 of Clubs, which makes 12, then he plays his 8 of Hearts, which makes 20; then you play your 9 of Hearts, which makes 29; and because he cannot come in with his 5 of Hearts, you must play your Duce of Hearts, which makes you 31. For your 5 you must set up 5, then he must set up what he hath in his Hand, which you will find to be but 6, for he has not any Thing in his Hand, but *Costly-Colours*. Then must you set up your Games, which are, first, 2 for your 9 of Clubs, and 9 of Hearts, which make 15, then that 15, and the Knave turned up, makes 25, for which set up 3; then for your Duce of Hearts, which is the right, set up 4, and 3 for *Colours*, because you have 3 of a Sort in your Hand,

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Hand, with that turned up; now these, with the 5 you got in playing for 31, makes you, this Deal, with the Knave turned up, and the Cards in you Hand, just 20. Many other Examples might be given, but that is needless, since this *one* is sufficient to direct you in all *others*. Thus much for COSTLY-COLOURS.

B O N N E - A C E.

**T**HIS Game you may look on as trivial, and very inconsiderable; and so it is, by Reason of the little Variety therein contained. But because Persons of Quality have played at it for their Diversion, we will briefly describe it, and the rather, because it is a licking Game for Money.

Seven or eight Persons (or as many as the Cards will permit) play at one Time. In the lifting, the least Card deals, which is a great Disadvantage; for that makes the Dealer youngest Hand.

The Dealer deals out 2 to the first Hand, and turns up the *third*, and so goes on to the next, *third, fourth, fifth, &c.* He who hath the Highest Card carries the *Bonne*, that is, *Half* of the Stake, the other remaining for the Game; now if there be 3 Kings, 3 Queens, 3 Tens, &c. turned up, the eldest Hand wins it. The Ace of Diamonds is



*Bonne-Ace*, and wins all other Cards whatever. Thus much for the *Bonne*; afterwards the nearest to 31 wins the Game, and he who turns up, or draws to 31, wins immediately.

## W I T *and* R E A S O N.

**T**HIS Game seems very easy at first to the Learner, but in his Practice and Observation he will find it otherwise. It is a Game something like 31, and is thus played.

Two playing together, the *one* hath all the *red* Cards, and the *other* the *black*: Then they turn up Cross-Pile, who shall lead; for the Leader hath a great Advantage over the other, as will be demonstrated.

You are not to play a 10 first; for if you do, you certainly lose; for 31 being the Game, he who first comes to it wins; now should the Leader play a 10, the Follower will play another 10, that makes 20; let the Leader then play any Thing next, the Follower will be sure to make it up 31.

He who hath the Lead, if he play a 9, may certainly win the Game, if he look about him; ever remembering to get first to 20, without spending 2 of one Sort, as 2 Duces, 2 Trays, 2 Quaters, &c. otherwise you will lose: As for Example, you play a 9 first,  
your

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your Adversary plays a Duce, that makes 11, you play a 9 again, and that makes 20; thus you have played, but both Nines, wherefore your Antagonist plays a Duce; now you can play on no Card but he wins; for if you play an 8 (for you cannot come in with your 10) and you have not a 9, then he hath an Ace for 31; so if you play a 7, which makes 29, he hath a Duce remaining to make up 31, and so you may observe in the rest of the Cards.

Take this for a general Rule, that you have a very great Advantage in fetching out, by Play, any 2 of a Number, as aforesaid; as 2 Fives, 2 Sixes, 2 Sevens, &c. wherefore you must not play rashly, but with the Consideration arithmetically grounded, to make up a certain Game of 31.

To conclude, he who hath the Art of playing well at 31, that is, by naming such a Number, at first, and prosecuting it by such Addition of others, that his Adversary cannot think of any Number, but what shall be his Game; I say, such a Man is fittest to play at this Game called WIT and REASON.

*The ART of MEMORY.*

**T**HIS is rather a *Sport*, than a Game. Money may be won at it, but it is most commonly the Way to *act* the *Drunkard*. It

is the best when *many* play at it ; for with *few* it is no *Sport* at all : For Example ; As many Persons as do play, so many Cards trebled must be thrown down on the Table, with their Faces upwards ; which every one must take Notice of, and endeavour to register them in his Memory. Then the Dealer must take them all up, and shuffling them, after cutting, deals to every one 3 a-piece.

The first, it may be, calls for a King, which must be laid on the Table, with his Face downwards by him who hath it in his Hand ; the next, it may be, calls for a 10 of Spades, which must be laid down in like manner, and so it goes round ; now if any one calls for what is already laid down, if they play for Liquor, he must then drink a Glass ; if for Money, he must then pay a Stake, whatever the Sum be they play for.

This *Sport* wholly depends on the Memory ; for want of which a Man may lose both his Money and his Understanding.

## PLAIN DEALING.

**H**E who deals, hath the Advantage of this Game ; for if he turn up the *Ace* of *Diamonds* he cannot lose : To his Adversary he delivers out 9, and but 3 to himself, then are the Cards played as at *Whist*, the best of Trumps, or other Cards wins, and but

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but one to be gotten at a Deal. I cannot commend this Pastime for its Ingenuity, and therefore only name it, because we treat of Games in general.

Queen NAZARENE.

AS many may play at this Game as the Cards will allow, 5 Cards are dealt to every Player; the *Queen of Diamonds* is *Queen NAZARENE*, and he who hath it, demands 3 a-piece of every Player. The *Knave of Clubs* is called *Knave-Knocker*, and he that has it, challengeth 2 a-piece. If Women play among Men, it is customary for *Knave-Knocker* to kiss *Queen NAZARENE*.

Lastly, he who lays down a *King*, the last Card that is played challengeth 1, and begins again; and he who hath first played away his Cards, demands as many Counters as there are Cards in the Hands of the rest.

P E N E E C H.

HAVING dealt 7 Cards a-piece, turn up a Card, and that is Trumps. The *Ace* and *Coat-Cards* of *Trumps* are thus reckoned. The *Ace* is 5, the *King* 4, the *Queen* 3, and the *Knave* 2.

Having played, he who wins the first Trick, turns up another Card, and that is Trumps; and so every Trick produceth a

fresh Trump, till all the 7 be played. Now if it so happen, that what is turned up proves an *Ace*, or *Coat-Card*, it is a great Advantage to him who won the last Trick ; for if it be an *Ace* turned up, then he reckons 5, if a *King* 4, if a *Queen* 3, as aforesaid.

After all the 7 Cards are played, (which at first are dealt 1 by 1,) he who won the last Trick turns up a Card, and if it proves *Ace*, *King*, *Queen*, or *Knave*, he reckons for it accordingly as aforesaid.

If the 7 of *Diamonds* be turned up, that is *Peneech*, and is reckoned 14 turned up, but it is but 7 in Hand, and not that neither, unless *Diamonds* are Trumps : If it be Trump, it is the highest Card, and wins all others ; if it be not Trump, it wins all *Diamonds*.

Lastly, having played out all the 14 Cards betwixt you, count how many Cards you have more than your own 7 at first dealt you, and for every Card reckon 1, and so you must reckon on with the Value of your *Coat-Card* Trumps, with *Peneech* turned up, or in Hand, till you come to 61, which is the Game.

Note, if you have neither *Ace* nor *Face*, you may throw up your Game and deal again.

P O S T *and* P A I R.

**P**OST and PAIR is a Game very much played in the West of *England*.

This Game depends much upon *daring*; so that some may win very considerably, who have the Boldness to venture much upon the *Vie*, tho' their Cards are very indifferent.

You must first stake at *Post*, next at *Pair*; after this, deal 2 Cards a-piece, then stake at the *Seat*, and next, deal the third Card about. The Eldest Hand may pass and come in again, if any of the Gamesters *Vie* it; if not, the Dealer may play it out, or double it.

The *Ace* of *Trumps*, is the best Card of all, and so on of the rest in Order. At *Post* the best Cards are 21, *viz.* 2 *Tens* and an *Ace*, but a *Pair-Royal* wins all, both *Post*, *Pair*, and *Seat*. Observe, that he who hath the best *Pair*, or the best *Post*, is the Winner. A *Pair* is, a *Pair* of any *two*, as 2 *Kings*, 2 *Queens*, &c. A *Pair-Royal* is of 3, as 3 *Kings*, 3 *Queens*, &c. The *Vie*, is what you please to venture upon the Goodness of your own Hand: Or if it be bad, and you imagine your Adversary's is so likewise, then bid *high* courageously, by which Means you daunt your Antagonist, and so bring him to Submission.

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If the Gamesters keep in till all have done, and by Consent shew their Cards, the best Cards carry the Game. Now, according to Agreement, those who keep in till last, may divide the Stakes, or shew the best Card for it.

Observe, where the Cards fall in several Hands of the same Sort, as a *Pair*, or *Pair-Royal*, and so forth, the Eldest Hand carries it.

## BANK AFFALET.

### A FRENCH GAME.

**A**T this, the Cards must be cut into as many Heaps as there are Players, or more, if you please, and every Man lays as much Money on his own Card as he thinks fit, or on the supernumerary Heaps. So many as the Dealer's Card is inferior to, so many he pays; so many as his Card is superior to, so many he wins from.

The best Card is the *Ace of Diamonds*, the next to that, the *Ace of Hearts*; thirdly, the *Ace of Clubs*; and lastly, the *Ace of Spades*, and so the rest of these Suits in order, according to their Degree. The Knack lies in securing an *Ace*, or any other good sure winning Card; and if you mark the Cards beforehand, so as to know them by the  
Backside,

Backside, you may then make your Advantage.

*La Bête*, that is, *The* B E A S T.

**A** *French* Game also, and played after this Manner. The best Cards are, *King*, *Queen*, and so forwards. They make 3 Heaps, the *King*, the *Play*, and the *Triolet*.

To every one is dealt 5 Cards (3, 4, 5, Persons, or more, may play at it). Before the Cards are dealt, every one stakes to the three Heaps. He who wins most Tricks, takes up the Heap that is called the *Play*: He who wins the *King*, takes up the Heap so called; and he who hath 3 of any Sort, that is, 3 Fours, 3 Fives, 3 Sixes, &c. takes up the *Triolet*.

The L O T T E R Y.

**T** W O Packs of Cards are laid on the Table, and a Bowl set in the Middle. Then three Cards are taken promiscuously out of one of the Packs, and put into the Bowl with their Faces downwards, so as no Body may see them; these are called Prize-Tickets, as thus: The undermost is the highest Prize, suppose 12 s. 6 d. the next highest is 9 s. 6 d. and the uppermost Card is 6 s. 6 d. Then the Dealer gives to each Person in the Com-



pany as many Cards out of the other Pack as he calls for, which are called Tickets, and for which he pays Six-pence a-piece; one perhaps will have but Three or Four, and another Six or Seven. When the Players are all furnished with as many Tickets as they want, then they bett one with another who has the best Cards; that is, who holds such Cards as come nearest to, or are the same with the Prize-Tickets in the Bowl, and which of them lie in the Wheel longest, or are undrawn.

*Note,* The Stock or Fund, out of which the Prize-Tickets are to be made good, is to be filled up by the Six-pences which were paid for the Tickets, and to be divided into three Proportions, as above.

The Players may bett what Money they please between themselves, which often amounts to a very large Sum.

When every one has had what Tickets he call'd for, the remaining Cards, which are the Blanks, are thrown up upon the Table. Any Number of Persons may play at this Game.

Thus much for the *Games* on the CARDS: But for the Reader's farther Entertainment, we have now added some *diverting Fancies* upon the same; taken from the celebrated Mr. CZANAM's *Mathematical Recreations*.

## GAMES *within the* TABLES.

### I. *The Famous* GAME of VERQUERE.

**T**HIS Game is originally said to be of *Dutch* Extraction, and one of the most noted Diversions among the *Hollanders*. The Manner of playing it is thus, *viz.*

All the *Table-Men* are placed on the *Ace-Point*, where you set the *two* Men at *Back-Gammon*; and as at that Game, bring them round into your own Tables, but with different Circumstances; for you are not allowed to make a *Point* in either of your *Tables*, next your Adversary, the farther *Ace-Point* excepted, for there you may do it as your Discretion does best direct you; but you may take as many *Points* in your own *Tables* as you think good, to advantage your Game, and by so doing, to hinder your Adversary from approaching you, or by the Luckiness of his Throw to get the better of it.

In the next Place, you are to observe, that this Game is commonly played *double* and *single*; the *double* is called JOHN, which is a particular Advantage your Adversary gets  
over

over you, if his Luck in throwing be extraordinary : But you can never be JOHN'D except you have more Men than you can enter upon *six* Points, that is to say, 7 Men, which is 1 more than your Points will bear ; and in such a Case you must yield the *Double*, and consequently your Game is in Danger to be lost.

*Note*, That tho' you always *point* as your Cast affords you Convenience, and to the best Advantage of your Game, yet you cannot enter *two* Men upon any *Point*, and in that Particular this Game is more remarkable than any other played upon the *Tables*.

You play *Doublets*, and at last bear away all your Men, as at *Back-Gammon*, and the Art is in managing your Throws to make your Game proper ; for this, whilst your Adversary, by ill Throwing, or indifferent Management, lags behind, is very convenient for you to be skilled at. *Note* also, that when you have more Men to enter, than you have opened Points to receive them, you are to let your Adversary throw ; which I have seen for a considerable Space of Time ; until by playing his Men forward (contriving as much as possible he can, to gain the Pre-eminence, and put back your Game) he makes Room for you by a Vacancy ; else, perhaps, the Nature of this Diversion is such, that the Game may hold out a long Time, there

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there being no Possibility of going on, till you have the Privilege, by his opening the Passage for you on the Tables, to enter your remaining Men.

*Note* too, that if you hit any of your Adversary's Men, by a fortunate Cast of your Dice, and that he has the favourable Fortune, presently after, to hit you again: In such a Case, which, indeed, is not very common, if there be not Room for you to enter in his *Tables*, nor for him to perfect the Advantage of his Throw to enter in your's, it is the Nature of this Game, that you must lose it double, you being the first to throw. This, and the rest of the Accidents of *Verquere*, are like most other Games, to be understood, and avoided, by Experience in Play.

## II. *The Noble and Courtly Game called, GRAND TRICK TRACK.*

**I**S a *French* Diversion; and most commonly used by Persons of the first Quality.

It is thus played: Table-Men are to be placed on the Side of the Tables. Next, it is also to be observed, that besides the Table-Men, with which you play, there are 3 other Pieces to be used, called *Markers*, whether Half Crowns, or Halfpence, or any other Coin: These are to mark the Throw  
of

of your Dice, on the Points of the Tables which are advantageous to you : For *Example*, If in your first Tables you make single Toots, in 3 Casts, or Throws, you mark with one Marker 4.

There are 12 Holes on the Sides of your Tables, with Pegs in them, for the Use of this Game. *Note* then, that 12 Marks gained on the Points of your Tables, make an Hole, and 12 Holes make up the Game, if you agree to it ; else less, or more : If you fill up your Points, for every single Throw on the Dice, you make 4, and for Doublets 6 ; and may hold your Game as long as you think convenient, that is, play on without breaking up your own, and your Adversary's, if you believe you shall get no Advantage by beginning again.

If you hold with your double Men in your Tables, before you can make a Point, and your Adversary cannot fill his Tables, you are obliged with your Man to pass over into his Tables, tho' it be commonly a Disadvantage ; but if he throws so well, as to fill up, then it alters the Matter, and you cannot pass. *Note*, that when you have marked 12 with your Marker, which, as I said before, makes up 1 Hole, you may go off, break up your Tables, and begin again, provided you have the Dice ; or else you cannot.

If

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If in playing this Game, you touch a Man rashly, as intending to play it, and think to change it for another, you are obliged to play it as you before intended.

*Note*, As to those Men that are obliged to pass over into the Adversary's Tables, if he hits them, he marks thus:

For every single Throw 4; for Doublets 6; and if at any Time, by your good Fortune in throwing, you can mark over and above 12, you must then mark a Hole, or else 2, if you go double, and the Overplus remaining is called *to the Good*, provided you do not break your Game: You cannot go off, nor break your Tables by your Adversary's Throws. And note, that if you chance to make more or less than is right, it is in his Power to take the Advantage, put you back, or oblige you to mark full. This is what is most considerable in your *first Tables*.

Now, as to your Adversary's *second Tables*: For every Man you hit of his with a single Die, you mark but 2; and for Doublets 4; tho' in his *first Tables*, 4 for each single Die, and 6 for Doublets.

If you chance to hit a Blot or two in your Adversary's Tables, and cannot pass, by reason of his Man standing in your Way, and hindering you, it is allowable for him to take the Advantage of marking by your own  
own

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own Throws in both Tables, as before-mentioned.

The Ace-Point of both Corners in the *second Tables*, cannot be divided here, nor fill the Corners, as at other Games; tho' in Lieu of that Convenience, if the Dice favour, for each single Cast, you mark 4; and for Doublets 6.

Then as that Part of the Game, called *Gens des Retour*, or the *Back-Game*, which is the latter Part: Next, bearing off your Men, as it is used at *Back-Gammon*, you play your Men as fast as you can, into his Tables, endeavouring to fill up the Points, as at the *Fore-Game*; which being done, you bear off your Men; only there is one Distinction between this and *Back-Gammon* (noted before) that as Doublets thrown at the last Cast gives considerable Advantage to the Gamester there, it is here of no Value, nor gives any Addition to the Throw.

*Note*, That if at any Time you break up your Tables, and disorder your Men, except by gaining 12 Points, you can mark a Hole, it is in your Adversary's Power to oblige you to hold your Game on still, and to play all the Table-Men you have so touched and disordered to his own Advantage.

*Note* also, That we distinguish the Single from the Double in this Manner: If your Adversary, by his ill Fortune in throwing,  
has

has no Points on his Tables marked, altho' your Throw is single, yet still you may mark a double Point; but if otherwise, he has such good Luck by the Dice, to have any Point to mark, then he comes double; which you are to take off again, if you can hit him.

These are all the Passages that are considerable in this Game; which tho' easily to be comprehended, by those who divert themselves with playing often at Tables, and especially such who have any Skill in *Tick-Tack*, of which, this Game is observed to make a Compleatment, by adding more Parts and Embellishments; yet the most ready Way for a young Gamester, who is desirous to learn it, is to see it performed by two Gamesters; and then taking Notice of these Instructions, he will presently be let into the Secret.

### III. Of I R I S H.

**I**RISH is an ingenious *Game*; and requires a great deal of Skill to play it well, especially the *After-Game*, it is thus played:

The Men, which are 30 in Number, are equally divided between you and your Adversary, and are thus placed: 2 on the Ace-Point, and 5 on the Side of your Left-Hand Table, and 3 on the Cinque, and 5 on the Ace-Point of your Right-Hand Table, answered on the like Points, by your Adversary's



ry's Men, with the same Number ; or thus, 2 of your Men on the Ace-Point; 5 on the Double Sice, or Sice-Cinque Point, 3 on the Cinque-Point in your Tables, and 5 on the Sice-Point at Home ; and all these pointed alike by your Adversary.

In your Play have a Care of being too forward ; and be not too rash in hitting every Blot, but with Discretion and Consideration, move slowly, but securely ; by which Means, tho' your Adversary has filled his Tables, but with all Blots, and you by hitting him, enter, you may win the Game ; nay, sometimes, tho' he hath borne his Men all to a very few.

It is the Part of a prudent Commander, as he leads out his Men, to bring them home as safe as possible : So must you have a Care of your Men as you are bringing them home, that they are not picked up by the Way.

Have a special Care that your Adversary double not the Trey-Ace-Point with his Men ; and so make what convenient Haste you can to fill up your own Tables, and beware of blotting : That done, bear as fast as you can.

For an *After-Game*, I know not what Instructions to give : You must herein trust to your own Judgment, and the Chance of the Dice ; and if they run low for some Time, it will be so much the better.

IV. Of BACK-GAMMON.

**Y**OUR Men are placed as at *Irish*; and this Game differs but very little from That, but in Doublets; which, at *Back-Gammon*, is played four-fold, and makes a quicker Dispatch of the Game, than *Irish*.

Be sure to make good your Trey-Ace-Points, hit boldly, and come away as fast as you can; to which End, if your Dice run high, you will make the quicker Dispatch.

When you come to bearing, have a Care of making when you need not; and Doublets now will stand you most in Stead.

If both bear together, he who is first off without Doublets, wins 1.

If both bear, and one goes off with Doublets, he wins 2.

If your Table be clear before your Adversary's Men be come in, that is a *Back-Gammon*, which is 3; but if you thus go off with Doublets, it is 4.

False Dice are much used at *Irish* and *Back-Gammon*, for the Benefit of entering; wherefore, have a special Care, that you have not Cinque-Duces, and Quatre-Treys put upon you; it may quickly be perceived by the running of the Dice.

The Person who is cunning at Play, has great Advantage of a Novice, or innocent Man;

Man; which is commonly by topping or knapping; which, by its often Practice, may be suspected by his Adversary: Then he has Recourse to Dice, which run particular Chances for his Purpose; which, the other being ignorant of, is almost an equal Advantage with the former. For Example: He provides Dice that run 6, 5, 4; it is his Business to secure those Points: So that if he happens to surprize any of your Men coming home, as it is Two to One but he does, he will, without a Miracle, win the Set.

It is possible sometimes they may make use of 3 and 2, which are the low Chances; but that they seldom do, for this Reason, the high or forward Points being supplied, you must enter, if at all, upon the low Points; which keeps you backwards, and gives him Advantage. The Advantage of this Game is to be forward, if possible, upon safe Terms, and to point his Men at such a Rate, that it shall not be possible for you to pass, tho' you have entered your Men, till he gives you Liberty, having Two to One the Advantage of the Game.

*DIRECTIONS for playing the Game of  
BACK-GAMMON.*

**I**N playing 3 up at *Back-Gammon*, your first and chief Care is, either to secure your

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your own or your Adversary's *Cinque* Point ; when you have done that, you may push away, and try to gammon him.

When you have gained your *Cinque* Point, your next Care must be, to secure your *Barr* Point, which is the next best, whereby you will prevent your Adversary from running with two Sixes.

When you have secur'd your *Cinque* and *Barr* Points, you are next to make your *Quatre* Point in your own Tables, rather than the same Point out of them.

When these Points are gained, there is a great Probability of gammoning your Adversary, especially if he is very forward. For, if his Tables at home are broke, you will find it for your Advantage to open your *Barr* Point, which will force him to quit your Tables with a 6 ; and your Men being spread, you may not only have an Opportunity of catching that Man, which he brings out of your Tables, but very probably will take up the Man left in your Tables, if he had two Men there. If you observe he has a Blot at home, it will be your best Way to make up your Tables ; For which Purpose, you are to make a Blot, which if he enters upon, you will, in all Likelihood, get a third Man ; if you can do this, you may be pretty sure of the Gammon : But if it should happen, that you have only two of his Men up, the Odds

is

is against you, that you do not Gammon him.

If your Design be to get only a Hit, your taking up only 1 or 2 of your Adversary's Men, will secure it better than if you took up a greater Number, that is, in Case you have made up your Tables.

*How to bring Home your Men.*

**W**HEN you intend to bring your Men home, if you would lose no Point, you must carry the Man that is farthest off, to your Adversary's *Barr* Point, which is the first Stage you are to place it upon. The next Stage is the Place where his 5 Men are first placed out of his Tables, which is six Points farther; the next Stage after, is upon the six Point in your own Tables. This Method you must take, till you have brought home all your Men, except 2; and then, by losing a Point, and putting it in the Power of 2 Fives or 2 Fours, it's very possible you may save the Gammon.

If your only View be to win a Hit, your first Care must be to fill your own or your Adversary's *Cinque* Point; but if, by being hit yourself, you are prevented in this, and you observe he is forwarder than you are, your best Way will be to throw more Men into his Tables; as thus: Put a Man upon your *Cinque* or  
*Barr*

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*Barr* Point, and if he should not hit it, you will be in a fair Way to gain a forward instead of a back Game; and if there be a great Number of Men taken up, so much the better, for so you will preserve your Game at home; and in that Case, your Aim must be to gain both his Ace and Tray Points, or those of his Ace and Deuce, and be careful to keep 3 Men upon his Ace Point; for, if you should happen to hit him from thence, you will very likely secure that Point to yourself.

When you first set to, you are not to play for a back Game; for so you would play to great Disadvantage, and by endeavouring to win a single Hit, run the Hazard of being gammoned.

CAUTIONS to be observed in playing.

**I**N playing for a Gammon, you are sometimes to make voluntary Blots, which it is great Odds in your Favour that they are not hit; but if it should so happen, as you will have three Men in your Adversary's Tables, your Care must be to secure his *Cinque-Quatre*, or *Tray* Point, if you would prevent a Gammon, and be very careful to prevent his taking up a fourth Man.

Be sure at all Times to keep your Game from being crowded; that is, not to put too many Men upon your Tray or Deuce Point

in your own Tables ; for, not having them in Play, you do, in a manner, lose them. And further, by having your Game crowded, in order to save a Gammon, it's not unlikely that you will be gammoned yourself ; for your Adversary seeing your Game open, by being crowded in your own Tables, he has an Opportunity of playing his own Game to the greater Advantage.

If, in order to win a Hit, you find it necessary, to make a Run, and want to know exactly, whether you or your Adversary is the forwardest, take this Method. — First reckon how many Points off your farthest Man is from your Size Point, and so of every other Man that is abroad, and that you want to bring home ; when you have summed up the Numbers of those that stand thus at a Distance, add to them those that are already in your Tables (at the same Time supposing the Men that were abroad, as if they were on your Size Point ready for bearing) that is, Six for every Man on the Size Point, Five for every Man on the Cinque Point, and so for the Quatre, Tray, Deuce, and Ace Points, so many Men as the Number of the Point is. Make the same Observations on your Adversary's Game ; by which Means you will know who is the forwardest, and the most likely to win the Game, your Adversary or you.

PARTICULAR DIRECTIONS *for bearing the Men.*

**W**HEN your Adversary is got a great Way a-head of you, you are not to play a Man from your Quatre, Tray, or Deuce Points, with a Design to bear that Man from the Point where you had first placed it, since nothing less than high Doublets can possibly give the Hit; instead therefore of playing an Ace or Deuce from any of those Points, be sure to play them from your Size or highest Point; thus, by throwing two Fives or two Fours, your Size and Cinque Points will be relieved, which you will find of no small Advantage to you. Now, if your Size Point had been still loaded, you would, in all Probability, have been forced at last to play those Fives and Fours to your great Disadvantage.

Suppose you have taken up two of your Adversary's Men, and have Two, Three or more Points made in your own Tables, then is your Time to spread your Men, that you may have the better Opportunity of filling a Point in your own Tables, or of being in the way to hit a Man, which your Adversary may happen to enter. Upon his entering a Man, take Notice how the Game stands betwixt you; if you perceive that your's is as good, or



better than his, be sure to take up his Man, if you have an Opportunity, because it is great Odds that he does not hit you ; for which Reason you ought never to refuse running that Hazard, since you have already taken up two of his Men. However, if your View is to gain a single Hit only, and by playing that Throw differently, a better Chance is offered to gain the Hit, then forbear taking up that Man.

Don't be afraid to take up any of your Adversary's Men from an Apprehension that he will hit you with double Dice ; for 'tis a Bett of Five to One against him, that such a Chance will happen.

Suppose you have five Points in your Tables, and that you have taken up a Man of your Adversary's, and cannot avoid a Blot in your Tables, leave it, if possible, upon Doublets ; for in this Case, the Odds against his hitting you is very great, but any other Chance is much less against him.

If your Game is forwardest, two of your Adversary's Men in your Tables, is a fairer Hit than if there were more ; for by three or more of his Men being in your Tables, he has more Chances to hit you, than if only two of his Men were in them.

If, on entering a Man in your Adversary's Tables, or for any other Reason, you are obliged to leave a Blot, chuse to do it, if you  
can,

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can, upon that Point which will damage him the most. Suppose, for Instance, it is for his Advantage to hit you or take you up immediately on your Entrance, you are then to leave a Blot upon his lowest, or Deuce Point, rather than upon his Tray Point, and upon his Tray rather than upon his Quatre, and upon his Quatre rather than upon his Cinque Point; because all the Men which your Adversary heaps upon the Tray and Deuce Points, are, as it were, lost out of Play, it not being in their Power to make his Cinque Point, and so will crowd his Game there, and lay it open in another Place, which will give you a great Advantage against him.

If upon running to save your Game, you would prevent your Adversary from bearing his Men to the best Advantage, you must observe this Method. We will suppose, that upon his Ace Point you have two Men, and several others abroad, tho' in putting your Men into your Tables, you should lose a Point or two, yet you will find it turn to a good Account to leave a Man upon your Adversary's Ace Point; namely, that it will hinder him from bearing his Men to that Advantage he might otherwise have done, and may perhaps oblige him to make a Blot, which you may happen to hit. But if upon a View of your Game, you see you have a Throw, or any Likelihood of saving your Gammon;

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don't trouble yourself about a Blot, because it is great Odds that he don't hit it.

*The LAWS of BACK-GAMMON.*

I. **T**ILL a Man is placed upon a Point and quitted, it cannot be said it is play'd.

II. A Man that is taken from any Point must be play'd; and so it must be if 2 Men are taken from it.

III. There is no Penalty if you play with 15 Men only, because it is to your Disadvantage to play with a less Number than you are entitled to, since you have not the additional Man to fill up your Tables.

IV. If, before you enter'd a Man taken up, and which therefore must necessarily enter, you bear any Number of Men, such Men must be enter'd again in your Adversary's Tables, as well as the Man taken up.

V. If by Accident or Forgetfulness, you have mistook your Throw, and played it, and your Adversary, not minding it, has thrown too, neither of you can alter it, but by the Consent of both.

V. Of TICK-TACK.

**A**LL your Men must stand on the Ace-Point, and from thence play forward ; but have a Care of being too forward, or so, at leastwise, that Doublets reach you not.

Secure your Sice and Cinque-Point, whatever you do, and break them not, unless it be when you have the Advantage of going in ; which is the greatest Advantage you can have, next to a Hit : For your Adversary's 11th Point standing open, you have, it may be, the Opportunity of going in with two of your Men, and then you win a double Game. A Hit is but 1 ; and that is, when you throw such a Cast, that some one of your Men will reach your Adversary's unbound, but sometimes, tho' it hits it, will not pass, by Reason of a Stop in the Way ; and then it is nothing. Sometimes it is good, going over into your Adversary's Tables ; but it is best for an *After-Game*.

Playing close at Home is the securest Way ; playing at length is both rash and unsafe ; and be careful of binding your Men when you lie in Danger of the Enemy. Moreover, if you see you are in Danger of losing a double Game, give your Adversary 1 ; if you can, it is better doing so than losing 2.

Here note, if you fill up all the Points of

M 4

your

your *second Table* with your own Men, you win 2 ; and that you may prevent your Adversary from doing so (if you are in Danger thereof) if you can, make a vacant Point in his Tables, and it is impossible for him to do it.

This is the plain Game of *Tick-Tack*, which is called so from *Touch* and *Take* ; for if you touch a Man you must play him, tho' to your Loss ; and if you hit your Adversary, and neglect the Advantage, you are taken with a *Wby-not*, which is the Loss of 1 : Likewise if you are in, and your Cast is such that you may also go into your Adversary's 11th Point, by 2 other Men, and you see it not, either by Carelessness or eager Prosecution of a Hit, which is apparent before your Eyes, you lose 2 irrecoverably. Besides, it is a very great Oversight, as your Men may stand, not to take a Point when you may do it.

Now some play this Game with *Toots*, *Boveries*, and *Flyers* ; *Toots* is when you fill up your Tables at Home, and then there is required small Throws ; for if you get over with a Sice, you have no Benefit of *Toots*.

*Boveries*, is when you have a Man in the 11th Point of your own Tables, and another in the same Point of your Adversary's, directly answering.

*Flyers*, is when you bring a Man round the Tables before your Adversary hath got over his *first Table* ; to the effecting of which there

is required very high throwing on your Side, and very low throwing on his.

Much more might be said as to the Craft of the Play, which cannot be so well discovered, as from Observation in your own or others Playing.

VI. Of DOUBLET S.

**A**T *Doublets* the 15 Men are thus placed; upon Six, Cinque, and Quatre, there are 3 Men a-piece; upon Trey, Duce, Ace, but 2 a-piece.

He who throws most hath the Benefit of throwing first; and what he throws he lays down, and so doth the other; what the one throws and hath not, the other lays down for him to his own Advantage; and thus they do till all the Men are down; and then they bear, but not till they are down; he who is down first, bears first, and will doubtlesly win the Game, if the other throws not *Doublets* to overtake him. Now he who throws *Doublets* apace, is certain to win; for as many as the *Doublets* are, so many he lays down, or bears. For Example; If 2 *Fours*, he bears 8, and so for the other *Doublets*; and therefore he who can either nap, top, or hath high Runners about him, hath a great Advantage herein.

## VII. Of S I C E - A C E.

**F**IVE Persons may play at *Sice-Ace* with 6 Men a-piece, they one load another with Aces; Sixes bear only, and Doublets drinks and throws again; so have I often seen some who, for the Lucre of a little Moneey, have resolved rather to lose themselves than a Penny. It is commonly agreed the last *two*, or the last *out*, shall lose, and the rest shall go free.

## VIII. C A T C H - D O L T.

**A**T *Catch-Dolt*, the first throws and lays down from the Heap of Men without the Tables; what is thrown at, it may be Sice-Duce; if the other throw either Sice or Duce, and draw them not from his Adversary's Tables to the same Point in his own, but takes them from the Heap, and lays the Ace down, he is *dolted*, and loseth the Game; or if he touch a Man of the Heap, and then recal himself, the Loss is the same. Some by frequent Practice will never be *dolted*, and then they strive who shall fill up their Tables *first*; which done, he who bears them off *first* hath won the Game.

So much for Games *within* the Tables.

GAMES without the TABLES.

I. Of INN and INN.

**I**NN and INN is a Game formerly very much used, and may be played by *two* or *three* Persons, each having a *Box* in his Hand. It is played with *four* Dice. You may drop what you will, Sixpences, Shillings, or Guineas; every *Inn* you drop, and every *Inn* and *Inn* you sweep all; but if you throw out, if but *two* play, your Adversary wins all; if *three* that Out is a *Bye* between the *two* other Gamesters, which they may either divide or throw out for it. Here you are to observe that *Out* is when you have thrown no Doublets on the *four* Dice; *Inn* is when you have thrown *two* Doublets of any Sort, as *two* Aces, *two* Ducés, *two* Cinques, &c. *Inn* and *Inn* is, when you throw all Doublets, whether all of a Sort, or otherwise, viz. *Four* Aces, *four* Ducés, or *four* Cinques, or *two* Aces, *two* Ducés, *two* Treys, *two* Quatres, or *two* Cinques, *two* Sixes, &c.

Your Battle may be fought for as much or as little as you will, from 20 s. to 20 l. and so onwards, to 2000 l. which Battle is not ended, till all the Money be won: And it is frequently seen, that in a Battle of 10 l. a



Gentleman hath been reduced to 5 s, and yet hath won the Battle at last.

For a Gamester, who would win without hazarding much of his Money, Dice that will run very seldom otherwise but 6, 5, 4, are very necessary. If those Instruments are not to be had, a Taper-Box will not be amiss; that as the Dice are thrown in, may stick by the Way, and so thrown to Advantage. I have been told of one of these Sharpers, who caused a Box to be made, not as they are usually screwed within, but smooth; and procured it to be so well painted and shadowed within, that it looked like a screw'd Box: Now, this Box was but half boarded wide at the Top, and narrow at the Bottom, that the Dice, as aforesaid, might stick, and the Box being smooth, would come out without tumbling. With this Box he went and played at *Inn* and *Inn*, by virtue whereof, and his Art of taking up and throwing his Dice into the Box, he got the first Night 1000 l. and the next Night 200 l. a Year (with a Coach and Six Horses) and enjoys the Estate to this Day, with great Improvements; and never would handle a Die since, well knowing how many worthy Families it hath ruined.

II. Of P A S S A G E.

**P**ASSAGE is a Game at Dice to be played at but by Two Persons; and it is performed with 3 Dice. The Caster throws continually, till he hath thrown Doublets under 10, and then he is out, and loseth; or Doublets above 10, and then he *passeth*, and wins. High Runners are most requisite for this Game, such as will really run any other Chance, than 4, 5, or 6; by which Means, if the Caster throws Doublets, he can scarcely throw out. There is the same Advantage of the smooth taper Box, afore-said, in this Game, as at *Inn* and *Inn*, with the like Benefit of the Dice, whether by *palming*, *topping*, *slurring*, or *knapping*.

III. Of H A Z A R D.

**T**HIS Game is most properly denominated; for it makes a Man, or undoes him, in the twinkling of an Eye; either a Man, or a Mouse.

It is played but with Two Dice; 20 Persons may be engaged, or as many as will.

There are two Things herein, chiefly to be observed, *viz.* The *Main* and *Chance*: The *Chance* is the Caster's, and the *Main* the Setter's. There can be no *Main* thrown above 9, nor

9, nor under 5: So that 5, 6, 7, 8, and 9, are all the *Mains* which are flung at *Hazard*; Chances and Nicks, are from 4 to 10: Thus 4 is a Chance to 9, 5 to 8, 6 to 7, 7 to 6, 8 to 5, and 9 and 10 a Chance to 5, 6, 7, and 8: In short, 4, 5, 6, 7, 8, 9, and 10, are *Chances* to any *Main*, if any of these nick it not: Now, Nicks are either when the *Chance* is the same with the *Main*, as 5 and 5, 6 and 6, 7 and 7, and so on; or 6 and 12, 7 and 11, 8 and 12; where note, that 12 is *out* to 9, 7, and 5; and 11 is *out* to 9, 8, 6, and 5: Ames-Ace, and Duce-Ace, are *out* to all *Mains* whatever.

That I may the better illustrate this Game, it will not be amiss, to give one Example, for your better Information: 7 is the *Main*; the Caster throws 5, and that is his *Chance*; and so hath 5 to 7: If the Caster throws his own *Chance*, he wins all the Money set him; but if he throws 7, which was the *Main*, he must pay as much Money as is on the Table: If again, 7 be the *Main*, and the Caster throws 11, that is a *Nick*, and sweeps away all the Money on the Table; but if he throws a *Chance*, he must wait which will come first. *Lastly*, if 7 be the *Main*, and the Caster throws *Ames-Ace*, *Duce-Ace*, or 12, he is *out*; but if he throw from 4 to 10, he hath a *Chance*, tho' they are accounted the worst *Chances* on the Dice, as 7 is reputed the best  
and

and easiest *Main* to be flung: Thus it is in 8 or 6, if either of them be the *Main*, and the Caster throws either 4, 5, 7, 9, or 10, this is his Chance, which if he throws first, he wins, otherwise loseth; if he throw 12 to 8, or 6 to the same Cast with the *Main*, he wins; but if *Ames-Ace*, or *Duce-Ace* to all, he loseth; or if 12, when the *Main* is either 5 or 9. Here nothing nicks 5 but 5, nor nothing 9 but 9: 4 and 5 to 7 is the worst Chance; because 4 (nicknamed by the Sharpers, *Little Dick Fisher*) and 5 have but *two* Chances, *Trey-Ace* and *two* *Duces*, or *Trey-Duce* and *Quatre-Ace*. Whereas, 7 hath *three* Chances, *Cinque Duce*, *Sice-Ace*, and *Quatre-Trey*; in like Condition is 9 and 10, having but *two* Chances, *Sice-Trey*, *Cinque* and *Quatre*, or *Sice-Quatre*, and *two* *Cinques*.

Now, 6 and 8, one would think, should admit of no Difference in Advantage with 7; but if you will rightly consider the Case, you will find a great Advantage in 7, over 6 and 8. How can that be? you will say. Hath not, 6, 7, and 8, *eight* equal Chances? For Example: In *Sice*, *Quatre-Duce*, *Cinque-Ace*, and *two* *Treys*; in 8, *six* *Duces*, *Cinque-Trey*, and *two* *Quatres*: And hath not 7 *three*, as aforefaid? It is confessed. But, pray consider the Disadvantage in the *Doublets*, *two* *Treys*, and *two* *Quatres*, and you will find that *Sice-Duce* is sooner thrown, than

than *two* Quatres; and so consequently Cinque-Ace, or Quatre-Duce, sooner than *two* Treys.

I saw an old Rook once take up a young Fellow in a Tavern upon this very Bet: The Bargain was made, that the Rook should have 7 always, and the young Gentleman 6, and throw continually. To Play they went, the Rook won the first Day 10*l.* and the next Day the like Sum, and so for six Days together, winning in all 60*l.* Notwithstanding the Gentleman, I am confident, had fair Dice, and threw them always himself. And farther, to confirm what I alledged before, not only this Gamester, but many more have told me, that they desired no greater Advantage than this Bet, of 7 to 6. But it is the Opinion of most, that at the first Throw the Caster hath the worst of it.

*Hazard* is certainly the most bewitching Game that is played on the Dice; for when a Man begins to play, he knows not when to leave off; and having once accustomed himself to it, he hardly ever after minds any Thing else.

So much for Games *without* the Tables.

of

## IV. Of BILLIARD S.

**T**HIS polite Amusement is transplanted from *Italy*; and for the Excellency of the Recreation is much approved of, and played by most Nations in *Europe*, especially in *England*, there being few Towns of Note, which have not a publick Billiard-Table. But there are very few Billiard-Tables which are found true; and therefore such as are exactly levelled, are highly valued by a good Player; for at a false Table, it is impossible for him to shew the Excellency of his Art and Skill, whereby Bunglers many times, by knowing the Windings and Trick of the Table, have shamefully beat a very good Gamester, who at a true Table would have given him Odds.

There is belonging to the Table an Ivory *Port*, which stands at one End; and an Ivory *King* at the other, *two* small Ivory *Balls* and *two* Sticks (called *Masts*). If your *Balls* are not compleatly round, you can never expect good Proof in your Play. The *Masts* are made of *Brazil*, *Lignumvitæ*, or some other weighty Wood, which at the broad End are tipped with Ivory; if the Heads happen to be loose, you will never strike a smart Stroke; but that Defect is easily perceived by the hollow Deadness of your Stroke, and faint running of your Ball.

The

The Game is 5 by Day-light (or 7, if Odds be given) and 3 by Candle-light, or more, according to Odds, in Houses that make a Livelihood thereof: But in Gentlemen's Houses there is no such Restriction; for the Game may justly admit of as many as the Gamesters please to make.

For the Lead, you are to stand on the one Side of the Table, opposite to the *King*, with your *Ball* laid near the Cushion, and your Adversary on the other in like Posture; and he that with his Stick makes his Ball come nearest the *King*, leads first.

The Leader must have a Care, that at the first Stroke, his Ball touch not the End of the Table, leading from the *King* to the *Port*; but after the first Stroke, he need not fear to do it; and let him so lead, that he may either be in a Possibility of *Passing* the next Stroke, or so cunningly lie, that he may be in a very fair Probability of *Hazarding* his Adversary's Ball, the very Stroke he plays after him.

The Contest is, who shall pass first, and in that Strife, there are frequent Opportunities of *Hazarding* one another; and it is very pleasant to observe, what Policies are used in hindering one another from the *Pass*, as by turning the *Port* with a strong clever Stroke; for if you turn it with your Stick, it must be set right again; but indeed more properly,  
he

he who doth it so, should lose 1. Sometimes it is done (when you see it is impossible to *pass*) by laying your *Ball* in the *Port*, or before your Adversary's *Ball*, and then all he can do is to *pass* after you. If he has *passed*, and you dare not venture to *pass* after him, for fear he should in the Interim touch the *King*, and so win the End, you must wait upon him, and watch all Opportunities to *Hazard* him, or *King* him; that is, when his *Ball* lies in such a Manner, that when you strike, his *Ball* may hit down the *King*, and then you win 1.

But, if you should *King* him, and your *Ball* fly over the Table, or else run into a *Hazard*, then you lose 1.

The Player ought to have a curious Eye, and very good Judgment, when he either intends to *King* his Adversary's *Ball*, or *Hazard* it, in taking or quartering out just so much of the *Ball* as will accomplish either; which Observation must be noted in *passing* on your Adversary's *Ball*, or Corner of the *Port*. Some I have observed so skilful at this Game, that if they have had less than a 5th Part of a *Ball*, they would rarely miss *King* or *Hazard*.

As this is a genteel Pastime, so there are Laws or Orders made against lolling, slovenly Players, who by their Forfeitures, they may be reduced to Regularity and Decency; wherefore be careful you lay not your Hand  
on



on the Table when you strike, or let your Sleeve drag upon it, if you do, it is a Loss; if you smoak, and let the Ashes of your Pipe fall on the Table, whereby oftentimes the Cloth is burnt, it is a Forfeiture; but that should not so much deter you from it, as the Hindrance smoaking is to your Play.

When you strike a long Stroke, hold your Mast neatly between your two Fore-Fingers and your Thumb, then strike smartly, and by aiming right, you may, when you please, either fetch back your Adversary's *Ball* when he lies fair for a *Pass*, or many Times when He lies behind the *King*, and You at the other End of the Table, you may *King* him backward.

If you lay close, you may use the small End of your Mast, or the Flat of the big End, raising up one End over your Shoulder, as you shall think more convenient for your Purpose.

Have a Care of *Raking*; for if it be not a Forfeiture, it is a Fault hardly excusable; but if you touch your *Ball* twice, it is a Loss.

Beware when you jobb your *Ball* through the *Port*, with the End of your Stick, that you throw it not down; if you do, it is a Loss; but do it so handsomely, that at one Stroke, without turning the *Port*, with your Stick, you effect your Purpose: It is good Play to turn the *Port* with your *Ball*, and so hinder

hinder your Adversary from *Passing*; neither is it a Fault, if you can, to make your Adversary a Fornicator, that is, having past your self a little Way, and the other's *Ball* being hardly through the *Port*, you put him back again, and it may be quite out of *Pafs*.

It argues Policy to a lay *long Hazard* sometimes for your Antagonist, whereby he is often entrapped for rashly adventuring at that Distance, which lies very *near* it, he frequently runs *in* himself, by reason of that great Distance.

There is great Art in lying covertly, that is, to lie at bo-peep with your Adversary, either subtilly to gain a *Pafs* or *Hazard*.

Here Note, If your Adversary has not passed, and lies up by the *King*, you may endeavour to *Pafs* again; which if you do, and touch the *King*, it is two; but if thrown down you lose. Some instead of a *King*, use a String and a Bell, and then you need not fear to have the End, if you can *Pafs*. This is, in my Judgment, bungling Play, there being not that curious Art of finely touching at a great Distance a *King*, that stands very ticklishly.

For understanding of the Game thoroughly, peruse the following Orders. But there is no better Way than Practice to make you perfect therein.

## ORDERS

**ORDERS** *to be observed by such as Play*  
at **BILLIARDS.**

**I**F the Leader touch the End of the Table with his Ball, at the first Stroke, he loses 1.

2. If the Follower intend to hit his Adversary's Ball, or Pass at one Stroke, he must String his Ball, that is, lay it even with the King, or he loses 1.

3. He that passes thro' the Port, has the Advantage of touching the King, which is 1, if not thrown down.

4. He that passes twice, his Adversary having not passed at all, and touches the King without throwing him down, wins 2 Ends.

5. He that passes not, has no other Advantage than the Hazards.

6. He that is a Fornicator, that is, has passed thro' the Back of the Port, he must pass twice thro' the Fore-part, or he cannot have the Advantage of passing that End.

7. He that hits down the Port or King, or Hazards his own Ball, or strikes either Ball over the Table, loses 1.

8. He that Hazards his Adversary's Ball, or makes it hit down the King, winneth the End.

9. If

Of B I L L I A R D S. 263

9. If Four Persons play, Two against Two, he that mistakes his Stroke, loses 1, to that Side he is of.

10. He that after both Balls played, removes the Port without Consent, or strikes his Ball twice together, or that his Adversary's Ball touch his Stick, Hand, Cloaths, or plays his Adversary's Ball, loses 1.

11. He that sets not one Foot upon the Ground when he strikes his Ball, shall lose an End; or the same, if he lays his Hand or Sleeve on the Cloth.

12. A Stander-by, tho' he Bets shall not instruct, direct, or speak in the Game, without Consent, or being first asked; if after he is advertised hereof, he offend in this Nature, for every Fault he shall instantly forfeit Two-pence, for the Good of the Company, or not be suffered to stay in the Room.

13. He that plays a Ball, while the other runs; or takes up a Ball before it lie still, loses an End.

14. He that removes the Port with his Stick, when he strikes his Ball, and thereby prevents his Adversary's Ball from passing, loses an End.

15. All Controversies are to be decided by the Standers-by, upon asking Judgment. Whoever breaks the King, forfeits 1 s. for the Port 10 s. and each Stick 5 s.

The

The **ORDERS** of a **BILLIARD**  
**T A B L E**, very Ancient.

1. **T**H**E** leading Ball *the* upper End *mayn't*  
*hit,*  
*For if it does, it loses one by it :*
2. *The Follower with the King lie even shall,*  
*If he does pass, or hit the other's Ball ;*  
*Or else lose One : The like, if either lay*  
*Their Arm or Hand on Board when they do*  
*play.*
3. *That Man wins one who with the other's Ball*  
*So strikes the King, that he doth make him fall.*
4. *If striking at a Hazard both run in,*  
*The Ball struck at thereby an End shall win.*
5. *He loses one that down the Port does fling ;*  
*The like does he that jostles down the King.*
6. *He that in Play the adverse Ball shall touch*  
*With Stick, Hand, or Cloaths, forfeits just*  
*as much.*
7. *And he that twice has pass'd shall touch the*  
*King,*  
*The other not pass'd at all shall two Ends win.*
8. *If both the Balls over the Table fly,*  
*The Striker of them loses one thereby.*  
*And if but one upon the Board attend,*  
*The Striker's still the Loser of the End.*
9. *One Foot upon the Ground must still be set,*  
*Or one End's lost, if you do that forget ;*  
*And*

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*And if you twice shall reach a Ball e're he  
Hath struck between, an End for him is free.*

10. *If any Stander-by shall chance to Bet,  
And will instruct, he then must pay the Set.*
11. *The Port or King being set, who moves the  
same,  
With Hand or Stick, shall lose that End or  
Game.*
12. *He that can touch, being pass'd, or strike  
the other  
Into the Hazard, is allow'd another.*
13. *If any Stander-by shall stop a Ball,  
The Game being lost thereby, he pays for all.*
14. *If any Pass be stricken back again,  
His Pass before shall be accounted vain.*
15. *He that breaks any Thing with Violence,  
King, Port, or Stick, is to make good the  
Offence.*
16. *If any not the Game doth fully know,  
May ask another whether it be so.  
Remember also when the Game you win,  
To set it up for fear of wrangling.*
17. *He that doth make his Ball the King light hit,  
And holes the other, scores two Ends for it.*

## V. Of French BILLIARDS.

**S**O called from their Manner of playing  
the Game, which is only with *Masts* and  
*Balls*: *Port* and *King* being now wholly laid  
aside.

The *Balls* used at *Billiards*, as played after the *French* Manner, are much larger than those above-mentioned ; and the Rules of the *Game* are as follow, *viz.*

ORDERS *to be observed at the* French  
BILLIARD-TABLE.

I. **F**OR the Lead, put the Ball at one End, and play to be nearest the Cushion next to you.

II. The nearest to the Cushion shall lead, and chuse which Ball he pleases.

III. If the Leader holes himself at the first Stroke, he loses the Lead.

IV. He who follows the Leader, must stand within the Corner of the Table.

V. He who plays upon the running Ball, loseth 1.

VI. He who toucheth the Ball twice, loseth 1.

VII. He who toucheth both Balls loseth 1.

VIII. He who holes both Balls, loseth 2.

IX. He who strikes upon his Adversary's Ball, and holes himself, loseth 2.

X. He who plays against the Ball, not striking it, but holes himself, loseth 3.

XI. He who does not hit his Adversary's Ball, loseth 1.

XII. He who strikes both Balls over the Table, loses 2.

XIII. He who strikes his Ball over the  
Table,

Table, and does not hit his Adversary's Ball, loseth 3.

XIV. He who retains the End of his Adversary's Stick when playing, loseth 1.

XV. He who plays another's Ball without Leave, loseth 1.

XVI. He who takes up his Ball without Permission, loseth 1.

XVII. He who stops the Ball, when running, loseth 1; and if near the Hole, he loseth 2.

XVIII. He who blows upon the Ball, when running, loseth 1; and if near the Hole, he loseth 2.

XIX. He who shakes the Table when the Ball is running loseth 1.

XX. He who strikes the Table with the Stick, or plays before his Turn, loseth 1.

XXI. He who throws the Stick upon the Table, and hits the Ball, loseth 1.

XXII. If the Ball stands upon the Edge of the Hole, and after falls in, it is *Nothing*, but must be sent where it was before.

XXIII. If any Person, not being one of the Gamesters, stops a Ball, the Ball must stand in the Place where it was stopt.

XXIV. He who plays without a Foot upon the Ground, loseth 1.

XXV. He who leaves the Game before it is ended, loseth it.

XXVI. Any Gamester may change his Stick in Play.



XXVII. If any Person breaks a *Stick*, of the *Mace*, he must pay Six-pence for the *Stick*, and two Shillings for the *Mace*.

XXVIII. If any Difference arise about false Play, the Marker of the Game must decide it.

XXIX. Those Persons who do not play, must not stand near the Table, but give the Gamesters Room enough to play.

XXX. Whoever lays any Bet, and is not a Player himself, must not give any Advice relating to the Game.

I now draw to a Conclusion of this Treatise ; but think it very proper to note, *it is my Duty to remind you*, That in the general Course of Play there is no Safety in any Game whatever.

I shall instance a remarkable Piece of Knavery, that is well known to the Town, tho' at present not much thought of, which was committed a few Years past by a Person who was grown weary of leading a solitary Life behind the Counter, so turned Gentleman at large, in Expectation of making his Fortune much quicker than by dint of Labour and Industry. He soon became Master in the Art and Mystery of *Billiards*, as will appear by the Sequel of the Story.

R. and B. two Persons of Distinction, made it their Diversion to meet every Day  
in

*Of French* BILLIARDS. 269

in *Pall-Mall*, and pass away many Hours at *Billiards*, which brought a vast Concourse of People together to see them play, tho' at the first Outset they played but for Trifles. *R.* was a better Player than *B.* therefore to make the Match as equal as possible, *R.* gave *B.* One ; which really made every Game so uncertain, that any one might have had his Choice, altho' it were for 100 *l.* At length they came to play for considerable Sums ; which took Wind, and drew all the Sharpers about the Town to the Place.

This Match continued some Time with little or no Advantage to either Side : The Sharpers took *R.*'s Side, knowing him to be the better Player ; and he was always sedate and cool, win or lose ; yet it did not answer their Expectations, the Games were always precarious, and betting Money that way was thought to be like licking Honey off of Thorns ; they resolved therefore to stand neuter till an Expedient could be found out to cause *B.* to beat *R.* and it was not long before they effected it, as will appear instantly. You must know, that both *R.* and *B.* bought their own Sticks, and were so very curious, that they had Drawers, with Lock and Key made for each of them to put their Sticks into, in the *Billiard* Room.

After many Debates how these Sharpers were to take in the whole Company, the

Person that quitted the Counter (whom I shall call *E.*) was thought the properest Person to put this Design in Execution.

The first Step he took was to possess himself of *R.*'s favourite Stick, which he constantly played with. Notwithstanding the Lock and Key, he took it away unknown to any but his Companions; he had prepared an Instrument made for the Purpose, to shave or pare away each End of the Stick, and leave, in the Center, a Rising undiscernable to the Eye of the most Curious, and then put the Stick again in its Place.

When *R.* came afterwards to play with the Stick, *B.* beat him several advantageous Games; for *R.* frequently used to hit *B.*'s Ball on the wrong Side, so put himself in, imagining all this Time that his Hand was out, not in the least suspecting the Fault to lie in the Stick: The Confederacy by this had their Ends, and pushed on the Victory. At last the Man of the House (not being in the Secret, and having lost his Money by backing *R.*) suspected the Cheat; and upon Enquiry he found out the Cause, and strait acquainted *R.* with it; which surprized him mightily for the present, perfectly knowing *B.* to be a Man of more Honour than to be capable of acting such a Part. *R.* finding himself thus surrounded by Thieves and Sharpers, never came to the House afterwards:

This,

This, you may believe, caused some Talk and Noise in the Town ; but the Affair ended thus : Every one kept what they had got, the Man of the House lost both his Money, and two very great Benefactors ; and all the Satisfaction that he ever got, was, at last, to find out the Place where *E.* had bought the Instrument.

To conclude : “ The Sons of our Nobility, and the Heirs to large and plentiful Estates, especially those who become too early their own Masters, are the Victims of Sharpers ; they are made a Prey of those reasoning Savages, those Man-hunters, that form vile Associations with an Intent to overturn as many honest Societies as they can ; and only live in Peace together, by being united in a Confederacy to spread Desolation and Confusion amongst the best Families in the Kingdom. The very Heads of such Families may not improperly be called the *Game* of (what they with a just Derision of their own Vileness term) the *Gambling Fraternity.*”

Some Diverting AMUSEMENTS  
upon the CARDS.

I. *To find out among several Cards, one, that another has thought of.*

HAVING taken out of the Pack, a certain Number of Cards, and laid them on the Table, before the Person who is to fix his *Thought* upon some particular Card, placing them in a regular Order, beginning with the Lowermost, and ranging the one above another, with their Figures and Points upwards, and counting them readily that you may find out the Number, which for *Example*, we shall suppose to be *twelve* Cards; bid him keep in Mind the Number that expresses the Order of the Card he has *thought* of, namely, *one*, if he has *thought* of the *first*; *two*, if he has *thought* of the *second*; *three*, if he has *thought* of the *third*; &c. Then lay the Cards one above another, upon the rest of the Pack, *first*, that which was shewn *first* upon the Table, and that *last* which was *last* shewn. Then ask the Number of the Card *thought* of, which we shall here suppose to be *four*, that is, the *fourth* Card in Order of laying down, is the Card *thought* of. Lay your Cards with their Faces up on the Table, one after another, begin-

beginning with the uppermost, which you are to reckon *four*, the Number of the Card *thought of*; so the second, next to it, will be *five*, and the third under that, *six*, and so on, till you come to *twelve*, the Number of the Cards you first pitched upon to shew the Person; and you will find the Card which the Number *twelve* falls to, to be the Card *thought of*.

II. Several *Parcels of Cards being proposed or shewn to as many different Persons, to the End that each Person may think upon one, and keep it in his Mind; how to guess the respective Card which each Person has thought of.*

Let us suppose there are *three Persons in Company, and three Cards shewn to the first Person, that he may think upon one of them, and these three Cards laid aside by themselves; then three other Cards held before the second Person, for the same End, and likewise laid apart; and at last three different Cards again to the third Person, to the same End, and likewise laid apart.* This done, turn up the first *three Cards, laying them in three Stations; upon these three, lay the next three other Cards that were shewn to the second Person; and above these, again the three last Cards: Thus you have your Cards in three Parcels, each of which consists of three Cards.* Then ask each Person in what *Parcel is the Card he thought of; after which*

it will be easy to distinguish ; for the *first* Person's Card will be the first of this Heap ; and in like Manner the *second's* will be the second in his ; and the *third* Person's Card will be the third in his.

III. Several Cards being sorted into three equal Heaps, how to guess the Card that any one thinks of.

It is evident that the Number of Cards must be divisible by *three*, since the *three* Parcels are equal. Suppose then there are 36 Cards, by Consequence there are 12 in each Parcel ; as in what Parcel is the Card *thought upon* ; then put all the Heaps together, so as to put that which contained the Card *thought upon* between the other *two* ; then deal the 36 Cards again into *three* equal Hands, observing that Order of the *first* Card to the *first*, the *second* to the *second*, the *third* to the *third*, the *fourth* to the *first* again, and so round, dealing 1 Card at a Time, till the Cards are dealt off. Then ask again, in what Heap is the Card *thought upon*, and after laying together the Cards, so as to put that which contained the Card between the other *two*, deal off again, as you did before, into *three* equal Parcels. This done, ask once more, what Parcel the Card is in, and you will easily distinguish which it is, for it lies in the Middle of the Heap to which it belongs, that is, in this Example  
is

is the *sixth* Card ; or if you will, to cover the Artifice the better, you may lay them all together, as before, and the Card will be in the Middle of the whole, that is, the eighteenth.

IV. *To guess the Number of a Card drawn out of a Piquet-Stock, consisting of 32 Cards.*

After any Person has drawn what Card he pleases, you may know how many Points are in the Card thus drawn, by reckoning every Knave *two*, Queen *three*, and King *four*, and the rest according to the *Number* of their Points ; then looking upon the rest of the Cards, one after another, add the *Points* of the *first* Card to the *Points* of the *second*, and the *Sum* to the *Points* of the *third*, and so on, till you come to the last Card ; taking Care all along to throw out 10, when the Number exceeds it ; upon which Account you see it is needless to reckon up the *Tens*, since they are to be thrown out ; only you must always add 4 to the last Sum, in order to have another Sum, which being *subtracted* from 10, if it be less, or from 20, if it be more, the Remainder will be the *Number* of the Card drawn : so that if 2 remain, it is a *Knave*, if 3 a *Queen*, if 4 a *King*, and so on.

V. *To guess the Number of the Points, or Drops, of two Cards drawn out of a Pack.*



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Whoever draws two Cards out of the *Pack*, bid them add to each of the Cards drawn, as many other Cards as his *Number* is under 25, which is a *Moiety* of the *Pack*, wanting 1, fixing upon each faced Card what *Number* he pleases; if the *first* Card be 10, add to it 15 Cards; and if the *second* Card laid be 7, add to it 18 Cards; so that in this *Example*, there will remain but 17 Cards in the *Pack*, the whole *Number* taken out amounting to 35; then taking the *Remainder* of the *Pack* into your Hands, and finding they are but 17, conclude that 17 is the *Joint-Number* of all the *Points* of the two Cards drawn.

To cover the *Artifice*, you need not touch the Cards, but order the *Drawer* to *subtract* the *Number* of the *Points* of each of the 2 drawn Cards from 26, which is a *Moiety* of the *Pack*, and direct him to add together the 2 *Remainders*, and acquaint you with the *Sum*, that you may *subtract* it from 52 the *Number* of the whole *Pack*, the *Remainder* of that being what was enquired after.

For *Example*, Suppose a 10 and a 7 are the Cards drawn, take 10 from 26, and there will remain 16; and if you take 7 from 26, the *Remainder* is 19. The *Addition* of the two *Remainders* 16 and 19, amount to the *Sum* of 35, which *subtracted* from 52, leaves 17 for the *Number* of the *Points* of the *Two* drawn  
CARDS. T H E

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T H E  
**COMPLEAT GAMESTER.**  
 P A R T III.

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*The* GENTLEMAN'S DIVERSION,  
*in the Arts and Mysteries of* Riding,  
 Racing, Archery, *and* Bowling.

*Of* R I D I N G.

**A**S an Introduction to the Art of R I-  
 D I N G, I think it requisite to treat of  
 the taming of a young Colt: In or-  
 der hereunto, observe, that after your Colt  
 hath been eight or ten Days at home, and is  
 reduced to that Familiarity that he will en-  
 dure currying without shewing Aversion there-  
 unto, and will suffer his Keeper to handle  
 and stroke him in what Part of the Body he  
 thinketh best, then it is Time to offer him  
 the Saddle; first laying it in the Manger,  
 that he may smell to it, and thereby grow  
 acquainted with it, using all other Means,  
 that

that he may not be afraid either at the Sight thereof, or at the Noise of the Stirrups. Having gently put on the Saddle, take a sweet watering Trench wash'd and anointed with Honey and Salt, and so place it in his Mouth, that it may hang directly about his Tush, somewhat leaning thereon: Having so done, which must be in a Morning after dressing, then lead him out in your Hand, and water him abroad; then bring him in; and after he hath stood rein'd a little upon his Trench, an Hour, or thereabouts, then unbridle and unsaddle him, and give him Liberty to feed till Evening, and then do as before; having cherished him, dress and clothe him for the Night.

The next Day do as you did before, and after that, put on him a strong Musrole, or sharp Cavezan and Martingale, which you must buckle at that Length, that he may only feel it when he jerketh up his Head, then lead him forth into some new plow'd Land, or soft Ground, and there having made him trot a good while about in your Hand, to take him off from Wantonness and wild Tricks, offer to mount, which if he then refuse, trot him again in your Hand, then put your Foot into the Stirrup, and mount half Way, and dismount again; if he seem distast'd at it, about with him again, and let him not want Correction; but if he take it  
patiently,

patiently, cherish him, and place your self in the Saddle, but stay there a very little while, then cherish him again, and give him Bread or Grass to feed on ; then having seen all Things fit and strong without Offence to your self and Horse, remount him, placing your self even in the Saddle, carrying your Rod inoffensively to his Eye ; then let some Person, having in his Hand the Chaff-halter, lead him a little Way, then make him stand, and having cherish'd him, let him forward again ; do this seven or eight Times, or so often till you have brought him of his own Accord to go forward, then must you stay and cherish him, and having brought him home, alight gently, then dress and feed him well.

Observe this Course every Day till you have brought him to trot, which will be but three at the most, if you observe to make him follow some other Horseman, stopping him now and then gently, and then making him go forward, remember his seasonable Cherishings, and not forgetting his due Corrections as often as you find him froward and rebellious ; and when you ride abroad, return not the same Way home, that you may make him take all Ways indifferently : And by these Observations you will bring him to understand your Will and Purpose in less than a Fortnight's Time.

Having

Having brought your Horse to receive you to his Back, trot fore-right, stop and retire with Patience and Obedience, be never unmindful of your *Helps, Corrections, and Cherishings*, which consist in the *Voice, Bridle, Rod, Calves of the Legs, and Spurs*; the last of which is chief for Correction, which must not be done faintly, but sharply, when Occasion shall require it.

Cherishings may be comprehended within three Heads; the Voice delivered smoothly and lovingly, as, *so, so Boy, so*; then the Hand by clapping him gently on the Neck or Buttock: Lastly, the Rod by rubbing him therewith upon the Withers of the Main, in which he very much delights.

The next thing you are to regard, is the *Musrole or Cavezan and Martingale*; this is an excellent Guide to a well-disposed Horse for setting of his Head in due Place, forming of his Rein, and making him appear lovely to the Eye of a Spectator; and withal this is a sharp Correction when a Horse jerketh up his Nose, disorders his Head, or endeavours to run away with his Rider.

The Manner of placing it is thus: Let it hang somewhat low, and rest upon the tender Gristle of the Horse's Nose, that he may be the more sensible of Correction; and let it not be strait but loose, whereby the Horse may feel, upon the yielding in of his Head,  
how

how the Offence goeth from him, and by that Means be made sensible, that his own Disorder was his only Punishment.

You must carefully observe how you win your Horse's Head, and by those Degrees bring his Martingale straiter and straiter, so as the Horse may ever have a gentle Feeling of the same, and no more, till his Head be brought to its true Perfection, and there stay.

When you have brought your Horse to some Certainty of Rein, and will trot forth-right, then bring him to the treading forth of the large Rings. If your Horse's Nature be slothful and dull, yet strong, trot him first in some new plow'd Field; but if agile, and of a fiery Spirit, then trot him in some sandy Ground, and there mark out a spacious large Ring, about an hundred Paces in Circumference. Having walk'd him about it on the Right seven or eight Times, you must then by a little straitning of your Right Rein, and laying the Calf of your Left Leg to his Side, making a half Circle within your Ring, upon your Right Hand down to the Center thereof, and then by straitning a little your Left Rein, and laying the Calf of your Right Leg to his Side, making another Semi-circle to your Left Hand from the Center to the utmost Verge; which two Semi-circles contrary turned, will make a perfect *Roman S* within the Ring; then keep your first large Circum-

Circumference, walk your Horse about in your Left Hand, as oft as you did on your Right ; and then change within your Ring as you did before, to your Right Hand again ; and then trot him first on the Right Hand, and then on the Left, as long as you shall think convenient, either one, two, or three Hours, to perfect him in his Lesson ; and this must be done every Morning and Evening too, if you find your Horse slothful and dull ; otherwise you need not take so much Pains with him.

Having taught him to trot the large Rings perfectly, which will not require above four or five Days ; then in the same Manner and Changes make him gallop the same Rings, making him take up his Feet so truly and loftily, that no Falshood may be perceived in his Stroke, but that his inward Feet play before his outward, and each of a Side follow the other so exactly, that his Gallop may appear the best Grace of all his Motions.

Here *Note*, You must not enter him all at once to gallop this great Ring, but by Degrees ; first a Quarter, then half a Quarter, &c. ever remembering not to force him into it with the Spur, but by the Lightness and Cheerfulness of your Body let him pass of his own Accord into a Gallop.

Helps, Corrections, and Cherishings, in the Ring-turn, are as aforesaid ; the Eleva-  
tion

tion of the Voicē, and the threatenng of the Rod, and straitning of the Bridle, are good Helps, which you must use as you must the Spur, Rod, and Leg, for timely due Corrections : Neither must you ever cherish without Desert.

Having made your Horse gallop as well as trot the large Ring, then teach him to stop fair, comely, and without Danger, after this Manner : First, having cherish'd him, bring him into a swift Trot forward about fifty Paces ; then draw in your Bridle-hand straitly, and suddenly, which will make him gather up his hinder and fore-legs together, and thereby stand still : Then ease your Hand a little, that he may give backward ; which if he doth, give him more Liberty, and cherish him : Having given a little Respite, draw in your Bridle-hand, and make him go back three or four Paces, at which if he strike, instantly ease your Hand, and draw it up again, letting him come and go till he yield and go backward ; but if he refuse it, let some Person standing by, put him back, and then cherish him, that he may know your Intention. Thus every Time you stop, make him retire, till you have perfected him in these two Lessons at one Time.

Have a Care that the Ground be not slippery where you stop, but firm and hard, lest the Horse apprehensive of the Danger of falling,



falling, refuse to stop as you would have him.

When your Horse can stop well, and retire, you must then teach him to advance before, when he stoppeth; a Lesson that carrieth much Grace and Comeliness therein; it is performed in this manner: After you have stopped your Horse, without giving your Hand any Ease, lay the Calves of both your Legs to his Sides, shaking your Rod, and crying, *Up, up*; which though he understand not at first, yet by frequent Practice, with Helps, Cherishings, and Corrections, as aforesaid, he will come to understand your Meaning. But be sure you look narrowly to the Comeliness of the Advancing, which consists in taking up his Legs both even together, bending them inward to his Body; next his Advance must not be too high, for fear of his coming over upon you; but let him couch his hinder-Loins close to the Ground, but by no Means suffer him to sprawl or paw with his Feet forward. Lastly, He must not advance for his own Pleasure (for that is a great Fault) but for your's, according to your Will and Command.

If in Advancing he rise too high, ready to come over, or sprawl, or paw, give him not only your Spurs both together, but lash him twice or thrice with your Rod between his Ears, and if he advanceth of his own accord,

cord, then jerk him over the Knees, doing so as often as he commits those Faults.

Now the Use of Advancing is this; it not only graceth all his other Lessons, but makes his Body agile and nimble, and fits him for ready turning; it is most used in Stopping, and then very gracefully.

In the next Place, you must teach your Horse to yerk out behind, after this manner: As soon as you have made him stop, presently give him a Jerk under his Belly, near his Flank, which will make him understand you in Time, tho' not presently. At first doing cherish him much, and having let him pause, make him do it again, till he will do it as often as you will have him: But above all, look to the Comeliness of his Yerking, for it is not graceful for him to yerk out his hinder Legs till his fore-Legs be above the Ground; and see that he yerk not one Leg farther than the other, but both being together, and not too high, or one Leg out whilst the other is on the Ground.

Helps in Yerking, are the constant staying of his Mouth on the Bridle, the Stroke of the Rod under his Belly, or a gentle Touch thereof on his Rump.

If he refuse to yerk, or doth it disorderly, then a single Spur on that Side that is faulty; and lastly continual diseasing him till he hath done it.

Now,

Now, to teach him to turn readily on both Hands, is first to bring his large Rings into a narrow Compass, that is, about four Yards in Circumference, walking your Horse therein with all Gentleness, and at his own Pleasure, till he is acquainted therewith: After this, carry your Bridle-hand constant, and somewhat strait, the outmost Rein straiter than the inmost, making the Horse rather look from the Ring, than into it; and thus trot him about, first on the one Side, then on the other, making your Changes as aforesaid. Thus exercise him an Hour and half, then stop and make him advance three or four Times together, then retire in an even Line, afterwards stand still and cherish him: Having paused a while to recover Breath, exercise him as aforesaid, still endeavouring to bring his Trot to all the Swiftnes and Loftiness possible, making him to do his Changes roundly and readily, and causing him to lap his outmost Leg, so much over his inmost Leg, that he may cover it more than a Foot over: And thus exercise him seven or eight Days, every Morning at least three Hours, and suffer him only to practise his former Lessons once in a Morning; in this manner you teach your Horse three Lessons together, the *Terra à Terra*, the *Incavalere*, and the *Chambletta*.

The

The Turn *Terra à Terra* in the outmost Circle of the strait Ring, and the *Incavalere* and *Chambletta* in the Changes, wherein he is forced to lap one Leg over another, or else to lift up the inmost Leg from the Ground, whilst he brings the outmost over it: This Lesson is so difficult, that a compleat Horseman should think his Horse hath never perfectly learn'd it; and therefore he must continually practise his Horse in treading, trotting, and galloping these narrow Rings; and from thence to pass them about in Ground-falts, as from taking up his fore-Legs from the Ground both together, and bringing his hinder-Fet in their Place, and so passing the Ring as often as the Strength of the Horse and your own Reason will allow of.

Thus you see the perfecting your Horse in the large Ring will easily introduce him into the Knowledge of the strait Ring, and that brings him to turn perfectly, and Stopping begets Retiring, and Retiring, Advancing.

Having brought your Horse to this Perfection, take off his *Musrole* and *Trench*, and in their stead put on his Head a gentle *Cavezan*, in such manner that it lie on the tender Gristle of his Nose, somewhat near the upper Part of his Nostrils; put in his Mouth a sweet smooth Cannon-bit, with a plain watering Chain, the Check being of a large Size; let the *Kirble* be thick, round and large,

large, hanging loosely upon his nether Lip, so that it may entice him to play therewith.

Having so done, mount, casting the Left Rein of your *Cavezan* over the Horse's Right Shoulder, and bearing it with your Thumb, with the Reins of the Bit in your Left Hand; let the Right Reins of the *Cavezan* be cast over the Left Shoulder, and bear it with the Rod in your Hand, and so trot him forth the first Morning about two Miles in the Highway, making him now and then stop and retire, and gather up his Head in its due Place; the next Day bring him to his former large Rings, and perfect him therein with the Bit, as you did with the Snaffle all the foregoing Lessons, which is more easily done, by reason the Bit is of better Command, and of sharper Correction.

The next Thing we shall speak of (to avoid every Thing that is not very pertinent to our Purpose) is, the *Turning-Post*, which must be smooth and strong, and very well fix'd in the Center of the strait Ring; and then causing some Person to stand at the Post, give him the Right Rein of your *Cavezan* to hold about the Post, and so walk or trot your Horse about the same as oft as you think fit on your Right Hand: Then change your Right Rein for your Left, and do as before. Continue thus doing till your Horse be perfect in every Turn. Having so done, teach him

him to manage (the proper Posture for a Sword) which is thus perform'd: Cause two Rods to be prick'd in the Earth, at what Distance you shall think fit from one another; then walk your Horse in a strait Ring about the first on your Right Hand, passing him in an even Furrow down to the other Rod, and walk about that also in a narrow Ring on your Left Hand, then thrust him into a gentle Gallop down the even Furrow, till you come to the first Rod, and there make him stop (as it were) and advance without Pause or Intermission of Time; thrust him forward again, beat the Turn *Terra à Terra* about on your Right Hand; then gallop forth-right to the other Rod, and in the same Manner beat the Turn-about on the Left Hand; do this as often as you shall think convenient. Though there are many sorts of Managers, yet I hold but two necessary and useful, and that is this already described, called *Terra à Terra*, and *Incalvere*, or *Chambletà* afore-mentioned. As for the *Career*, I need not speak much thereof, only this, when you run him forth-right at full Speed, stop him quickly, suddenly, firm, and close on his Buttock, and mark that you make not your Career too long, nor too short; the one weakens, and the other hinders the Discovery of his true Wind and Courage; therefore let not the Length of your Career extend

above six-score Yards; and be sure you give him some little Warning by your Bridle-hand, before you start him, and then stop him firmly and strongly.

Thus much for the War-Horse, or great Saddle.

*Of the Horse of Pleasure.*

**I**F you will make your Horse to bound aloft, you must first trot about sixteen Yards, then stop him, and when he hath advanced twice, straiten a little your Bridle-hand, and then give him the even Stroke of both your Spurs together hard, which at first will only amaze him; but if he have good Mettle and Courage, he will at length rise from the Ground by often doing it; if he doth it, tho' but little, cherish him very much, then let him pause, and give him your Spurs again, and if he acts according to your Desire, cherish him again: Make him do thus three or four times a Day, till he is so perfect that he will do it at any Time at your Spurs Command.

Next teach him to Corvet, thus; hollow the Ground a Horse's Length, where two Walls join together, then place a strong smooth Post by the Side of the Hollowness of a Horse's Length, likewise from the Wall; then over-against the Post fasten an Iron Ring  
at

at the Wall; this done, ride your Horse into the hollow Place, and fasten one of the Reins of the Cavezan to the Ring, and the other about the Post; then (having first cherished your Horse) make him advance by the Help of the Calves of your Legs, twice or thrice together, then let him pause; after this (cherishing him again) advance him half a Score times together. and daily increase his Advancements, till you perceive he hath got such a Habit therein, that he will by no Means go forward, but keeping his Ground certain, advance both before and behind of an equal Height, and keep just and certain Time with the Motions of his Legs; and if he raise his hinder Legs not high enough, you must have some body behind, who having a Rod, must gently jerk him on the Fillets, to make him raise his hinder Parts. By taking this Course, in a few Days you will so teach your Horse to Corvet, that without any Helps, at any Time and Place, you may make him Corvet at your Pleasure.

I need not speak of the *Capriole*, since it is the same Manner of Motion as the *Corvet*, only it is done forward, gaining Ground in the Salt, raising his hinder Parts as high or higher than the foremost.

If you wou'd have your Horse go side-long on either Hand, you must draw up your Bridle-hand strait; and if you would have him



go on the Right Hand, lay your Left Rein close to his Neck, and the Calf of your Leg close to his Side, making him put his Left Leg over his Right; then turning your Rod backward, gently jerking him on the Left hinder Thigh, make him bring his hinder Parts to the Right Side also, and stand in an even Line as at first; then make him move his Fore-parts more than before, so that he may, as it were, cross over the even Line, and then make him bring his hinder Part after, and stand in an even Line again; and this do till by Practice he will move his fore-Parts and hinder Parts both together, and go side-long as far as you please; and if you would have him go on the Left-hand, do as before.

To conclude, these are the most material Lessons requisite to be taught any Horse whatever, either for Service or Pleasure, which, if taught with Care and Patience, you may conclude your Horse perfect and compleat. But be sure you observe this, that whatsoever Lesson your Horse is most imperfect in, with that Lesson, even when you ride, begin and end; repeating every one over, more or less, lest want of Use breed Forgetfulness, and Forgetfulness absolute Ignorance.

*Of RACING.*

**F**OR the compleating a Gentleman's Delight in the Art of *Racing*, he is to take special

special Cognizance of these subsequent Rules and Orders.

First, He is to consider what is the most convenient Time to take his Horse from Grass, which is about *Bartholomew-tide*, the Day being dry, fair, and pleasant; as soon as he is taken up, let him stand all that Night in some convenient dry Place to empty his Body; the next Day put him into a Stable, and feed him with Wheat-Straw, but no longer; for tho' the Rule be good in taking up Horses Bellies after this Manner, yet if you exceed your Time in so doing, this Straw will straiten his Guts, heat his Liver, and hurt his Blood; therefore what you want in Straw, let it be supplied by riding him forth to Water Morning and Evening, Airings, and other moderate Exercise. And for his Food, let it be good old sweet Hay, and clothe him according to the Weather and Temper of his Body: For as the Year grows colder, and thereby you find his Hair rise and stare about his Neck, Flanks, or other Parts, then add a woollen Cloth, or more, if need require, till his Hair fall smooth. Where note, *That a rough Coat shews want of Cloth, and a smooth Coat Cloth enough.*

A Race-Horse ought to be dressed on his resting Days twice a Day, before his Morning and Evening Watering, and must be done after this Manner: Curry him from the

Tips of his Ears to the setting on of his Tail, all his Body entirely over with an Iron Comb, his Legs under the Knees and Gambrels excepted; then Dust him and Curry him high again all over with a round Brush of Bristles, then Dust him the second Time, and rub all the loose Hair off with your Hands dipt in fair Water, and continue rubbing till he is as dry as at first, then rub every Part of him with a Hair Cloth; and lastly, rub him all over with a white Linnen Cloth; then pick his Eyes, Nostrils, Sheath, Cods, Tuel and Feet very clean, then clothe him and stop him round with Wisps.

There is no better Water for a Race Horse, than a running River or clear Spring, about a Mile and half from the Stable, near some level Ground, where you may gallop him afterwards; having scoped him a little, bring him to the Water again, then scope him and bring him again, so often till he refuse to drink more for that Time; after this, walk him home, clothe and stop him up round with great soft Wisps, and having stood an Hour upon the Bridle, feed him with sound Oats, dry'd either by Age or Art. If your Horse be low of Flesh, or hath a bad Stomach, add one Third of Beans to two Parts of Oats, and that will recover both.

The next Food you shall give him shall be better and stronger, and it is Bread, which  
you

you must make after this Manner: Take two Bushels of Beans, and one of Wheat, and grind them together; then boult thro' a fine Range, the Quantity of half a Bushel of pure Meal, and bake it in three Loaves, and the rest sift through a Meal-Sieve, and knead it with Water and good Store of Barm, and bake it in great Loaves: With the coarser Bread feed your Runner on his resting Days, and with the finer against the Days of his Exercise and greatest Labour.

The Times of his feeding upon the Days of his Rest, must be after his coming from Water in the Morning, an Hour after Mid-day, after his Evening Watering, and at Ten a-Clock at Night; but upon his labouring Days, two Hours after he is thoroughly cold, outwardly and inwardly, as aforesaid.

Let his Hay be dry and short; if it be sweet no Matter how coarse it is, for if it be rough it will scour his Teeth. As for the Proportion of his Food, I need not prescribe a Quantity, since you must allow him according to the Goodness and Badness of his Stomach.

His Exercise ought to be thrice a Week, and it must be more or less, according to the Condition of his Body; for if it be foul, exercise him moderately to break his Grease; if clean, you may do as you think fit, having a Care that you discourage him not, nor abate his Mettle; and after every Exercise, give

him that Night, or the next Morning, a Scouring; the best I know to purge a Horse from all Grease, Glut, or Filth whatever, is this; Take three Ounces of Anniseeds, six Drams of Cummin-seeds, a Dram and half of Carthamus, two Drams of Fenugreek-feed, and of Brimstone an Ounce and an half; beat all these to fine Powder, and searse them; then take of Sallad-Oyl, somewhat more than a Pint, a Pound and a half of Honey, and a Pottle of white Wine, then with fine white Meal knead it well into a strong Paste, and keep it by you, it will last a long Time; when you use it, dissolve a Ball thereof in a Pail of fair Water, and give it him to drink after Exercise, in the Dark, lest discolouring the Water, the Horse refuse to drink. This is an excellent Scouring, and a Remedy for all internal Distempers.

Now after Exercise, cool him a little abroad before you bring him home, then house him and litter him well, rubbing him with dry Cloths till there be never a wet Hair about him, then clothe and wisp him well.

Here note, before you air your Horse, it will be requisite to break a raw Egg into his Mouth, for it will add to his Wind. If he be fat, air him before Sun-rise, and after Sun-set; but if lean, let him have as much Comfort of the Sun as you can. Courting in his Cloaths sometimes to make him sweat is  
not

not irrequisite, so it be moderately done ; but when without his Cloaths, let it be sharp and swift.

Let his Body be empty before he course ; and to wash his Tongue and Nostrils with Vinegar, or to piss in his Mouth e'er you back him, is wholesome ; having cours'd him, clothe him after he hath taken Breath, and ride him home gently.

To be short, whatever is here defective in the right ordering of a Race-Horse, your own Judgments may easily supply. All that you have to do, is to be careful when to take him up, how to clothe him and dress him, when and how to feed and water, what and how much Exercise is requisite, either by airing or coursing, and his ordering after Exercise, and what Scourings are most requisite ; and that I may add a little more to your Knowledge, and conclude this Subject, take these general Rules and Instructions.

1. Course not your Horse hard, at least four or five Days before you run your Match, lest the Soreness of his Limbs abate his Speed.

2. Except your Horse be a foul Feeder, muzzle him not above two or three Nights before his Match, and the Night before his bloody Courses.

3. As you give your Horse gentle Courses, give him sharp ones too, that he may as well find Comfort as Displeasure thereon.

4. Upon the Match-Day let your Horse be empty, and that he take his Rest undisturbed till you lead him out.

5. Shoe your Horse every Day before you run him, that the Pain of the Hammer's Knocks may be out of his Feet.

6. Saddle your Horse on the Race-Day in the Stable, before you lead him forth, and fix both the Pannel and the Girths to his Back and Sides with Shoemaker's Wax, to prevent all Dangers.

7. Lead your Horse to his Course with all Gentleness, and give him Leave to smell to other Horses Dung, that thereby he may be enticed to stool, and empty his Body as he goes.

8. Lastly, When you come to the Place where you must start, first rub his Limbs well, then unclothe him, then take his Back, and the Word given, start him with all Gentleness and Quietness that may, lest doing any Thing rashly, you choak him in his own Wind.

A Race-Horse ought to have all the finest Shapes that may be, but above all Things he must be nimble, quick, and fiery, apt to fly with the least Motion. Long Shapes are tolerably good, for tho' they shew Weakness, yet they assure sudden Speed. The best Horse for this Use is the *Arabian Barbary*, or his Bastard; not but *Gennets* are good, but the *Turks* much better.

Having laid you down all these Advantages

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tages for ordering your Racer, from his taking up, to the Day of his Running, I hope you will make such good Use of them, that if upon an equal Match you should lay your Money on the Heels of your Horse thus ordered, he shall be so far from kicking away his Master's Stake, that the Nimbleness of his Feet shall make it double.

I might here insert the many Subtilties and Tricks there are used in making a Match, the Craft of the Betters, with the Knavery of the Riders, but that they are now too generally known by the woful Experience of too many *Racing Losers*.

Of ARCHERY.

ARCHERY, as it is a Recreation, so it hath been heretofore, and is still in some Part of the World very useful in military Affairs, but now quite laid aside by *English* Men for fighting, there being found out more dextrous and speedy Ways to kill and destroy one another.

Yet it is not so laid aside, but that it is used by some for Pastime, either at Butts or Rovers, and should not be forgotten by Citizens, as appears by the Continuance of that ancient Custom for every Lord Mayor to see the Prize performed by shooting annually with the pound Arrow.



Certainly this shooting in the long Bow is very healthful for the Body, by extending the Limbs, and making them pliant; and it hath been necessary for a Common-wealth, in the Defence and Preservation of the Country; but since it is so little us'd now a Days, I shall abbreviate my Discourse.

There are these Rules to be observed for shooting in the long Bow.

First, He must have a good Eye to behold and discern his Mark, and knowing Judgment to understand the Distance of Ground, to take the true Advantage of a Side-wind, and to know in what Compass his Arrow must fly; and a quick Dexterity, to give his Shaft a strong, sharp, and sudden Loose.

Secondly, He must in the Action itself stand fair and upright with his Body; his Left Foot a convenient Stride before his Right, both his Hams stiff, his Left Arm holding his Bow in the midst stretch'd strait out, and his Right Arm, with his first three Fingers and his Thumb, drawing the String to his Right Ear, the Notch of his Arrow resting between his Fore-Finger and Middle-Finger of his Right Hand, and the Steel of his Arrow below the Feathers, upon the middle Knuckle of his Fore-Finger on his Left Hand; he shall draw his Arrow close up to the Head, and deliver in an Instant without hanging on the String.

The

The best Bow is either *Spanish* or *English* Yew ; the best Shaft is of Birch, Sugar-chest, or Brazil, and the best Feathers, grey or white.

There are three Marks to shoot at, *Buts*, *Pricks*, or *Rovers*.

The first is a level Mark, and therefore you must have a strong Arrow with a broad Feather.

The second is a Mark of some Compass, yet most certain in the Distance, therefore you must have nimble strong Arrows, with a middle Feather, all of one Weight and Flying.

The last, which is the *Rover*, is uncertain, sometimes longer, sometimes shorter, and therefore requires Arrows lighter or heavier, according to the Distance of Shooting.

If you want Strength by debilitation in the Arm or Back, you may reap the same Pleasure by using the Cross-Bow, with which you may shoot at *Buts*, *Pricks*, or *Rovers*.

### OF COCK-FIGHTING.

Cocking is a Sport or Pastime so full of Delight and Pleasure, that I know not any Game in that respect is to be prefer'd before it ; and since the *Fighting Cock* hath gain'd so great an Estimation among the Gentry, in respect to this noble Recreation, I shall here propose it before all the other Games, of which I have afore succinctly discoursed ; and therefore I may methodically give Instructions

structions to such as are unexperienced, and add more Knowledge to such who have already gain'd a competent Proficiency in this pleasing Art, I shall, as briefly as I can, give you Information how you shall chuse, breed, and diet the *Fighting-Cock*, with what choice Secrets are thereunto belonging, in order, thus.

*Of the Choice of FIGHTING-COCKS.*

**I**N the Election of a *Fighting-Cock* there are four Things principally to be consider'd, and they are *Shape, Colour, Courage,* and *Sharp-Heel*.

First, as to his Shape, You must not chuse him neither too small, nor too large; the first is weak and tedious in his fighting, and the other unweildy and not active, and both very difficult to be match'd; wherefore the middle-siz'd Cock is the proper Choice for your Purpose, being easily match'd, and is both strong and nimble.

His Head ought to be small, with a quick, large Eye, and a strong Back, and (as Master *Markham* observes) must be crockt and big at the setting on, and in Colour suitable to the Plume of his Feathers, whether black, yellow, or reddish, &c. The Beam of his Leg must be very strong, and according to his Plume, blue, grey, or yellow, his Spurs rough, long and sharp, a little bending and looking inward.

Secondly,

Secondly, His Colour ought to be either grey, yellow, or red, with a black Breast; not but that there are many other colour'd Piles very excellent good, which you must find out by Practice and Observation, but the three former, by the Experience of most, found ever the best; the py'd Pile may serve indifferently, but the White and Dun are rarely found good for any thing.

Here Note, That if your Cock's Neck be invested with a Scarlet Complexion, it is a Sign he is strong, lusty, and couragious; but on the contrary, if pale and wan, it denotes the Cock to be faint, and in Health defective.

Thirdly, You may know his Courage by his proud upright standing, and stately Tread in walking; and if he croweth very frequently in the Pen, it is a couragious Demonstration.

Fourthly and lastly, His narrow Heel, or sharpness of Heel, is known no other-ways than by Observation in Fighting, and that is when upon every rising he so hits that he extracts Blood from his Opponent, gilding his Spurs continually, and every Blow threatening immediate Death to his Adversary.

Here note, That it is the Opinion of the best *Cock-Masters*, that a sharp-heel'd Cock, tho' he be somewhat false, is better than a true Cock with a dull Heel: And the Reason is this, the one fights long. but seldom wounds; the other carrieth a Heel so fatal, that every  
Moment

Moment produceth an Expectation of the Battle's Conclusion; and tho' he is not so hardy as to endure the utmost Hewing, so commonly there is little Occasion for it, being a quick Dispatcher of his Business: Now, should your Cock prove both hardy and narrow-heel'd, he is the best Cock you can make choice of.

To conclude, make your Choice of such a one that is of *Shape* strong, of *Colour* good, of *Valour* true, and of *Heel* sharp and ready.

*How to breed a GAME COCK.*

**W**Hatever you do, let your Hen be of a good Complexion; that is to say, rightly plumed, as black, brown, speck'd, grey, grissel, or yellowish; these are the right and proper Colours for a Hen of the Game; and if she be tufted on the Crown it is so much the better, for that argues Courage and Resolution; and if she have the addition of Weapons, they conduce very much to her Excellency.

Let her Body be large and well poked behind, for the Production of large Eggs; you will do well to observe how she behaveth herself to her Chickens, whether friendly or forwardly, and take especial Notice of her Carriage and Deportment among other Hens; if she will receive Abuses from them without  
Revenge,

Revenge, or shew any thing of Cowardise, value her not, for you may assure yourself her Chickens are good for nothing.

By the way, take this Observation, confirmed by the Opinions of the best *Cock-Masters* both Antient and Modern, that a right Hen of the Game from a Dunghil Cock will bring forth very good Chickens, but the best Cock from a Dunghil-Hen will never get a Bird that's fit for the Game ; Wherefore, if you intend to have a good Breed, get perfect Cocks for your perfect Hens.

The best Season for breeding is, from the Increase of the Moon in *February*, to the Increase of the same in *March*. Let her Nest be so placed that she may not be disturbed by the Sight of any other Fowl, which frequently so raiseth her Choler, that the Eggs are in great Danger ; let the Composure of her Nest be made of sweet soft Straw, and let it stand in some warm Place, for she is a Bird that is very tender.

The next thing that you are to observe is, whether she turns her Eggs often or not ; if she is remiss therein, you must supply her Duty ; but if she save you the Labour, prize her more than ordinary. And that she may not straggle too far from her Eggs, being necessitated to seek abroad for Food, and so cool her Eggs, it will be altogether needful for you to set by her such necessary Food as  
you

you shall think fit, with some fair Water ; and that she may bathe and trim herself at her Pleasure, in the Place where she sitteth, let there be Sand, Gravel, and Ashes finely sifted.

The Hen hatcheth her Chickens commonly after one and twenty Days ; observe in the Hatching to take those newly hatch'd, and wrapping them in Wool, keep them warm by the Fire-side, till the rest are disclosed : Being all hatch'd, put them under the Hen, and be sure to keep her warm, and suffer not your Hen and Chickens to straggle abroad till they are above three Weeks old ; and let the Room wherein they walk be boarded, for all other Floors are either too moist or too cold.

Let their Walks be in some Grass-court, or some Green-place, after they are a Month old, that they may have the Benefit of feeding on Worms, and now and then to scour themselves with Grass and Chick-weed ; but be careful they come not near Puddles nor filthy Places ; for they engender in Birds of this Nature venemous Distempers, which commonly prove fatal : For the Prevention of such Maladies by way of Antidote, give them every Morning, before they range abroad, the Blades of Leeks chop'd or minc'd small, and mingled among their usual Diet : Also it will be requisite to perfume their Room with burnt Penny-royal, or Rosemary.

Observe to take this Course till their Sexes  
are

are distinguishable; as soon as the Comb or Wattles are discernable, or plainly visible to the Eye, cut them away, and anoint the fore Place with sweet Butter, till it be whole. The Reasons why their Combs or Wattles should be cut so soon, are these: First, If you let them grow till they arrive to their full Bigness, and then cut them, there will follow a great Flux of Blood, and the least Loss of Blood in Feather'd Fowl is very dangerous; if much, frequently mortal; moreover, to let them grow thus, causeth gouty thick Heads, with great Lumps; whereas, if you take them off betimes, as aforesaid, they will have Heads finely small, smooth and slender.

The Time of the Separation of the Cock-Chickens is, when they begin to fight with and peck one another, till which Time you may let them walk with the Hen promiscuously together, but afterwards let their Walks be a-part, and that Walk is best where he may securely and privately enjoy his Hens without the Disturbance and Annoyance of other Cocks, for which purpose Walks at Wind-mills, Water-mills, Grange-houses, Lodges in Parks, and Coney-warrens, are very good Walks, but that the latter is somewhat dangerous, being frequently haunted with Pole-cats, and other Vermin.

Let the Place of feeding be, as near as you can, on soft dry Ground, or on Boards; if the



the Place be harder, as on paved Earth, or Floors plaister'd, it will so weaken and blunt their Beaks, that they will be unable to hold fast.

Here note, that any white Corn is good for a Cock in his Walk, and so are white Bread Toasts steeped in Drink, or Man's Urine, which will both scour and cool them inwardly.

Let not above three Hens walk with your Cock, for should you suffer more, they will tread too much, by reason of the Heat of their Nature, and by often treading they will consume their Strength, and become so debilitated, that though they have Courage enough, yet they have not Strength to perform their Parts, as they ought to do in a Battle.

Observe the crowing of your Chickens; if you find them crow too soon, that is, before six Months old, or unseasonably, and that their crowing is clear and loud, fit them as soon as you can for the Pot or Spit, for they are infallible Signs of Cowardise and Falshood: On the Contrary, the true and perfect Cock is long before he obtains his Voice, and when he hath got it, observes his Hours with the best Judgment.

Suffer not your Cock to fight a Battle till he is compleat and perfect in every Member, and that is when he is two Years old; for, to fight him when the Spurs are but Warts comparatively, is no Sign of Discretion, for you may then probably know his Valour and  
Courage,

Courage, but you cannot know his Worth and Goodness.

In especial Manner take Care, that your Cock's Roosting Perch be not too small in the Gripe, or so ill placed that he cannot sit without straddling, or if it be crooked it is bad, for by these Means a Cock will be uneven Heel'd, and consequently no good Striker; and know, that a Perch either maketh or marreth a Cock: To remedy or prevent such Faults, is to have in your Roost a Row of little Perches, about eight Inches in length, and ten Inches from the Ground, that the Cock may with more facility ascend, and being up, is forced to keep his Legs near together: And here take Notice of this Maxim amongst the best Cock-breeders, *That the Cock which is a close Sitter, is ever a narrow Striker.*

Let the Foot stool of the Perch be round and smooth, about the Thickness of a Man's Arm; or if you will have the best Form for a Perch, go visit the Houses of the most skilful Cock-masters, and from them all gather what is most necessary for your Purpose, by making Inspection into their feeding Pens, and other Places; and let the Ground underneath the Perch be soft, for otherwise, when he leaps down, he will be apt on a rough and hard Ground to hurt his Feet, insomuch that they will grow knotty and gouty.

*Of dieting and ordering a COCK for BATTLE.*

**I**N the dieting and ordering of a Cock for Battle, consisteth all the Substance of Profit and Pleasure; and therefore your cunning Cock-merchants are very cautious of divulging the Secrets (as they call them) of dieting, for on that depends the winning or losing the Battle, they knowing very well, that the best Cock undieted is unable to encounter the worst that is dieted: Let others be as niggardly as they please of their Experience and Observations, for my Part I shall be free, and scorn to conceal any thing that may tend to the Propagation of the Art and Mystery of Cock-fighting; wherefore as to the dieting and ordering of Fighting-Cocks, take these Instructions following.

The Time of taking up your Cocks is about the latter End of *August*, for from that Time till the latter End of *May*, Cocking is seasonable and in request, the Summer Season being improper by reason of its great Heat.

Having taken them up, view them well, and see that they are sound, hard-feather'd, and full-summ'd, that is, having all their Feathers compleat; then put them into several Pens, having a moving Perch therein, to set it at which Corner of the Perch you think most convenient; the Fashion and Form of these

these Pens you may have at the House of any Cocker, and therefore I shall give you no Directions how to make them; only be advised to keep your Pens clean, and let not your Cocks want either Meat or Water.

For the first four Days after your Cock is penn'd, feed him with the Crumb of old Manchet, cut into square Bits, about a Handful at a Time, and feed him thrice a Day therewith, that is, at Sun-rising, when the Sun is in his Meridian, and at Sun-setting, and let his Water be from the coldest Spring you can get it.

Having fed your Cock thus four Days, or so long till you think he hath purged himself of his Corn, Worms, Gravel, and other coarse Feeding; then in the Morning take him out of the Pen, and let him *sparr* a while with another Cock: *Sparring* is after this Manner: Cover each of your Cock's Heels with a Pair of *Hots* made of bombasted Rolls of Leather, so covering the Spurs that they cannot bruise or wound one another, and so setting them down on Straw in a Room, or green Grass abroad; let them fight a good while, but by no Means suffer them to draw Blood of one another; the Benefit that accrues hereby, is this, it heateth and chafeth their Bodies, and it breaketh the Fat and the Glut that is within them, and adapts it for Purgation.

Having *sparr'd* as much as is sufficient,  
which

which you may know when you see them pant and grow weary, then take them up, and taking off their *Hots* give them a Diaphoretick, or Sweating, after this Manner: You must put them in deep Straw baskets made for the Purpose, or for want of them take a Couple of cocking Bags, and fill these with Straw half Way, then put in your Cocks severally, and cover them over with Straw to the Top, then shut down the Lids, and let them sweat; but do not forget to give them first some white Sugar-Candy, chopp'd Rosemary and Butter mingled and incorporated together. Let the Quantity be about the Bigness of a Walnut; by so doing you will cleanse him of his Grease, increase his Strength, and prolong his Breath.

Towards four or five a Clock in the Evening take them out of their Stoves, and having lick'd their Eyes and Head with your Tongue, and put them into their Pens, and having filled their Throats with square cut Manchet, piss therein, and let them feed whilst the Urine is hot; for this will cause their Scouring to work, and will wonderfully cleanse both Head and Body.

After this, diet your Cocks with a Bread made after this Manner: Of Wheatmeal, and Oatmeal Flour, take of each a Gallon, and knead them into a stiff Paste, with Ale, the Whites of half a score Eggs, and some  
Butter;

Butter ; having wrought the Dough very well, make it into broad thin Cakes, and when they are four Days old, cut them into square Pieces ; I will not advise you to use (as some imprudently do) Liquorice, Anniseeds, or rather hot Spices among your foresaid Ingredients ; for they will make a Cock so hot at the Heart, that upon the concluding of the Battle, he will be suffocated and overcome with his own Heat. In short, that Food is best which is most consentaneous to his own natural feeding.

The second Day after his *sparring*, take your Cock into a fair green Close, and having a Dunghil Cock in your Arms, shew it him, and then run from him, that thereby you may entice him to follow, you permitting him to have now and then a Blow, and thus chafe him up and down about half an Hour ; when he begins to pant, being well heated, take him up and carry him home, and give him this Scouring ; Take half a Pound of fresh Butter, and beat it in a Mortar with the Leaves of *Herb of Grace*, *Hyssop*, and *Rosemary*, till they all look like a green Salve ; give him thereof a Piece as big as a Walnut, and then stove him as aforesaid, till Evening, then feed him according to former Prescription.

The next Day let him feed and rest, and sparr him the next Day after ; thus do every other Day, for the first Fortnight, either

*sparring* or chafing, and after every Heat a Scouring, which will keep him from being faint and purfy.

Feed him the second Fortnight as you did the first, but you must not *sparr* him or *chafe* him above twice a Week, observing still, that if you heat him much, you must stove him long, and give him a greater Quantity of Scouring. When well in Breath, slight Heats, small Scourings, and little Stoving will serve the Turn.

The third Fortnight (which is a Time sufficient for ordering a Cock for the Battle) you must feed him as aforesaid, but you must not *sparr* him at all for fear of making his Head sore, but you may moderately *chafe* him twice or thrice in that Time as aforesaid, then give him his Scouring, rolled well in brown Sugar-Candy, which will prevent the Scouring from making the Cock sick; now you may let him fight, having first let him rest four Days, observing that he come empty into the Pit.

*The right Way of COCK-MATCHING.*

**O**F all Things have a special Care how you match your Cock; for should you feed your Cock with never so much circumspect Care and Prudence, it will avail nothing if your Cock be over-matched.

In Matching take Notice of these two Things; first, the Length of Cocks; secondly, the Strength of Cocks: For the Length, if your Adversary's be too long, your's shall hardly catch his Head, and so be incapable of endangering Eye or Life; and if he be the stronger he will over-bear your Cock, and not suffer him to rise and strike with any Advantage.

The Length you may judge of by the Eye, when you gripe the Cock by the Waist, and make him shoot out his Legs, in which Posture you shall see the utmost of his Height, and so compare them together, being herein governed by your Judgment; his Strength is known by the Thickness of his Body. Take this for a Rule, *That a Cock is ever held the strongest, which is the largest in the Girth.*

You shall know the Dimensions of the *Girth* by the Measure of your Hands, Griping the Cock about from the Points of your great Finger to the Joints of your Thumbs, and either of these Advantages by no Means give your Adversary; if you doubt Loss in the one, be sure to gain in the other; for the weak long Cock will rise at more Ease, and the short strong Cock will give the surer Blow.

*How to prepare Cocks for FIGHT.*

**S**INCE all Cocks are not cast in one Mould, the Advantages on either Side



must be reconciled by Matching; and having made an equal Match as near as you can, you must thus prepare him to fight.

First, With a Pair of fine Cock-Shears cut all his Mane off close unto his Neck from the Head to the setting on of the Shoulders: Secondly, Clip off all the Feathers from the Tail close to his Rump, the Redder it appears, the better is the Cock in Condition. Thirdly, Take his Wings and spread them forth by the Length of the first rising Feather, and clip the rest Slope-wise with sharp Points, that in his rising he may therewith endanger an Eye of his Adversary. Fourthly, Scrape, smooth, and sharpen his Spurs with a Pen-knife. Fifthly, and lastly, See that there be no Feathers on the Crown of his Head for his Adversary to take hold of; then with your Spittle, moistening his Head all over, turn him into the Pit to move his Fortune.

*How to order COCKS after BATTLE, and how to cure Wounds.*

**T**HE Battle being ended, immediately search your Cock's Wounds, as many as you can find; suck the Blood out of them, then wash them well with warm Urine, and that will keep them from rankling; after this give him a Roll or two of your best Scouring,

ing, and so stove him up as hot as you can for that Night; in the Morning, if you find his Head swelled, you must suck his Wounds again, and bathe them again with warm Urine, then take the Powder of *Herb Robert*, and put it into a fine Bag, and pounce his Wounds therewith; after this give him a good Handful of Bread to eat out of warm Urine, and so put him into the Stove again, and let him not feel the Air till the Swelling be fallen.

If he hath received any Hurt in his Eye, then take a Leaf or two of right Ground-Ivy, that which grows in little Tufts in the Bottom of Hedges, and hath a little rough Leaf; I say, take this Ivy and chew it in your Mouth, and spit the Juice into the Eye of the Cock, and this will not only cure the present Malady, but prevent the Growth of Films, Haws, Warts, or the like, destructive to the Eye-sight.

If after you have put out your wounded Cocks to their Walks, and visiting them a Month or two after, if you find about their Head any swollen Bunches, hard and blackish at one End, you may then conclude in such Bunches there are unsound Cores, which must be opened and crush'd out with your Thumbs; and after this, you must suck out the Corruption, and filling the Holes full of fresh Butter, you need not doubt a Cure.

*Cures for some Distempers in a COCK, CHICK,  
or HEN of the GAME.*

**T**HE Pip is a white thin Scale growing on the Tip of the Tongue, by which means Poultry in general cannot feed; it is very visible to the Eye, and proceedeth from foul Feeding or want of Water; it is cured by pulling off the Scales with your Nail, and rubbing the Tongue with Salt.

The Roop is a filthy Boil or Swelling on the Rump of the Cock, Hen, &c. and will corrupt the whole Body. It is known by the staring and turning back of the Feathers. For the Cure, you must pull away the Feathers, and open the Sore to thrust out the Core, then wash the Place with Water and Salt, the Cure is effected.

If your Cock or Hen have the Flux, which happeneth by eating too much moist Meat, you may cure them by giving them scalded Pease-bran; but if they cannot mite, anoint their Veins, and give them Corn steep'd in Man's Urine.

Lice is a common Infirmity among them, proceeding from corrupt Food, or for want of bathing in Sand, Ashes, or the like: This Malady you must cure in taking Pepper beaten to Powder, and mixing it with warm Water, wash them therewith. If they are troubled

troubled with sore Eyes, taking a Leaf or two of Ground-Ivy, and chewing it well in your Mouth, spit the Juice thereof into their Eyes, and it will presently heal. What other Infirmities are incident to these Birds of Game, I shall leave, and their Cures, to your own Practice and Observation.

*An Excellent and Elegant Copy of VERSES upon two Cocks fighting, by Dr. R. WILD.*

**G**O, you tame Gallants, you that have a Name,  
And would accounted be, Cocks of the Game;  
That have brave Spurs to shew for't, and can crow,  
And count all Dunghil Breed that cannot show  
Such painted Plumes as your's; which think't no Vice,  
With Cock-like Lust, to treat your Cockatrice.  
Tho' Peacocks, Woodcocks, Weathercocks you be,  
If y'are not Fighting-cocks, y'are not for me.  
I of two feather'd Combatants will write;  
And he that means to th' Life to express their Fight,  
Must make his Ink the Blood which they did spill,  
And from their dying Wings must take his Quill.

**N**O sooner were the doubtful People set,  
The Match made up, and all that would had  
bet;

But strait the skilful Judges of the Play  
Brought forth their sharp-heel'd Warriors, and they  
Were both in Linnen Bags, as if 'twere meet  
Before they dy'd, to have their Winding-Sheet.  
Into the Pit they're brought, and being there  
Upon the Stage, the *Norfolk* Chanticleer  
Looks stoutly at his ne'er before seen Foe,  
And like a Challenger began to crow,  
And clap his Wings, as if he would display  
His warlike Colours, which were black and grey.

Mean

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Mean Time the wary *Wisebird* walks and breathes  
 His active Body, and in Fury wreathes  
 His comely Crest, and often looking down,  
 He whets his angry Beak upon the Ground.  
 This done they meet, not like that Coward Breed  
 Of *Aesop*; these can better fight than feed:  
 They scorn the Dunghil, 'tis their only Prize,  
 To dig for Pearls within each other's Eyes.  
 They fought so nimbly, that 'twas hard to know,  
 To th' Skilful, whether they did fight, or no;  
 If that the Blood which dy'd the fatal Floor,  
 Had not bore Witness of't. Yet fought they more;  
 As if each Wound were but a Spur to prick  
 Their Fury forward. Lightning's not more quick,  
 Or red, than were their Eyes: 'Twas hard to know,  
 Whether 'twas Blood or Anger made them so.  
 I'm sure they had been out, had they not stood,  
 More safe, by being fenced in with Blood.  
 Thus they vy'd Blows; but yet (*alas*) at length,  
 Altho' their Courage were full try'd, their Strength,  
 And Blood began to ebb. You that have seen  
 A watry Combat on the Sea, between  
 Two angry, roaring, boiling Billows, how  
 They march, and meet, and dash their curled Brow;  
 Swelling like Graves, as tho' they did intend  
 T'intomb each other e'er the Quarrel end;  
 But when the Wind is down, and blust'ring Weather,  
 They are made Friends, and sweetly run together;  
 May think these Champions such; their Blood grows  
 low,  
 And they, which leap'd before, now scarce can go:  
 Their Wings, which lately, at each Blow they clapp'd,  
 (As if they did applaud themselves) now flapp'd.  
 And having lost th' Advantage of the Heel,  
 Drunk with each other's Blood, they only reel:  
 From either Eyes such Drops of Blood did fall,  
 As if they wept them for their Funeral.  
 And yet they fain would fight; they came so near,  
 Methought they meant into each other's Ear

To

To whisper Wounds ; and when they could not rise,  
 They lay and look'd Blows int' each other's Eyes.  
 But now the tragick Part ! After this Fit,  
 When *Norfolk* Cock had got the best of it,  
 And *Wisbich* lay a dying, so that none,  
 Tho' sober, but might venture Sev'n to One ;  
 Contracting, like a dying Taper, all  
 His Strength, intending with the Blow to fall,  
 He struggles up, and having taken Wind,  
 Ventures a Blow, and strikes the other blind.  
 And now poor *Norfolk*, having lost his Eyes,  
 Fights only guided by Antipathies :  
 With him (*alas!*) the Proverb holds not true,  
 The Blows his Eyes ne'er saw, his Heart must rue.  
 At length, by Chance, he stumbled on his Foe,  
 Not having any Pow'r to strike a Blow.  
 He falls upon him with his wounded Head,  
 And makes his Conqu'ror's Wings his Feather-Bed :  
 Where lying Sick, his Friends were very charie  
 Of him, and fetch'd in Haste a Pothecary ;  
 But all in vain, his Body did so blister,  
 That 'was incapable of any Glyster ;  
 Wherefore, at length, opening his fainting Bill,  
 He call'd a Scriv'ner, and thus made his Will.

**I**Mprimis, *Let it newer be forgot,*  
*My Body freely I bequeath to th' Pot,*  
*Decently to be boil'd, and for its Tomb,*  
*Let it be buried in some hungry Womb.*  
 Item. *Executors I will have none,*  
*But be that on my Side laid Sev'n to One :*  
*And, like a Gentleman that he may live,*  
*To him, and to his Heirs, my Comb I give,*  
*Together with my Brains, that all may know,*  
*That oftentimes his Brains did use to crow.*

Item. *It is my Will to th' weaker Ones,*  
*Whose Wives complain of them, I give my Stones ;*  
*To him that's dull, I do my Spurs impart :*  
*And to the Coward I bequeath my Heart,*

*To Ladies that are light, it is my Will,  
 My Feathers shall be given; and for my Bill  
 I'd gi'o't a Taylor, but it is so short,  
 That I'am afraid he'll rather curse me for't:  
 And for th' Apothecaries Fee, who meant  
 To give me a Glyster, let my Rump be sent.  
 Lastly, because I feel my Life decay,  
 I yield and give to Wisbich Cock the Day.*

## Of B O W L I N G.

**B**Owling is a Game of Recreation, which if moderately used is very healthy for the Body, and would be much more commendable than it is, were it not for those Swarms of Rooks, which so pester Bowling-Greens, Bares, and Bowling-Alleys, where any such Places are to be found, some making so small a Spot of Ground yield them more annually than fifty Acres of Land shall do elsewhere about the City; and this done, cunning, betting, crafty matching, any base playing booty.

In Bowling there is a great Art in chusing out the Ground, and preventing the Windings, Hanging, and many turning Advantages of the same, whether it be in open wide Places, as Bares, and Bowling-greens, or in close Bowling-Alleys. Where note, that in Bowling, the chusing of the Bowl is the greatest Cunning. Flat Bowls are best for close Alleys; round byassed Bowls for  
 open.

open Grounds of Advantage, and Bowls round as a Ball for Green Swarths that are plain and level.

There are not any Instructions can be given how to bowl, Practice must be your best Tutor, which must advise you the Rising, Falling, and all the several Advantages that are to be had in divers Greens, and Bowling-Alleys ; all that I shall say, have a Care you are not in the first Place rooked out of your Money ; and in the next Place, you go not to these Places of Pleasure unseasonably ; that is, when your more weighty Business and Concerns require your being at home, or somewhere else.

*The Character of a Bowling-Alley and Bowling-Green.*

**A** BOWLING-GREEN, or BOWLING-ALLEY, is a Place where three Things are thrown away besides the Bowls, viz. Time, Money, and Curses, the last Ten for One. The best Sport in it, is the Gamesters, and he enjoys it most who looks on and bets nothing. It is a *School of Wrangling*, and worse than the *University Schools* ; for here Men will wrangle for a Hair's Breadth, and make a Stir where a Straw would end the Controversy. Never did *Mimick* scrue his Body into all the Forms these Men do theirs ; and  
it

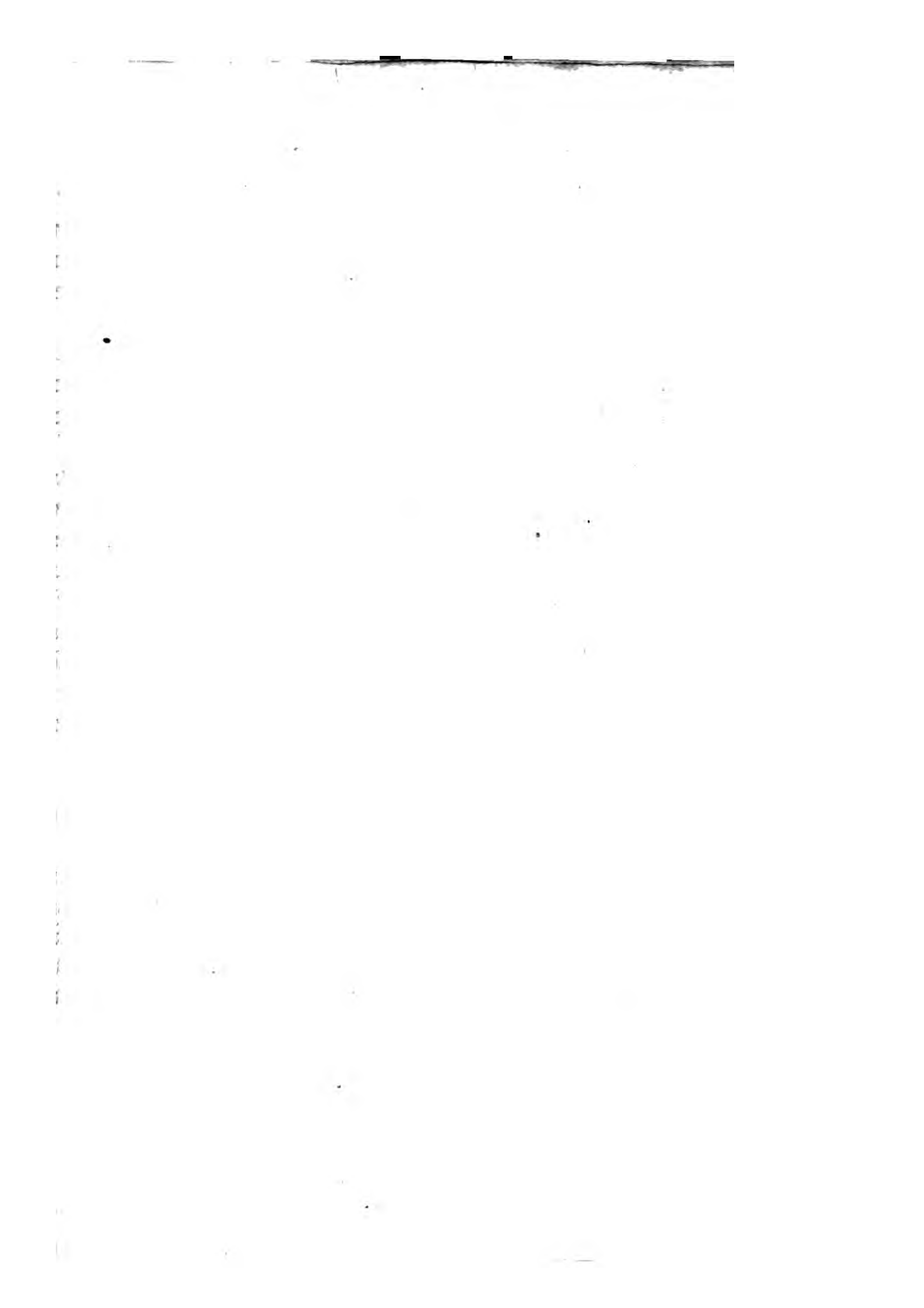


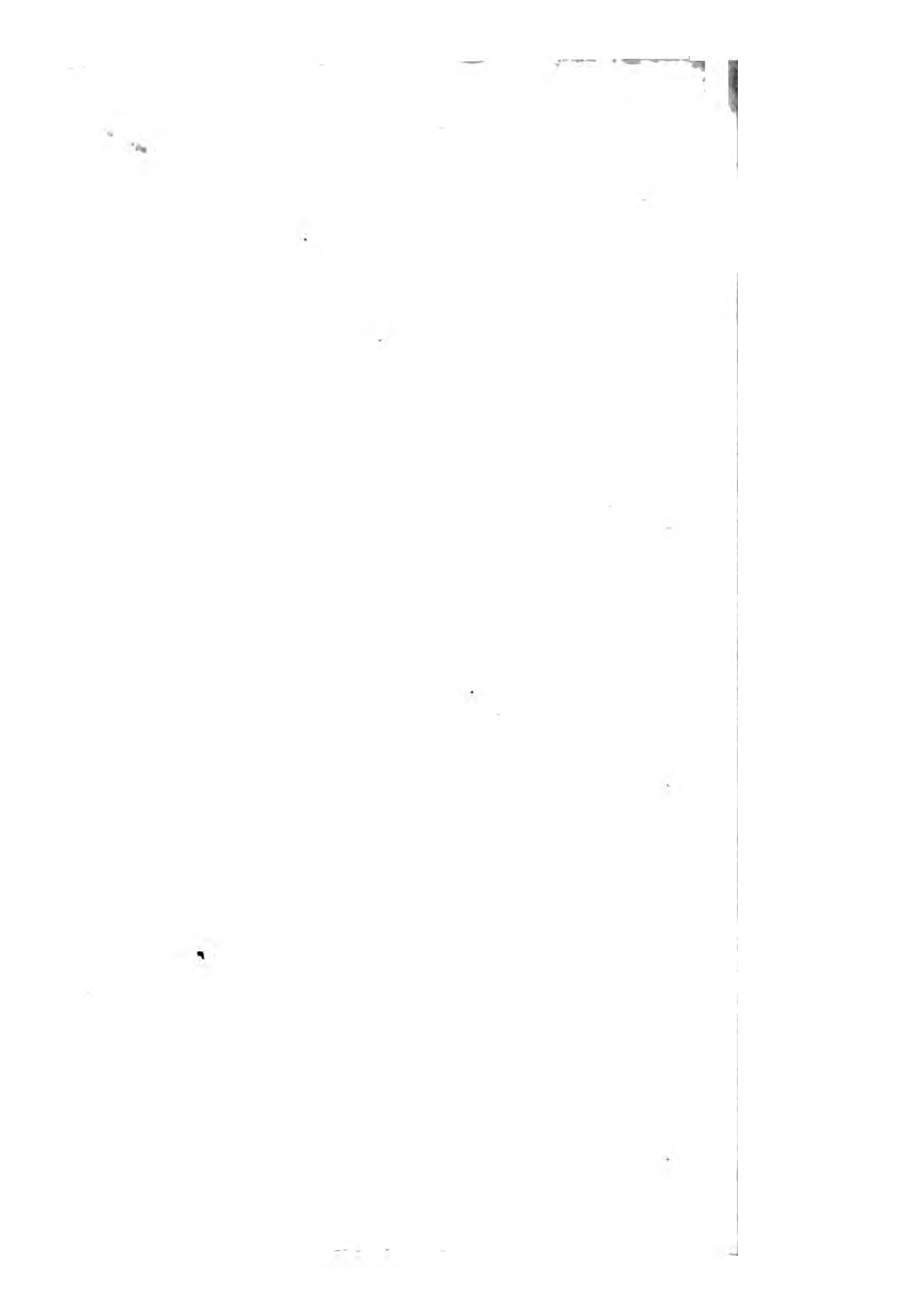
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it is an Article of their Creed, that the bending back of the Body, or screwing in of their shoulders, is sufficient to hinder the Over-speed of the Bowl, and that the running after it adds to its Speed. Though they are skilful in Ground, I know not what Grounds they have for loud lying, crying sometimes, the Bowl is gone a *Mile, a Mile, &c.* when it comes short of the Jack by six Yards; and on the contrary, crying, *Short, short,* when he hath over-bowled as far. How senseless these Men appear, when they are speaking Sense to their Bowls, putting Confidence in their Intreaties for a good Cast! It is the best Discovery of Humours, especially in the Losers, where you may observe fine Variety of Impatience, whilst some fret, rail, swear, and cavil at every Thing, others rejoice and laugh, as if that was the sole Design of their Creation.

To give you the Moral of it, it is the Emblem of the World, or the World's Ambition, where most are short, over-wide, or wrong-byassed, and some few juggle into the Favour of Mrs. *Fortune!* and with *Her* it is, as in the *Court*, where the nearest are the most spighted, and all Bowls aim at the other.

*F I N I S.*









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