Other Parker Games You Will Enjoy

MONOPOLY
CLUE
CROSSWORD LEXICON
CAMELOT
SORRY
LONE RANGER
CAREERS
PEGITY
FLINCH
RICH UNCLE
PIT
PIGSKIN

Also

CHILDREN'S HOUR

MAGIC DOLL EMBROIDERY SETS

PARKER BROTHERS, Inc.

SALEM, MASSACHUSETTS NEW YORK - SAN FRANCISCO - CHICAGO - ATLANTA

*



Rules for the Game of CLUB ROOK

Registered in U.S. Patent Office

A Parker Four Suit Card Game

Copyright @ 1957 by



A Partnership Game for Four or Six Players

OBJECT: CLUB ROOK is always played as a partnership game with partners sitting opposite each other. The object of the game is to be the first partnership to score 5,000 points by playing sequences of cards or cards of matching numbers from the players' hands to the table. A new "hand" is started each time the cards are dealt and usually three or more "hands" are needed to complete a game.

EQUIPMENT: Two decks of regular ROOK Cards are required in order to play this game. If six are playing use three decks of cards. Any piece of paper may be used as a score sheet for recording scores at the end of each "hand".

PREPARATION: Each player draws a card from