

WITH RULES FOR NEW CLUB ROOK

ROOK



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Parker Brothers Inc.

SALEM, MASSACHUSETTS

NEW YORK • CHICAGO

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MADE IN U.S.A.

• A PARKER FOUR SUIT CARD GAME •



Rules for playing



See **ROOK BOOKLET**
at bottom of box
for additional
ROOK GAMES

ROOK

Registered in U. S. Patent Office
A PARKER FOUR
SUIT CARD GAME

The object of regular Rook is to capture tricks containing cards that **COUNT** points. The first player to score 150 **WINS THE GAME**. Exciting and fascinating, with quick climaxes, Rook is truly the

**GAME OF
GAMES**

Parker Brothers Inc.

MADE IN U.S.A.
NEW YORK CHICAGO BOSTON PHILADELPHIA
ST. LOUIS CINCINNATI CLEVELAND PITTSBURGH
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REGULAR ROOK

Trademark-Title Bird-Picture, and Cards Registered in U. S. Patent Office
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For 3, 4, 5, or 6 Players

Use entire pack when Four or more play.

When Three play, remove all cards below 5s.

1. Draw for deal, the player drawing the highest card dealing.

2. Deal out the pack, one card at a time (even if this gives some players one more card than others).

3. Assort the cards in your hands according to colors.

4. **BIDDING.** Players bid for the privilege of choosing the trump color, the dealer having the first chance to bid. The dealer must bid some number of points (divisible by 5) such as 15 or 20 points or more, which he feels reasonably sure he can earn, if he can choose the trump. The turn to BID passes to the left, each player in turn having a chance to raise the last bid. When a player does not wish to raise the bid he says "I pass." The player finally bidding highest chooses the trump color, and then announces whether it is to be red, yellow, black or green, selecting, as a rule, the color of which he holds most cards.

The advantage of obtaining your own choice of trump color is apparent, as any card of trump color can capture any cards of other colors.

Bidding continues until no player will bid higher. A player must either bid higher or say "I pass." A player who has "passed" cannot bid again on that hand.

EXAMPLE.—Four people, A. B. C. D, are playing.

Suppose B has six good green cards and a few each of other cards. A (the dealer) examines his hand, and bids 15. B bids 25, C (who has a poor hand) passes. D bids 30. A then has a chance to bid again and bids 35 and B (having a strong hand) bids 40, C has already passed, D passes, A passes. B therefore announces "Green is trump color." (No one but highest bidder tells what color he bid on.)

B now has the advantage of a strong hand in trumps, but he must make 40 points, or over (because he BID that amount). If he does not, he is "set back" 40 points.

5. **PLAYING.** After the color of trumps is announced, the player at the left of the dealer starts the game by playing to the center of the table any card of any color. The play passes to the left, each person playing one card. The highest card of the color led TAKES the cards thus played, which are called a "TRICK," unless the trick is "trumped," (i.e., if someone plays a card of the trump color) in which case the trump takes it. If two or more trumps are played on the same trick, the highest captures. Note, however, that a player is obliged to follow the color led, if possible; that is to say, if a player has a card of the color led, he must play a card of that color, but if a player does not have a card of the color led, he may either "throw away," (i.e., play a card of any other color), or, if he wishes to do so, he may play a Trump.

6. Whoever takes a trick places it face down near him and leads a card for the next trick. Any card of any color may be led.

7. The OBJECT of each player is to capture tricks that Count, the cards which count being 5's, 10's, and 14's. Remember in playing ordinary Rook that it is valueless to capture tricks which do not contain one or more of these count cards.

8. Continue playing until **all players are out of cards**. Any player having an odd card left after all other cards are played, surrenders it to taker of the last trick.

9. **COUNTING.** After all the cards have been played, the score is taken. Each **5 counts 5**; each **10 counts 10**; each **14 counts 10** for the player who captures tricks containing them. The score of each player is recorded. **The player who chose the trump color, however, earns no score unless he has captured in the tricks which he has taken cards which will give him an aggregate count equal to or greater than the amount he Bid.** If successful in so doing, his count is recorded, but if he falls below what he bid he has no credit for what he made, and, furthermore, the amount he bid is deducted from his score as a penalty. In other words, he is "set back."

After all the cards have been played they are shuffled and dealt out again, the trump color being bid for as before.

The player first getting **150 points Wins the Game**, unless a longer game is agreed upon before beginning. Should two or more players run over 150 at the **end of the same hand**, the highest total wins. In case of a Tie, another hand is played.

To prove the count is correct — The total of all the count cards added together will be **100 at the end of each hand.**

Additional games played with Rook cards may be found in the booklet at the bottom of the box.

Any inquiries regarding Rook rules or those of other games in the accompanying book, will be gladly answered by Parker Brothers, Inc., Salem, Massachusetts.

Have
you
played

CLUB ROOK

*A four-handed
partnership game*

This new game of **ROOK** is easily learned and fascinating in play. It will afford a complete evening's entertainment.

CLUB ROOK requires the use of two decks of regular **ROOK** cards. Its directions will be found inserted in the **ROOK** booklet.
