



The Wild Bird™ Game

For 2 to 4 players / Ages 8 to adult

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Attention, Veteran and New ROOK® Players!

The original ROOK game was invented at the turn of the century by Parker Brothers' founder George S. Parker and his wife, Grace. They worked for years to perfect the game that has since become a classic among card players. We've included the rules for the Original ROOK Game and a number of popular variations here; they all use the ROOK card deck. But first, we invite you to play WILD BIRD™, the newest ROOK game, invented nearly 90 years after Parker Brothers launched the first ROOK game in 1906.

Equipment: Deck of 57 ROOK® cards in tray (remove the 3 cards describing other Parker Brothers games) • 4 WILD BIRD score cards (punch out score cards from cardboard frames) • 50 scoring chips

The Cards: The ROOK deck is divided into *four colors* instead of the traditional *four suits*. There are 14 cards in each color suit, numbered 1 through 14. And there is the famous Rook Bird wild card, which is always used as the *highest trump* card (effectively, it's the "15" of trump) and, therefore, the highest card in the deck. The Rook Bird always takes any trick—and has even more power, as you'll find out!

The WILD BIRD Game

Partnership Game for 4 Players

(For 2 and 3 players, see variations that follow)

Object: To get four scoring chips in a row horizontally, vertically or diagonally by taking tricks and collecting cards that match the spaces on your scoring card. Whichever partner does this first wins the game for the partnership.

Setup: Give each player a score card and a pile of scoring chips. Pick partners. If you wish, you may cut for partners: the two high cards play against the two low cards. Partners should sit opposite each other.

Dealing: Remove all 1's, 2's, 3's, and 4's from the deck, and add the Rook Bird card, to make a deck of 41 cards.

Shuffle. Cut the deck and show the bottom card: The color on the cut card is the **trump color** for this hand. (If you reveal the Rook Bird card, cut again).

Deal out all the cards face down. The leftover card is placed face down halfway under the dealer's score card to create the "nest." Players arrange their hands by color, then by number within each color suit.

Scoring: Every time you "take a trick," you earn one scoring chip for each card in the trick that matches the color *and* number of a space on your own score card. Put a scoring chip on the space. If you think your partner will take the trick, help by throwing a card that will fill a space on his/her score card. Remember: The first player to get four in a row on his/her score card wins the game for the partnership.

Playing: The player to the dealer's left begins play by "leading" any card from his/her hand. Each player in turn "follows suit" by playing a card of the same color. You **must** follow suit if you can—unless you decide to play the Rook Bird card!

If you can't follow suit, play *any* card. If you play a trump suit card, it automatically takes the trick; if someone else also plays trump, the higher trump card takes the trick. If you play the Rook Bird card, you take the trick.

The player who takes the trick collects all four cards. If any of the cards in the trick match spaces on your score card, cover those spaces with scoring chips. Put the trick face down in front of you. During the hand, players may review only the trick just taken; they may not look back at earlier tricks.

The player who took the trick leads the next card.

The last trick: The player who takes *the last trick* in the hand also collects the one-card "nest" under the dealer's score card and may score it if it's a card he/she needs.



The Rook Bird Card:

- The Rook Bird card **automatically wins any trick and**
- After the trick is taken, it also allows the trick-taker to **remove one scoring chip** from any player's score card! Obviously, you'll attack one of the opposing partners!
- While the Rook Bird will win you the trick, you do not score the Rook Bird itself, just the cards it captured for you.

- You may **play the Rook Bird card anytime** you want—regardless of the color led and regardless of the other cards in your hand. It is the only card that has this privilege.
- **If trump is led** and you can't follow suit, you must play the Rook Bird if you have it.
- **If the Rook Bird is led**, all other players must play trump if they have it.
- If the Rook Bird is **in the nest**, take one chip off any player's card

Winning: Play continues until one player has collected four chips that cover four spaces in a row on his/her score card, horizontally, vertically or diagonally. That player wins the game for that partnership.

It usually takes more than one hand to have a winner, and the player to the left of the dealer deals the next hand. Until there is a winner, all players leave their chips on their cards.

Tournament Play: Some players may want to play successive rounds and declare as winners the partners who win 3 out of 5 rounds, or 4 out of 7 rounds.

The WILD BIRD Game

For 3 or 4 Individual Players

The 3- and 4-player games are identical to the partnership game for 4 players except there are no partners and the nest will contain 2 cards or 1 card, respectively. Each player tries to fill his or her own score card in order to win. Obviously, you won't try to help other players!

The WILD BIRD Game

For 2 Players

The Object, Scoring and Winning are the same.

Dealing: Remove all 1's, 2's, 3's, and 4's from the deck, and add the Rook Bird card, to make a deck of 41 cards. Cut to determine the trump suit. Deal 13 cards to each player. Put the remaining cards face down to form a Draw pile.

Playing: The opponent leads the first card. All WILD BIRD rules apply with this exception: After each trick, both players draw one card each from the Draw pile, with the trick winner going first. Play continues until the Draw pile has only *one card left*, then until the hands are gone. The winner of the last trick picks up the single remaining Draw card. **Note:** During the hand, just drawing a card you need for your score card does not let you score it; you must earn the card in a trick, as in the regular game. But if you take the last trick and collect the last Draw card, you may score that card if you can.

ROOK[®]

CLASSIC CARD GAME

RULES For 2 to 6 players / Ages 8 to adult

If you're new to bidding and trick-taking card games, refer to the "Card-Playing Terms for New Players" on page 8 before reading the ROOK[®] rules.

The Original ROOK[®] Game Partnership Game for 4 Players

Object of the Game: To be the first partnership to reach game score of **300 points** by capturing "Count Cards" in tricks. If both sides exceed game score at the end of the same hand, the higher total wins. In the case of a tie, play another hand to determine the winner. **Note:** Some players may prefer to decide how many hands they will play, then declare as winners the partnership that has the higher score when they've played the pre-designated number of hands.

Choose partners: If you wish, draw for partners. High cards play against low cards.

Choose the dealer: Players draw cards for first deal. Highest card deals.

Dealing: The basic deck consists of 56 cards, numbered 1 through 14 in each of four different colors (green, red, black and yellow). For this game, remove the 1's, 2's, 3's, and 4's from the deck and add the Rook Bird card, for a total of 41 cards.

Shuffle and cut the deck, then deal out all cards one at a time, including a 5-card nest. To deal the nest: Deal around the table until everyone has received his/her first card, then place one card face down in the center of the table as the first nest card. Repeat until there are 5 cards in the nest, then deal out the remaining cards.

At the start of each hand, the player to the left of the previous dealer deals.

Misdeal: If any card as high as a 10 is exposed during the deal, a new deal is required. If any card, even though it is lower than a 10, is exposed, it is the right of any player to demand a new deal. In either case the same dealer re-deals.

Scoring: Only certain cards in the deck, called "Count Cards" or "Counters," have specific point values:

Each 5	5 points
Each 10	10 points
Each 14	10 points
Rook Bird card	20 points

The Counters are the only cards that have value for scoring. Each partnership's score is the sum of all the Count Cards in the tricks they captured. **Note:** If the declarer and his/her partner do not capture enough Counters to make a score equal to the bid, the partnership is set back the *full* amount of the bid; they get *no credit* for the Counters they captured. If they capture more than their bid, full credit is given for all Counters. If your partnership did not win the bid, you still receive points for your Count Cards.

Scoring example: The partnership that took the bid at 90 collected only 75 points in Count Cards: The full 90 points is deducted from their score (or they're given -90, if it's the first hand); they do not score the 75 points they did collect. Their opponents, who collected the remaining Count Cards, are given 45 points.

Bidding: Players bid for the privilege of choosing the trump color. There is a great advantage in being the player who chooses trump color, since a trump card can capture any card of any other color. Your opening bid must be at least **70 points**. Bids must be divisible by 5, such as 70, 75, 80. You are bidding the number of points (from Count Cards) you think you and your partner will be able to capture with your hands provided you are able to name the color that will be trump. If you captured all Count Cards you would score 120 points. You should remember, there's always a risk when you take the bid! **Note:** To calculate what you could bid, count up the value of the Count Cards in your hand and look at the number of high cards you have; also look at the distribution of colors, because if you have no cards of one suit, you can trump in (with the color you named) when that color is led and win the trick.

Bidding starts with the player on the dealer's left and passes clockwise.

You may, but need not, bid on your turn. Either bid at least 5 points higher than the last bidder or say, "I pass." Having passed, you may not bid again that hand. Bidding continues in turn until no player will bid higher.

Bidding example: (Assumes they are playing the Original Game, with a minimum bid of 70.) Four people (A, B, C, D) are playing. B has six high green cards and some each of the other colors. A, on the dealer's left, examines his hand and bids 70. B bids 80. C, having a poor hand, passes. D bids 85. A then has a chance to bid again, and bids 90. B, having a strong hand, bids 95. C, having already passed, may not bid again. Next, D passes. Now A passes. B takes the bid at 95, collects the nest, then announces, "Green is trump."

The nest: The highest bidder adds the 5 cards in the nest to his/her hand, then lays down any 5 cards to one side. You may bury Count Cards in the new nest if you wish, or take this opportunity to discard one or two colors completely so you can trump these colors when they are led against you. The player who takes the last trick captures the nest as well; for this reason, you may want to put "eggs" into the nest, such as unprotected 10's and 5's, if you think you'll take the last trick.

After adding the nest to his/her hand and discarding five cards, the high bidder announces trump color, usually the color in which he/she holds the most cards.

Playing: After trump color has been announced, the player to the left of the dealer (who may or may not be the high bidder) "leads" any card of any color face up to the center of the table. Play passes to the left, each player in turn playing one card face up. After each player has played, the highest card of the color led takes all the cards played. This is called "**taking a trick**."

Note: Unless you play the Rook Bird card, you must "follow suit" if possible. If you have a card of the color led, you must play that color. If you can't follow suit, you may throw away a worthless card, play the Rook Bird card, or play a trump. The highest card of the color led takes the trick unless this trick is trumped, in which case the highest trump takes the trick. The Rook Bird takes any trick on which it is played—it trumps trump! Remember, you and your partner will add your Counters together so, if you think your partner may take the trick, play a Counter.

The person who takes the trick makes the next lead. When you take a trick, place it face down on the table. With the exception of the one just played, tricks may not be reviewed until the hand is completed.

The player who takes **the last trick** captures the nest and scores any Counters found in it.



Rook Bird card: The Original Rook Game (and The Red 1 variation) uses the powerful Rook Bird card, which is used as the highest trump card no matter what color is named as trump.

- You may play the Rook Bird card **at any time**, regardless of the color led and regardless of the other cards in your hand. It is the only card that has this privilege.
- If led, all other players must play a trump, if they have one.
- If trump color is led and you have no other trump card, you **must** play the Rook Bird.

When all cards in the hand have been played, each partnership counts up the Count Cards it collected (see Scoring, page 4); the partners' scores are added together. Play until one partnership reaches 300 points and wins.

Penalties: A penalty of 40 points is deducted from the score of the partnership of any player who discards the incorrect number of cards to the nest or makes any "table talk" suggestions to affect the partner's play.

If a player "reneges" by playing a card of a different color when he/she could have followed suit, the error may be corrected if discovered before the next trick is taken. If the error is not discovered until later, the "hand" is ended, and the side that made the error is set back the full amount of the bid, regardless of who made the bid for that hand. The opponents score all the Count Cards they captured before the error was discovered.

For individual scoring: If players want to record their individual scores instead of partnership scores, they should change partners at the end of each four hands, and each individual score should be recorded separately. Thus, at the end of twelve hands, every player will have played game hands with each of the other players.

These variations follow the same format as the Original ROOK Game for partners (see pages 4-6). The basic rules are not repeated for each variation.

Dealing: Remove all 1's, 2's and 3's from the deck, leaving 44 cards. (Do not use the Rook Bird card.) Deal the cards as if there were three players, dealing the third hand to the imaginary "dummy" to your right. Stack the dummy's cards face down as you deal. Deal all but the last five cards in this manner, then set the five remaining cards face down at your left to form a nest.

Object: 150 points wins the game.

Scoring: Score Count Cards as in the Original Game, page 4. In addition, score 2 points for each trick captured. Total amount for each hand is 126 points.

If the player who took the bid makes the bid in tricks and Count Cards, both

players record their separate scores. But if the player who took the bid fails to make it, he/she scores nothing for that hand, and the opponent's score for that hand is **doubled**. Dummy's score may, but need not, be kept.

Bidding: See the Original Game. The opening bid must be at least 30 points.

The nest: The high bidder may exchange any **two** of the cards in his/her hand for any **two** in the nest. He/she names trump, then **removes the nest** from the table.

Playing: See the Original Game. The opponent starts the game by "leading" any card face up to the table. The dummy's card is then played by the dealer, who lifts the top card from the dummy's hand and plays it on the trick. Remember that the dummy's cards are kept face down throughout the game. Dealer then plays a card. If the dummy's card takes the trick, it is put near the dummy's hand and the dealer leads the dummy's top card for the next trick.

This is the same as the game for 2 players, page 6, except there is no "dummy." The third player plays his/her own hand.

Dealing: Use the basic deck of 56 cards. (Do not use the Rook Bird card.) For 5 players, deal a 6-card nest. For 6 players, deal a 2-card nest.

Object: 150 points wins the game.

Scoring: See the Original Game, page 4. Total points for each hand is 100.

Bidding: See the Original Game. The minimum bid is 30 points.

Playing: See the Original Game.

Partnership Game for 4 Players

Dealing: Remove all 2's, 3's, and 4's and all 1's except the Red 1. Add the Rook Bird card, which gives you a deck of 42 cards. Deal the cards as usual, with a nest of six cards.

Object: 500 points wins the game.

Scoring: Score Count Cards as in the Original Game (see page 4) with 20 points for the Rook Bird card and **30 points** for the Red 1.

Total points in the deck are 150. The Count Cards captured by partners are added together for their joint score for that hand. However, if the high bidder fails to make the bid, the partnership is set back the *full* amount of the bid, even if this gives them a minus score.

Bidding: See the Original Game. The minimum bid is 70 points.

Playing: The highest bidder may exchange any cards in his/her hand for cards in the nest. After discarding to the nest, he/she announces trump color.

The player to the left of the dealer (who may or may not be the highest bidder) makes the initial lead.

The Red 1 is the highest trump, and the **Rook Bird** card is the second highest trump. (The 14 of trump is, therefore, the third highest.) In this game the Red 1 and Rook Bird card **must** be played as any other trump card. You cannot play either one if you have the color which was led.

The winner of the last trick takes the discarded nest and scores any Counters in it.

Bid: Before the trick-taking play begins, all players bid (as in an auction) for the privilege of naming the trump suit. During the hand, the player who bid the highest and thus "took the bid" must win enough tricks to collect Count Cards worth enough points to equal or exceed the amount of the bid.

Trump: The player who bid highest "picks trump," naming one of the four colors to be trump for that hand. Now any card of the trump color is more powerful and beats any card of another color.

Trick: One player "leads" a card face up on the table from his/her hand, and each other player in turn lays a card on it. The highest card of the color led "takes the trick" unless someone plays a trump; then the trump (or highest trump) card takes it.

Scoring: At the end of the hand, players count up the Count Cards (Counters) in the tricks they have taken in order to calculate their scores for the hand. A high bidder who does not collect the number of points at least equal to his/her bid "goes down" and subtracts the *total* amount of that bid.

Nest: A number of cards dealt to the table and "won" by the highest bidder. These cards may be exchanged for the same number of cards in the high bidder's hand. The high bidder is the only player who knows which cards are in the nest and therefore out of play.

Why not form an official ROOK Game Club? You need a minimum of 8 players and should meet at least once a month to enjoy your favorite game!

If you would like to learn other ROOK game variations or how to play other card games with your ROOK deck, or learn how you can hold a tournament, write to the Consumer Relations Department, Parker Brothers, P.O. Box 1012, Beverly, MA 01915. Be sure to specify whether you want the Free Rules Booklet, or Tournament Information.

We will be happy to hear your questions or comments about this game.
Write to: Consumer Relations, Parker Brothers, P.O. Box 1012, Beverly, MA 01915.



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