

HOW TO PLAY

NATIONS

THIS Game is played with 52 cards, representing four Nations of Suits—Europe, Asia, Africa, and America. Each Nation has 13 cards. In each Nation the card of the highest value is the Map; the next highest is the Man, then the Woman, then the Child; afterwards, the Numbers, commencing with 10, and so on down to 2. Four persons are required to play the Game. The players divide themselves into two parties, each player sitting opposite his partner. Previous to dealing, the cards should be shuffled by the dealer and cut by the player on his right. To each player 13 cards are dealt, one at a time, commencing with the player on the left of the dealer—the dealer keeping the last card, which is called the *Star* card, and is turned face up, and remains exposed on the table till it is the turn of the dealer to play, when he takes it up.

The deal completed, each player takes his cards up arranges them according to the suits. The player at the left of the dealer leads, and plays a card. His left hand adversary follows, then his partner, and last of all his right-hand adversary. Each player must follow suit if he can, and the highest card of the suit led wins the “trick;” but if the players cannot follow suit, each player, in turn, either passes the suit (that is, plays some card of another suit) or *Stars* (that is, plays a card of the same Suit or Nation as the turned-up card), and this takes the trick. The winner of the trick then leads off a card, and the others follow as before, and so on till the cards are all played. A second deal then takes place, as before, and so the game proceeds till either side has obtained 10 points, which is the game.

But there are other ways of scoring points than by tricks. The four face cards (Map, Man, Woman and Child) of the *Star* suits

are called “Titles;” the holders of four titles score four points towards the game, and the holders of three titles score two; but if each player or each set of partners hold two, then the titles are said to be divided, and no points are added to the game on either side. *All tricks above six score to the game.*

If either side get up to 9 points, the holding of titles is of no advantage; they do not score towards the game. But at 8 points the player who holds two titles has what is called the privilege of the call—that is, he may ask his partner if he has a title, “Can you one?” or “Have you a title?” If the partner asked holds a *title* card, then all titles may be shown, the points scored, and the game ended.

The Game of the Monkey

Discard any card in the pack, and the remaining one will be the Monkey. Shuffle the cards and deal an equal number to each player, one at a time, commencing, as usual, with the player on the left hand of the dealer. The game is commenced by the dealer, who matches two cards of the same value, and, throwing them on the table, calls out whatever they may be, as, “a pair of Maps,” “a pair of Men,” “pair of Tens,” and so on. Each player does this in turn; but if it happens that the player whose turn it is to play has not a *pair* in his hand, then he draws a card from the hand of the player on his right, and if the card so drawn enables him to match, he throws his pair on the table, when it is the next player's turn; but if he cannot match, the player at his left plays if he can, while his predecessor must wait for his turn to come again. In this way the game proceeds till all the cards are matched or paired and thrown on the table—the only card remaining at the last being the Monkey; and the person in whose hand this is found, at the end of the game, rejoices in the pleasure of being called the “Monkey.” This game may be played by any number of persons.