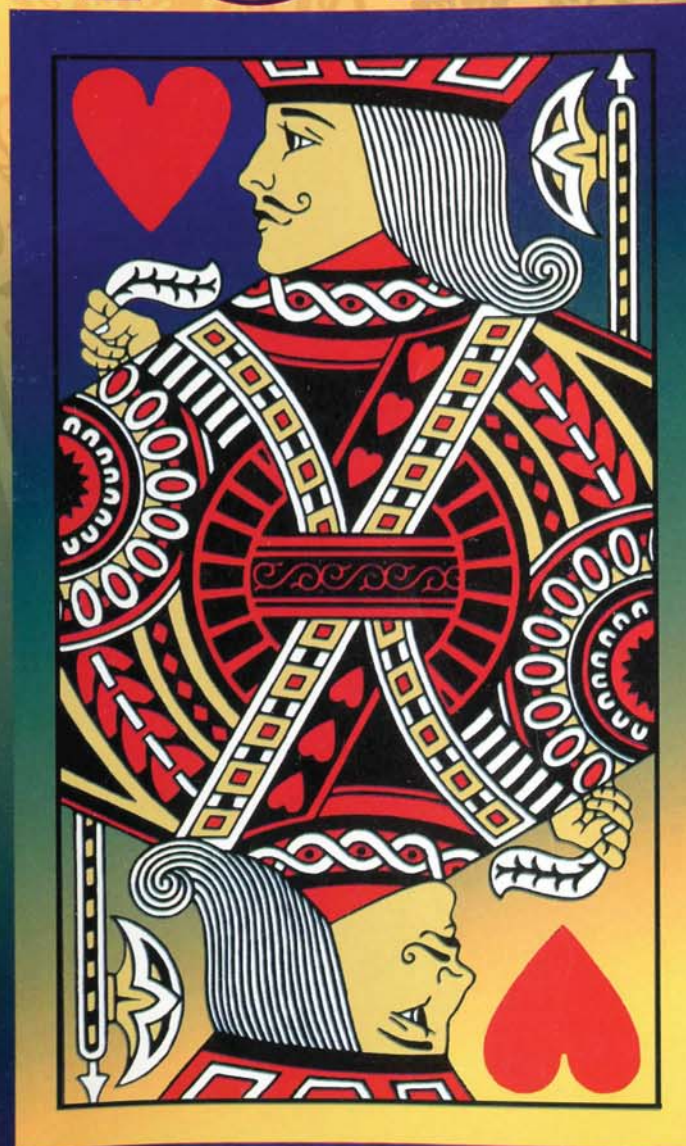


HOYLE[®]



CLASSIC CARD GAMES



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HOYLE[®]



CLASSIC CARD GAMES

WELCOME TO THE WONDERFUL WORLD OF HOYLE® CLASSIC CARD GAMES

For hundreds of years cards have been entertaining us, delighting us, mystifying us, educating us, helping us to get to know one another, and sometimes just helping us to get through a quiet evening.

Cards are not actually games, they are the equipment for playing a wide variety of games. There are hundreds of card games and yet again hundreds of variations on games. New twists and turns are being created all the time. Just listen in on a game being played by a group of animated twelve-year-olds.

"I know! I know! Let's make it that when you have a red 10 you could put that with a pair of 9's and then you could add a pair of jacks to the other side of the 10. That way we could all build on the 9's or the jacks and then we could..." Presto! A new variation. Maybe even a new game.

Let's take a look at what we have in this package. We have selected eight Classic card games for you. These eight games present a range of complexity and challenge that will appeal to both children and adults.

Each game is presented with a little history, a little trivia quiz, and of course the rules you'll need to know to get started playing.

We've also painstakingly researched the development of playing cards throughout the long, bizarre, strange, and often knee-slapping history of our fun-loving species. And we present this in the Time Line running across the bottom of each page of this booklet. We're sure you will enjoy this tongue in cheek mixture of fact and folly.

We think playing cards will add a lot to your life. Dr. Johnson in 1773 put it this way, and we couldn't have said it better:

"I am sorry I have not learned to play at cards. It is very useful in life; it generates kindness and consolidates society."

Enjoy!



TABLE OF CONTENTS

CARD TRIVIA	2
STARTING THE GAMES	3
HOYLE® CLASSIC ICON BAR	3
CHOOSE GAME SCREEN	5
CHOOSE OPPONENTS SCREEN	6
OPPONENTS SKILL LEVELS	7
ABOUT THE GAMES	8
CRAZY EIGHTS	11
OLD MAID	15
HEARTS	19
GIN RUMMY	23
CRIBBAGE	27
KLONDIKE	31
BRIDGE	35
EUCHRE	41
CREDITS	46

HOYLE® CARD TRIVIA QUIZ

Do you really see what you're looking at? Here's a quick quiz to test your powers of observation.

What king shows his profile?
 What king has no mustache?
 What king holds a battle ax?
 What king holds no sword?
 What king shows both hands?
 What queen has a scepter?
 What queen holds her flower between her first and second finger?
 What queen shows both hands?
 What queen has a broach?
 What queen shows a profile?
 What jack wears a leaf in his cap?
 Which jacks show full face?
 What jack holds a leaf in his hand?
 What jack carries a battle ax?
 What jack has no mustache?
 What jack has two rows of curls?
 What jack shows both hands?
 Which jacks are one-eyed?

ANSWERS ON PAGE 8.

COUNTING THE CARDS

Among the many remarkable coincidences recorded in connection with the standard deck of playing cards, none is more remarkable than this: The number of letters in the names of the cards totals to exactly 52, the same as the number of cards in the deck, not only in English but in many other languages as well:

English		French		Dutch		Swedish		German	
ace	3	as	2	aas	3	ess	3	as	2
two	3	deux	4	twee	4	tvaa	4	zwei	4
three	5	trois	5	drie	4	trea	4	drei	4
four	4	quatre	6	vier	4	fyra	4	vier	4
five	4	cinq	4	vyf	3	fem	5	fünf	4
six	3	six	3	zes	3	sexa	4	sechs	4
seven	5	sept	4	zeven	5	ajua	4	sieben	6
eight	5	huit	4	acht	4	atta	4	acht	3
nine	4	neuf	4	negen	5	nia	3	neun	4
ten	3	dix	3	tien	4	tia	3	zehn	4
jack	4	valet	5	boer	4	knekt	5	Bube	4
queen	5	reine	5	vrouw	5	dam	3	Dame	4
king	4	roi	3	heer	4	konung	6	König	5
Total	52		52		52		52		52

Note: This works in German if the digraph ch is counted as single letter.

STARTING THE GAMES



The icons in Hoyle Classic are:

CONTROL

The CONTROL icon bar includes several options:
 GAMES, QUIT, REPLAY, TIME, MUSIC, VOLUME, PACE, SPEED, DETAIL, HELP, and OK.

GAMES: Restarts Hoyle Classic to allow you to choose a game to play.

QUIT: Allows you to quit Hoyle Classic.

REPLAY: Allows you to replay the current game from the beginning.

TIME: Allows you to check current date and time.

MUSIC: Allows you to adjust the music on or off and selections played.

VOLUME: Allows you to adjust the volume of the sound and music.

PACE: Allows you to adjust the rhythm at which the game is played (i.e., the length of time between turns and the length of time a text message remains on the screen).

DETAIL: Allows you to turn off unnecessary animation details. This will increase game performance on slower systems.

SPEED: Allows you to set the animation speed.

HELP: When you choose Help, the cursor will change to the shape of a question mark. Click the ? on the other icons to find out what they do.

OK: Clicking the OK button exits the control panel.

OPTIONS

Each game contains several variations for play and scoring.

SCORE

Variations for scoring are found under the OPTIONS icon. When you choose SCORE, Hoyle Classic will display the score of the current game. To exit the score window, press ENTER or click anywhere on the screen.

RULES

Provides a glossary of card terms when the Game selection screen is up and provides rules of play during the games. When you choose RULES, Hoyle Classic will display rules of the current game one screen at a time. To see the next screen, click anywhere on the Rules box or press the Enter key.

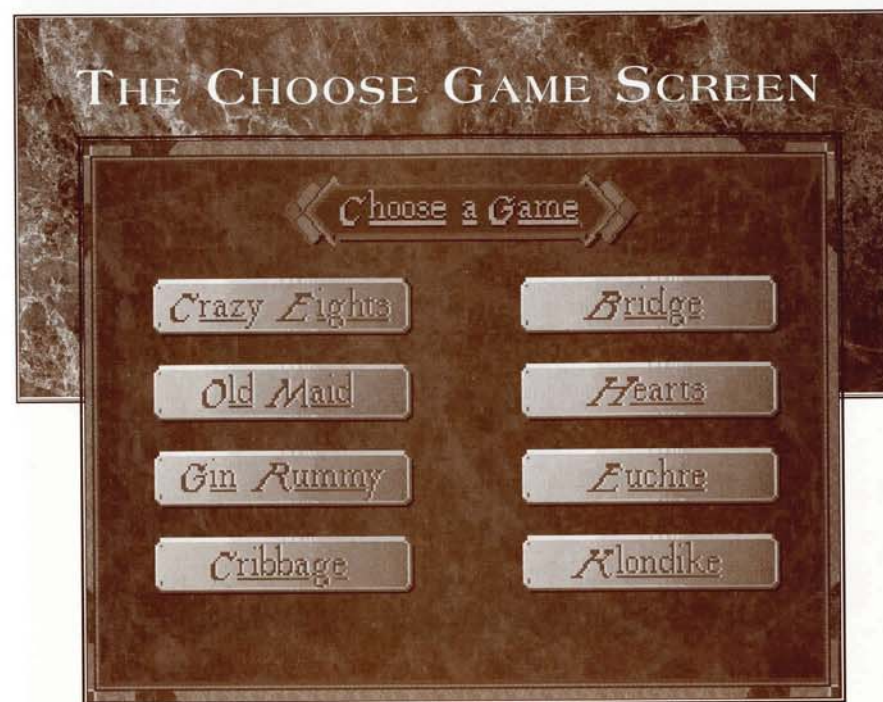
DECK AND BACKGROUND

This is a new feature exclusive to Hoyle Classic. When the Deck button is selected, the deck and background selector appears. Clicking on the arrow keys allows you to choose and change the current deck and background style. There are 10 backgrounds and 9 decks available to choose from.

HELP

When you choose HELP, the cursor will change to the shape of a question mark (?). Move the question mark over the other icons and click to find out what information is available to you.

NOTE: There is also a HELP choice in the individual game options screens. The game options HELP gives information about the choices available in the game options screen.



THE CHOOSE GAME SCREEN

The CHOOSE GAME SCREEN appears after the title screen and offers you a choice of eight games: Crazy Eights, Old Maid, Hearts, Gin Rummy, Cribbage, Klondike, Bridge, and Euchre. To choose a game, click on the individual game button.

OPTION: After choosing a game you will be given the choice of opponents to play against. If you prefer to play with the characters from your previous game (or the default characters, if this is your first time playing) click on the Use Standard Players button under the OPTIONS Icon. By selecting the Use Standard Players feature you bypass the Choose Opponents Screen and move directly into game play.

THE CHOOSE OPPONENTS SCREEN



SELECT OPPONENTS SCREEN

Each Select Opponents Screen displays nine of the eighteen characters from which you may choose opponents. A button on the lower left of the screen enables you to toggle between Classic Characters, and Sierra Characters.

To see the character's skill level (beginner, average, expert) in the game you have chosen, click on the character's name plate.

To select an opponent, click on the character's portrait. To de-select an opponent you have already chosen, click on the portrait again. Click on the OK button to get into the game.

If you have not chosen enough characters to play the game, or if you attempt to choose too many characters, you will receive a message to that effect.

PLAYING THE GAMES

Game rules are included with each game. To see the rules, choose the RULES icon. You can move forward one screen at a time by clicking on the box or by pressing the ENTER key.

OPPONENTS SKILL LEVELS

CHARACTER	CRAZY EIGHTS	OLD MAID	GIN RUMMY	CRIBBAGE	BRIDGE	HEARTS	EUCHRE
-----------	-----------------	-------------	--------------	----------	--------	--------	--------

GRAHAM	B	B	E	A	A	E	B
PEPPER	A	E	E	B	B	A	A
WILLY	E	E	B	A	B	B	E
LARRY	B	B	B	A	A	E	E
QUARKY	A	A	E	B	E	B	A
LAURA	A	B	B	E	E	A	B
ADAM	B	E	E	E	B	A	A
ROGER	E	E	A	B	A	B	B
DR. BRAIN	A	A	A	A	E	B	E
DINKY	E	A	A	A	E	E	B
SCOUT	E	E	A	B	B	A	B
CRAZY JACK	A	B	B	E	A	E	E
TRUDY	B	A	E	B	E	A	A
JOSEPHINE	B	A	A	B	E	E	E
BILLY JOE	E	B	A	E	B	A	B
CHIP	E	E	A	A	B	B	A
WINTHROP	A	A	B	E	A	B	E
FAIRBANKS	B	B	E	E	A	E	A

B= BEGINNER A=AVERAGE E=EXPERT

ABOUT THE GAMES

CRAZY EIGHTS FOUR PLAYERS

Crazy Eights is a straightforward matching card game with the 8's as wild cards. Crazy Eights can be played by quite young children. In fact it is an excellent exercise for children in recognizing shapes and colors of card suits and recognizing numbers and counting the icons (hearts, clubs, etc.) that add up to the number on each card.

OLD MAID FOUR PLAYERS

Old Maid is a simple matching card game that is a great favorite with young children. It can be played with special cards or with standard playing cards (you have both options with Hoyle® Classic). Cards are discarded by matching pairs. The player who is left with the old maid card is the loser. There are no winners in this game, but children will squeal in delight that they are not left with the dreaded old maid.

HEARTS FOUR PLAYERS

Hearts is one of the avoidance games — meaning that it is based on the principle of not taking penalty cards rather than of winning tricks. It evolved in the nineteenth century when the ladies of the French court adopted the game of Reversis, so called because its order and construction was entirely the reverse of games already in use.

GIN RUMMY TWO PLAYERS

Gin Rummy is one of the most popular card games in the United States and can be traced back to the gambling casinos and saloons of the wild western states in the 1800's. Gin Rummy became the favorite card game of the movie stars in the 1930's and 1940's. They would play through the long hours on the Hollywood sound studios, waiting for the director to bellow, "Action!"

Answers to Card Quiz:

What king shows his profile? diamond
What king has no mustache? heart
What king holds a battle ax? diamond
What king holds no sword? diamond

What king shows both hands? heart
What queen has a scepter? spade
What queen holds her flower between her first and second finger? spade
What queen shows both hands? none

CRIBBAGE TWO PLAYERS

Cribbage is a popular pub game but is also a great favorite of couples who want to share a quiet evening together. Six card Cribbage for two players is the most popular form of the game, and that's the one we've included in Hoyle® Classic. While score can be kept by simply adding numbers with a pencil and paper, it is more dramatic to see the score in the form of a race around the peg board. We give you an electronic peg board for scoring.

KLONDIKE SOLITAIRE

Klondike is the most popular of the Solitaire or Patience games. Klondike combines the best elements of puzzle solving and playing a game. Many notable figures have used the quick tempo of Klondike as a form of mental exercise, relaxation, and mild therapy.

BRIDGE FOUR PLAYERS

Bridge is often referred to as the "Chess of card games." This most fascinating of card games is played in homes, clubs, and tournaments throughout the world. Bridge is a partnership game often played by couples. It's been said that Bridge did more for women's rights than a generation of suffragettes, for Bridge replaced segregation by sexes for after-dinner table recreation.

EUCHRE FOUR PLAYERS

Euchre was often considered a game for the lower classes. Here's an example of a correspondent to The Westminster Papers of June 1, 1875, who purposefully mis-spells a crude description of "Yewker": *"This ill-bred game ov kards is about twenty-seven years old. It was first discovered by the deck hands on a Lake Erie steamboat, and handed down by them tew posterity in aul its juvenile beauty. It is generally played by four persons, and owes much ov its absorbingness to the fackt that you kan talk, and drink, and chaw and cheat while the game is advancing."*

What queen has a broach?	spade	What jack carries a battle ax?	heart
What queen shows a profile?	none	What jack has no mustache?	club
What jack wears a leaf in his cap?	club	What jack has two rows of curls?	spade
Which jacks show full face?	club, diamond	What jack shows both hands?	none
What jack holds a leaf in his hand?	heart	Which jacks are one-eyed?	spade, heart



CRAZY JACK

CRAZY EIGHTS

CLASSIC TRIVIA

Why was advertising mogul Jack Walter Timson committed to the state funny farm?

1. He wrote a book claiming that advertising had nothing to do with politics.
2. He created the phrases "New and Improved" and "All Natural Ingredients," and believed them every time they were used on a product.
3. He coined the phrase "Trends will come and go, but the Delorean is here to stay."

You'll remember this game as "Go Boom!" Each player tries to match face value or suit to a played card. If they can't, they pick from the stack until they can play a card or "pass." The first player out of cards shouts "Boom!"

The game known as Eights, Crazy Eights, or Swedish Rummy does not appear in English-language gamebooks before 1940.

There are many variations of this type of "matching out" game. Usually the goal of matching out games is to be the first to run out of cards. There are many classic children's games of this type, such as Comet, Yellow Dwarf, Pope Joan, Newmarket, Pink Nines, and, of course, Crazy Eights.

0

The year 0

An amoeba sets out on an ambitious consciousness raising program to develop an opposable thumb, with the specific intention to someday master, with speed and accuracy, the TV clicker.

Card historians call this family of games the “Stops” family. Usually cards are played, one player at a time, matching face value or suit, until the sequence is stopped because one player has no card to play and the stack is gone. The most distinctive feature of these games is that players may, or must, draw more cards when unable to continue the sequence.

Eights itself is a good two-hander, though any number may play. There are many creative opportunities for scoring, assigning values to certain cards, penalties for cards remaining in hand, etc.

CRAZY EIGHTS

FOUR PLAYERS

The object of Crazy Eights is to be the first player to play all of your cards. After the deal, the stock is placed on the table. The top card of the stock is flipped over and becomes the discard pile. Play begins with the player to the left of the dealer. With each turn, players try to play a card from their hand to the discard pile. Cards played to the discard pile must be of the same rank, or suit, or must be an eight. If an eight is played, a suit is chosen by the player who played the eight. The next card played must be of that suit (unless it's an eight also).

Players who cannot play a card on their turn can take cards from the stock in order to make a play. Taking cards from the stock has three variations: **UNLIMITED:** Cards may be taken from the stock without limitation. **ONE CARD ONLY:** Players may take one card from the stock, but then their turn is over. **MUST PLAY:** If the player has a valid play, then cards cannot be taken from the stock. When a player does not have a valid play, cards must be drawn from the stock until the first valid play is found.

Scoring: The winner of Crazy Eights is the first player to score 100 points. The winner of each hand receives the average score of the other hands. Eights count 50

points. Face cards count 10 points each. All other cards count their face value. When a hand ends in a draw, no score is awarded.

Rules for the Very-Crazy Eights variant: Twos, jacks, kings, and the Queen of Spades have special functions also. When a two is played, the next player must immediately play a two or else take two cards from the stock and not discard on that turn. If the player is able to play a two, the following player must also play a two or else pick up four cards from the stock (the sum of all twos played in a row). This could continue until the fourth two is played which forces eight cards to be taken from the stock.

Very-Crazy Eights: When a jack is played, then the next player's turn is passed. When a king is played, then the play proceeds in the opposite playing direction. When the Queen of Spades is played, then the next player must take five cards from the stock and not discard on that turn.



4000 BC
Sumerian writing on clay tablets develops about 2,000 pictographic signs. An attempt at creating a deck of cards failed as players developed hernias and back problems. It just didn't seem worth the effort.

3500 BC

3000 BC
Pepi's papyrus, "Instructions to a Son," is one of the earliest preserved literary documents. Heading the list of instructions were: "Don't ever eat at a place called Mom's." "Don't ever play cards with a guy named Slick."

2000 BC
Egyptians use an alphabet of 24 signs. Hammurabi, king of Babylon, sets laws of kingdom in order and provides first of all legal systems. Nothing here about cheating at cards.

1500 BC

1500 BC
Moses receives the Ten Commandments on Mount Sinai. Legend has it that Thutnose, an aid to Moses who had a bit of a self-esteem problem, conveniently "lost" the eleventh Commandment, which stated: "Thou shalt not cheat at Solitaire."

OLD MAID

CLASSIC TRIVIA

Trudy was an underpaid school marm in Kansas in 1890. She supplemented her income by:

1. Selling vowels and consonants to the local businessmen in Topeka. Trudy later became the great maiden aunt to one of America's favorite sweethearts, Vanna.
2. Sold off the gun belts and boots she won from ranch hands playing poker on Saturday nights.

The simplest card-play mechanism is that of exchanging cards with each player one at a time. Typically, each player in turn passes a card to the left and receives a replacement from the right, or vice versa. One type of game comprises negative or "scapegoat" games centering on the avoidance of a bogey-card or similar penalty.

The English example is Old Maid, in which players exchange cards with the goal of discarding them in matching pairs as they get them in their hands. Since one Queen has previously been "slyly finger'd from the deck" the end result is one player is left with an unmatched queen in hand. The other players must call the loser "Old Maid" before a new game can be played.



TRUDY

1000 BC

The caftan is the fashion statement in Israel. Wigs are used by aristocratic Egyptians. The prophet Elijah fights against worship of Baal and has Queen Athalia, who supports it, killed. Scotty was drunk in the transporter room and Captain Kirk and Spock arrived too late to save her.

750 BC

A woman reigns as high priest in Thebes, yet women are not permitted even as spectators to the Olympic Games. Tight fitting leather clothes are the rage in Persia. Coins are in wide use as legal tender, making betting at cards easier.

350 BC

Aristotle founds his school of philosophy in Athens, lays the foundations of musical theory, and creates the saying: "A single sparrow does not a summer make" — often attributed to Al Jolson. No specific mention of playing cards in this period but the soldiers of Alexander the Great were doing something on their nights off.

325 BC

300 BC

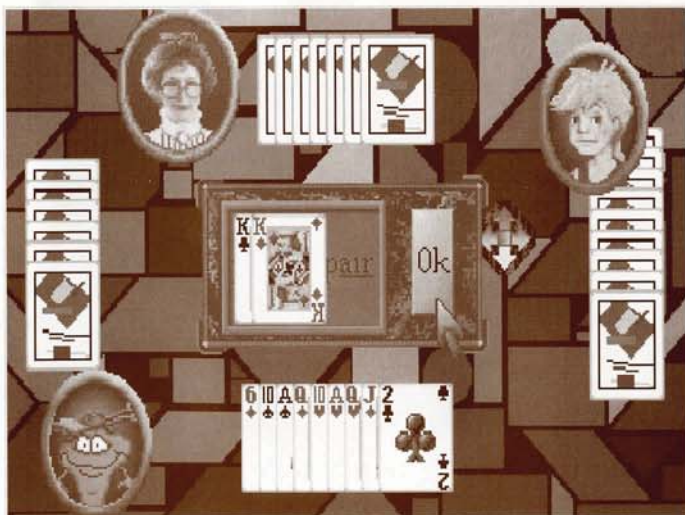
Ball games, dice playing, and games played on boards are well known to Greeks and Romans. Card playing is discussed in hushed tones, in shadowy alleys.

A way to make the game last longer is to insist that pairs of cards match in color as well as card value, for example two red 4's or two black jacks.

In France the game is played with the Jacks of Hearts, Diamonds, and Clubs removed. The player who ends up with the Jack of Spades is the loser. The game is known in French as "Le Vieux Garçon" (Old Boy).

Another variation known as “Black Peter” is very popular in Germany and is usually played with a special deck showing pairs of animals. Black Peter is a special card showing a fierce black cat wearing boots and a hat.

These are technically negative games in that there is no winner: the aim is to avoid being the loser, or “scapegoat.” Today we know this as corporate middle management.



250 BC

Great Wall of China (1,400 miles long) is built to keep out invaders and to provide some privacy for the Thursday night card game.

1 of 50

The conquered world breathes a collective sigh of grateful relief.

1 AD

50 - 100

A family that slays together . . . Agrippina poisons her husband, Claudius, Emperor of Rome. Her son, Nero, takes over Dad's job. Nero then has Agrippina killed. Tit for tat. Then Nero has his wife Octavia killed. He marries Poppaea Sabina. Nero orders Seneca, a leading statesman, to commit suicide. Finally Nero commits suicide, completing the grim cycle. One bright spot in this time period: Ming-ti, new Emperor of China, introduced Buddhism to China.

16

OLD MAID

The object of Old Maid is to avoid becoming the “old maid.” There is one special card in the deck which is the old maid card. This special card is added to the deck, creating a 53 card deck. After all cards are dealt, players must remove all pairs from their hands. After each player has done this, the play will begin with the player on the left of the dealer.

Each turn, the player whose turn it is must choose one card from the hand of the player on their right and then place that card into his own hand. If the card that was chosen creates a pair in the hand, the pair is removed from the hand. Whether or not the new card forms a pair, the next player now plays. This continues until all pairs have been removed and only the old maid card remains. Each hand of Old Maid has three winners and one old maid.

OLD MAID OPTIONS

For very young players the 'remove pairs automatically' option does just that. Older players will want to use the 'remove pairs manually' option. A specially animated children's deck is also found under the options icon.

100 - 300

Christians are having no fun at all as persecution increases, turning many of them into martyrs, saints and lion food. We have a medical breakthrough as Galen extracts plant juices for medicinal purposes and submits a book proposal to a local publisher titled: Let Your Blender Be Your Drug Store. The book was turned down. Bowling is considered part of a religious ritual in German monasteries. Sure, the monks needed some recreation, but playing cards would have been quieter.

300 AD

300 - 400

Critics can sometimes go too darn far. Genesis, a Christian actor, dies a martyr's death during a performance in Rome. All they had to do was say that, "He pushed the erotic intentions of the character far beyond the author's original intent." I'm sure Genesis would have gotten the idea and turned the volume down a bit. Further East, Lo-tsun, a Chinese monk, founds "The Caves of the Thousand Buddhas." No mention of whether the monks played solitaire in those caves.

17



JOSEPHINE

400 - 500

More murder and mayhem. The Visigoths, the Vandals, the Barbarians, the Picts, the Jutes, the Saxons, the Huns — and those were just some of the traveling musical bands. There were also lots of groups invading their neighbors for weekend killing and plundering. Attila the Hun is the poster boy for the hit play "Guess Who's Coming (uninvited) to Dinner."

500 AD

500 - 550

Silk is the fashion statement in dresses, coats, hats, and sheets. Justinian, the Byzantine Emperor, sends missionaries to China, to carry in Christianity and smuggle out silkworms, beginning the European silk industry. Chess is first played in India.

HEARTS

CLASSIC TRIVIA

How did Josephine spend her time while Napoleon was in exile?

1. Developed the secret ingredient that made chocolate a wonderful replacement for making love.
2. Created the heart shaped box for Valentine's Day.
3. Got the ladies of the French court to play Hearts to get their minds off romancing little guys who lived on islands.

Hearts is a trick-taking game played in reverse, and first appears in English-language Hoyle's in the 1880's.

A negative or reverse game is one in which the winner loses or the loser wins. More precisely, the definitions of winning and losing are reversed. The players aim for the exact opposite of what they are normally trying to do. Not all games lend themselves to such treatment. The idea of negative Rummy, Cribbage, or Poker is as mind-boggling as that of negative football.

Trick taking games, however, work rather well "played backward." In fact, they are better described as "Trick-avoidance" games to emphasize the fact that they invite a positive approach to strategic play. The object here is to win the fewest tricks or the smallest number of penalty cards contained within them.

550 - 600

There is absolutely no proof at all to the rumor that, during the great plague (542-594), which cut the population of Europe in half, cutting a deck of cards for high/low card was the accepted method of deciding who would carry the dead bodies to the edge of town. No truth at all. Just a rumor.

600 AD

600 - 650

A period of little known "firsts." The first church bell in Rome. The first examinations demanded for applicants to public office in China. (What ever happened to that quaint idea?) "Burning Water" (petroleum) is first used in Japan. China creates orchestras with hundreds of players. Cotton is introduced in Arab countries. Pope Theodore I did not succeed Pope John IV because of a card game. Pope John IV died.

While the point of the game is to take as few tricks (or points) as possible, if you find yourself taking many points you may want to try to take all the points and thus win by a complete reversis. In Hearts this is called "hitting the moon."

There are eleven versions of Hearts, each played with varying degrees of penalties for different cards. One of the most popular is "Black Maria," also known as "Slippery Anne," in which the Queen of Spades is worth 13 points.

HEARTS FOUR PLAYERS

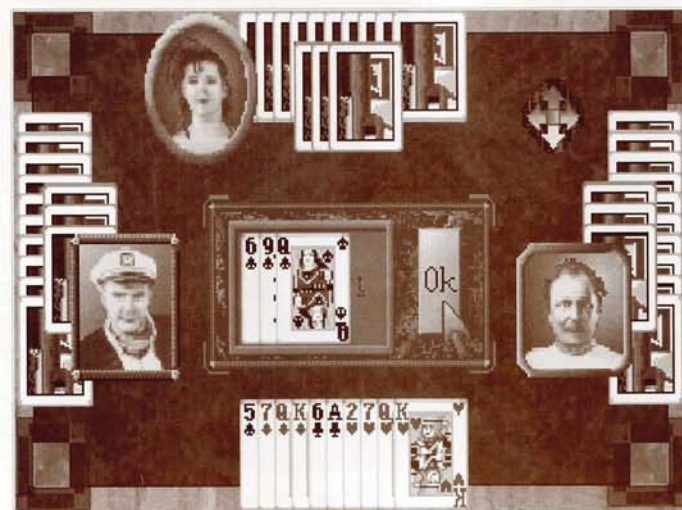
The object of Hearts is to score fewer points than any other opponent by avoiding hearts and the Queen of Spades. Each player is dealt thirteen cards. After the deal, usually (depending on the passing option that is set) each player chooses three cards that each wishes to exchange with another player.

There are three variations of the passing rule: **ALTERNATING PASSING:** Passing alternates each hand as follows: left, right, across, and hold. Every fourth hand is a hold hand which means that no passing takes place. **PASS LEFT:** The three cards are always passed to the opponent on the left. **NO PASSING:** No passing ever takes place.

After the passing of the three cards has taken place, the play begins. There are two variations that determine who begins the play of the hand: **TWO OF CLUBS LEADS:** In this variation, the player with the two of clubs leads it and begins play. **LEFT OF DEALER LEADS:** The player on the left of the dealer leads with any card except a heart.

Hearts is played in a series of thirteen tricks. The first card played to a trick determines the suit that must be followed by all other players if able. Each player plays one card to the trick and the highest ranking card of the suit led wins the trick. The winner of a trick leads the next trick. Aces are high. Hearts may not be led until they have been "broken" (played onto a previous trick by a player who couldn't follow suit), or forced to play a heart due to having only hearts left.

Scoring: Each heart taken in a trick counts one point against the player who takes it. The Queen of Spades counts thirteen points against the player who takes it. However, if a player takes all hearts and the queen of spades in a given hand (called "shooting the moon"), all other players score twenty-six points and the player who "shot the moon" scores zero. Hearts is played until any player has 100 points or more after a hand is completed at which time the player with the least number of points is the winner.



650 - 700

The first miracle weapon of sulfur, rock salt, resin, and petroleum was not invented by Captain Kirk while fighting the Lizard Captain in Palmdale, CA. It was first used by Kallinikos of Byzantine against the Arabs at the siege of Constantinople.

700 ad

700 - 750

No truth to the rumor that coins were first used in the Arab countries to replace the use of dried camel droppings for betting in card games. No truth at all. Sugar was planted in Egypt in 710. In 725 the EDAAD (Egyptian Dental Association Against Decay) held its first annual convention.

750 - 800

First newspapers appear in Peking. They did not contain columns on Bridge for the masses, or crossword puzzles. Pictorial books appear in Japan. Chinese paper makers are captured and forced to teach paper manufacture to the Arabs. Byzantine Emperor Constantine imprisons his mother, Irene, for her cruelty. No one really knows whether it had anything to do with her not letting him win at Gin Rummy or not.

800 AD

800 - 850

Irene got out of jail, overthrew her son, Constantine, blinded him and assumed power as Empress. Some moms just can't take a little joke. Irene proposed marriage to Charlemagne, who was the up and comer of the day. A Persian scientist wrote a book about equations and coined the term "algebra," much to the universal heartache and grief of junior high students.



DINKY

850 - 900

Calibrated candles are used in England for the first time to measure the passage of time. This invention sparked one of the first labor disputes and massive strikes throughout England. Before these candles it was the job of a special team of highly trained monks who operated relay teams called "Time Keepers." These elite monks would sit in the town square and count the day through: "One thousand one, one thousand two, one thousand three . . ." These monks were retrained in a special government program to keep hand-clapping time for church choirs.

900 AD

900 - 950

Russians make repeated attacks on Constantinople, the commercial and cultural center of the European world. The Vikings develop shipbuilding and take their peculiar brand of home entertainment to Greenland. The Arabs bring kettle drums and trumpets to Europe and music begins to really rock. This is the beginning of fanfare for nobility that Cecil B. DeMille later turns into a cinema art form.

GIN RUMMY

CLASSIC TRIVIA

Dinky Malone, famous tough guy from the 1930's, went down in history for:

1. Introducing Gin Rummy to the Hollywood stars, who needed something to pass the time on sets between takes.
2. Introducing hand clapping to the Las Vegas All-Male, Sheriff's Department Choir.
3. Developing the slang usage of "Rummy" when his job description encompassed that of being a bouncer and henchman.

Gin is always listed among the top three card games in any poll of card playing activity. It was ranked first in England in 1981. Third in America in 1946 and third again in the 1950s.

The earliest true Rummy, a kind of proto-Gin, was first described briefly in 1887 under the name "Coon Can," and at length in 1897 as "Conquian." Although the game is a great favorite in Mexico, and in all the American states bordering upon it, (especially Texas), there is great argument among card scholars whether or not the game actually came from Mexico.

A likelier origin may be found in the Orient. The Rummy principle of drawing and discarding with the purpose of melding out is as common in Chinese games as trick-play is in western games; furthermore, it is not restricted to cards but also occurs in domino and tile games — it is, in fact, the essence of Mah-jong.

950 - 1000

The century ends with widespread fear of the End of the World and the Last Judgement. Nobody is talking openly about playing cards but, in the world of recreation innovations, there is mention of several abortive attempts to fly or float in air. "Beam me up, Scotty. They're watching."

1000 AD

1000 - 1050

This is about the middle of the Middle Ages or Dark Ages. A bleak and gloomy period usually dated from 476 to 1492, when Columbus, in an act of Christian sharing, brought the doom and gloom to a new world. A time of fear and uncertainty, of misery and pain and suspicion. Wars spread havoc throughout Europe. If only someone had suggested solving disputes by playing cards instead of blood and mayhem.

In 1891 W.H. Wilkinson, excited about a Chinese card game he had discovered called Khanhoo, persuaded an English publisher to produce an adaptation of it for western cards. The 62-card pack, reflecting the Chinese original, comprises two packs of 31, each consisting of numerals ace to nine in three suits, plus jack, queen, king, and joker of no suit. Each player receives fifteen cards. The aim is to go out by melding them into sequences and triplets. The mechanism is precisely that of Rummy, even to turning the waste-pile to form a new stock.

A similar Chinese card game was reported by Andrew Pennycook, under the name Kon Khin, which sounds enough like Conquian or Coon-Can to cast votes to the idea that the game has an oriental history.

GIN RUMMY

TWO PLAYERS

The object of Gin Rummy is to arrange the cards in your hand so that you can knock with less deadwood than your opponent (explained later). Ten cards are dealt to each player. The stock is placed on the table and the top card of the stock is flipped over and becomes the upcard. The upcard is the first card in the discard pile. The winner of the hand is the dealer of the next hand.

The nondealer begins play by either taking the upcard or passing it. If it is passed, the dealer makes the same choice. If both players pass the upcard, the nondealer takes the top card of the stock and play begins. On all subsequent turns, players may begin their turn by taking either the top card of the stock or the top card of the discard pile.

After a card is taken from the stock or discard pile to begin a turn, the player has two choices. You may simply discard any card in your hand to the discard pile, or you may "knock" (end the hand with a showdown) and then after knocking discard any card to the discard pile. Note: If the stock ever has only two cards in it (this will happen when a player draws the third from last card of the stock), the hand ends in a draw. The final discard is not made and the player may not knock.

Cards must be arranged into groups of three or more cards of either the same rank (such as the 7 of Hearts, 7 of Clubs, 7 of Spades), or of the same suit in sequential order (such as the 2 of Spades, 3 of Spades, 4 of Spades, etc.). You may choose to

knock (but are not required to) when you have deadwood (cards not belonging to any group) that totals ten points or less. Aces count for 1 point. Face cards count for 10 points. Other cards count for their numerical value.

If a player knocks with deadwood that is above the limit, the opponent may accept the knock or refuse it. If the knock is refused, the player who illegally knocked must continue playing the hand and play with the cards face up on the table. In the variant Oklahoma Gin, the upcard determines the legal value for knocking. If the upcard is an ace, Gin is required to knock (no deadwood). If the upcard is a spade, the scores for that hand are doubled. The rest of the rules apply to both variants of Gin Rummy.

After a legal knock, both players lay out their cards into the groups. Deadwood is separated into its own group. If the knocker has any deadwood, the opponent is then allowed to play any deadwood onto the knocker's groups. After this is done, both players count their deadwood. The player with the lower deadwood is the winner of the hand. If the deadwood is tied, the knocker loses the hand.



The winner of the hand scores the difference of the deadwood plus any applicable bonuses. **GIN BONUS:** A player who goes Gin (knocks with no deadwood) scores 25 additional points. Only the knocker may score for the Gin Bonus. **UNDERCUT BONUS:** If the knocker loses the hand, his opponent scores 25 additional points. Note: these bonuses are doubled when playing Oklahoma Gin if a spade is the upcard.

The game is over when either player reaches a score of 100 points. After the game is over, other bonuses are then added. **GAME BONUS:** The winner of the game scores a 100 point bonus. **SHUTOUT BONUS:** If the loser of the game has not won a hand, the winner doubles his game score and game bonus. **BOX BONUS:** Each player scores 25 points for each hand he won during the game.

1080 AD

1050 - 1100

Some more interesting "firsts." The building of the Tower of London begins (won't be complete until 1300). Married priests get excommunicated from the Catholic Church. A comet appears (later called Halley's Comet). First water-driven mechanical clock is constructed in Peking.

1150 AD

1000 - 1200

A long stretch with almost nothing new happening in science or the arts. The game of Chess arrives in England. People live in pueblos in the southwestern part of North America. Arabs begin to manufacture paper in Spain. The Chinese use gun powder in warfare and recognize the first use of playing cards in the Emperor's game room. It is not true that the first card games shown to the Emperor were developed by the monk named Hoy-le.



W I N T H O R P

1225 AD

1200 - 1250
The first court jesters appear in the courts of Europe. They are welcome comic relief. This period really needed to lighten up. The Inquisition in Toulouse forbids Bible reading by all laymen. The Crusaders, no doubt thinking of their wives and girlfriends back home in Europe, bring back from the strange lands they visited exotic gifts, such as giraffes and leprosy. Ah well, boys will be boys.

CRIBBAGE

CLASSIC TRIVIA

Why doesn't Winthorp Suckling eat tuna fish?

1. Winthorp is an undercover agent for Green Peace.
2. His ancestor, John Suckling, attempted to rescue the Earl of Stafford from certain death in the Tower of London, and the Earl was a vegetarian.

Cribbage is reputed to have been invented by Sir John Suckling, and English poet and courtier who lived in the early 1600's. Sir John was reported to be "the greatest gallant of his time and the greatest gamester, both at bowling and cards." He was also said to be involved in a plot to rescue the Earl of Stafford from the Tower. Evidently the plot failed and Sir John fled to France.

Sir John probably didn't invent the game. More likely he simply made adjustments in the rules of an earlier game known as Noddy. He may very well have named the game. The Oxford English Dictionary doesn't record the word before 1630, when Sir John was twenty-one years old.

Cribbage basically means gaining an unfair advantage by "cribbing." "Crib" also means "box." The dealer, who usually has the advantage in the game, is said to be "in the box." Cribbage falls into the family of card games called "Adders," in which the face value of each card is added to the previous total.

1275 AD

1250 - 1300
The Inquisition begins to use instruments of torture. Productivity soars. Hats come into fashion. Goose quills are used for writing. Marco Polo travels to China and, while in the service of Kublai Khan, learns how to play cards and brings a deck back to Europe. When Marco returns to Italy he is put into jail, where he begins to dictate his memoirs. Some folks just don't like gifts from foreign lands. Marco should have sent postcards, which were also probably invented by the Chinese.

Cribbage is a great pub game and a great gambling game. In 1768, Goldsmith in *The Good-Natured Man*, speaks of "men that would go forty guineas on a game of cribbage." And Dickens, in *The Old Curiosity Shop*, presents the game as helping Little Nell's grandfather along the road to self-destruction.

C R I B B A G E

T W O P L A Y E R S

The object of Cribbage is to move your pegs around the track and reach the finish line before your opponent does. As soon as one player reaches the finish line, all play stops and the game is over. Points are scored in a variety of ways both during the play of the hand and during the showing of the hand. Each player is dealt six cards. The deck is placed near the dealer and one card from the deck is turned face up and placed on top of the deck. This card is the starter. If the starter is a jack, the dealer scores two points for "his heels."

After the deal, each player chooses two cards from the dealt hand and places them in the crib hand. The crib hand is a special hand that belongs to the dealer and only comes into play during the showing of the hands. After both players have made their discards to the crib, the play begins with the nondealer.

Players, in turn, may play any card as long as the count does not exceed 31. Each card played adds to the count. Aces count 1. Face cards count 10. All other cards count their face value. If you cannot make a play because the count would go over 31, you pass by saying "Go". When a Go is given, the other player continues to play cards in any order as long as the count remains 31 or less. When this player cannot play, the count begins again at zero with the player who said "Go" first. All cards played in the previous round of 31 are out of play.

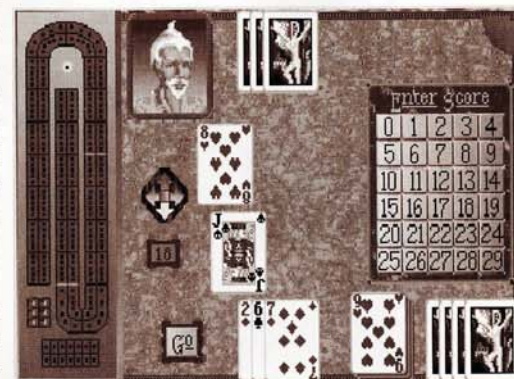
When all eight cards have been played, the play ends and the showing of the cards begins. The nondealer shows first, then the dealer shows, then the dealer shows the crib hand. In all three hands, the starter is included as if it were part of each hand. After the showing of the hands, the next hand begins.

SCORING: During the play, scoring consists of making the count 15 or 31, playing a card that makes a pair or a run, receiving a Go, playing the last card, and Muggins (if the option is on). **15 and 31:** Two points are scored for making the count exactly 15 or 31. **Pairs:** Two points are scored for playing a card of the same rank as the previous card played. If the card is the third in a row of the same rank (pair royal),

six points are scored. If fourth in a row (double royal), twelve points are scored.

RUNS: Sequences of cards that can be arranged by rank score one point per card in the sequence. Thus, if the last three cards played were 7, 6, 8 (of any suit), a run of 3 would be scored since the cards can be rearranged to form 6, 7, 8. During the play, there could be a run of up to seven cards. **Go:** The player who is told Go scores 1 point but only when the count ends at less than 31. **Last Card:** If the eighth card played does not make the count 31, the player that played the last card scores one point.

Scoring during the Showing is as follows: **15:** Each combination of two or more cards that total 15 scores two points. **Pairs:** Pairs score two points. **Three of a kind:** (pair royal) scores six points. **Four of a kind:** (double royal) scores twelve points. **Runs:** Each combination of cards that form a sequence of three or more cards scores one point per card. **Flushes:** If the four cards in your hand are of the same suit, score four points. If the starter is also of the same suit, score five points instead. Four card flushes in the crib hand are not scored.



NOBS: If a jack in the hand is the same suit as the starter, score one point. **Muggins:** In both the play of the hands and in the showing of the hands, points may be taken that the other player either missed or overcalled. If a score is inaccurate, the other player may call "Muggins" and then score the difference between the actual points and the points called. The player who misscored keeps the points that were pegged unless too many points were taken in which case only the actual points are pegged by the inaccurate player.

MATCH POINTS: Players score one match point for each game won unless the winning player won by more than 30 or 60 points. For winning the game by more than 30 points, two match points are scored. For winning the game by more than 60 points, four match points are scored. The first player to reach seven match points wins the Cribbage match.

1325 AD

1300 - 1350

More hard times. Bubonic plague originates in India and within fifteen years kills a third of the population in England and devastates Europe. Not much news from the arts or sciences. First indoor tennis court appears in Paris. Film at eleven.

1350 - 1400

An amazing fact of card-game history is how rapidly the craze hit Europe. Cards are first mentioned in Spain in 1371, described in detail in Switzerland in 1377, and by 1380 reliably reported from places as far apart as Florence, Basle, Regensburg, Brabant, Paris, and Barcelona.

1375 AD

The earliest mentions of cards occur in prohibitions or restrictions on gambling. One of the first comes from a statute of the city of Florence dated March 23, 1376, wherein the city elders prohibit by 98 votes to 25 the playing a "A certain game called naibbe, [which] has recently been introduced into these parts."



F A I R B A N K S

1425 AD

1400 - 1450

When cards were introduced in Europe the four suits represented the four classes of medieval European society, as follows:
 Spades=nobility Hearts=clergy Diamonds=merchants Clubs=peasants
 Bridge and poker players will recognize this same hierarchical progression of value in the games they play today.

K L O N D I K E

CLASSIC TRIVIA

What does Fairbanks do when the fish are not biting?

1. Plays Klondike — the most popular game of solitaire.
2. Rubs noses with seals because he likes it when their whiskers tickle his face.
3. Occasionally dates Polar bears, but only the pretty ones who file their nails and floss regularly.

Card players often argue about which game is America's favorite — Bridge, Poker, Gin Rummy, Canasta — but invariably they overlook the one that holds first place by a wide margin. It's Solitaire (or Patience), which nearly 75% of all Americans play at one time or another.

Just a few notables who used Solitaire as a mind-relaxing space between problem and decision include:

President Dwight Eisenhower
 President Franklin Delano Roosevelt
 Novelist Leo Tolstoy
 Novelist Feodor Dostoevsky
 Novelist Somerset Maugham
 Financier J.P. Morgan

1450 - 1500

The pictures on the honor cards were taken from stylized portraits of the time. Here are some of the early models for kings:

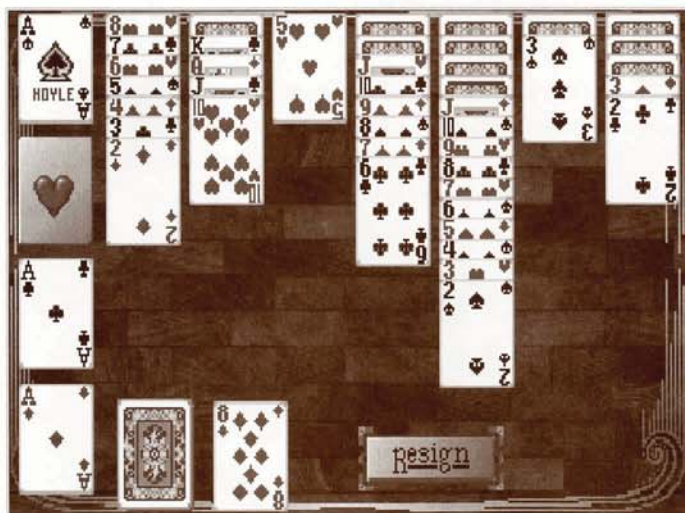
1475 AD

spades
 clubs
 hearts
 diamonds

David
 Alexander
 Charles
 Caesar

There's a story told about Morgan that during the 1907 stock market panic a group of bankers went scurrying to him for advice and guidance. He let them wait outside his study while he finished a game of Miss Milligan — a particularly difficult game of Solitaire, using two decks of cards. When he finally emerged he announced that he would support the market and buy stocks. Whew!

Solitaire, or "Patience" as it is referred to almost everywhere except the U.S., is not only the most popular card game (though usually not even included in surveys of popular games), it is also the oldest. Ancient Chinese and Korean priests would deal out cards in patterns similar to our Solitaire layouts. The fall of the cards revealed the wishes of the gods. Tolstoy used Patience this way. However, when he didn't like what the gods decided, he cheated.



1500 - 1550

Folks take their card playing seriously. In 1529, on the Sunday before Christmas, Hugh Latimer, Bishop of Worcester, gives the following sermon:

"And whereas you are about to celebrate Christmas in playing at cards, I intend, by God's grace, to deal unto you Christ's cards, wherein you shall perceive Christ's rule. The game that we shall play at shall be called the triumph, which, if it be well played at, he that dealeth shall win; the players shall likewise win; and the standers and lookers upon shall do the same, insomuch that there is no man willing to play at this triumph with these cards but they shall be all winners and no losers."

1525 AD

Latimer was burned at the stake in 1555.

K L O N D I K E S O L I T A I R E

The object of Klondike is to play as many cards as possible to the foundations. The foundations are four special piles on the left side of the screen. After the cards are dealt to the seven columns, the stock is placed on the table. Cards from the stock are flipped over one at a time (or three at a time if that option is set) and placed into a waste pile.

Cards may be moved around the columns and from the waste pile if certain rules are followed. Build columns in descending order (K, Q, J, 10, 9, etc.) and at the same time in alternating color (red, black, red, etc.). In order for cards in a column to be moved to another column, all face up cards must be moved as a single unit. The top card of the unit must be one rank lower and of the alternate color of the lowest card of the column that the unit is being moved to.

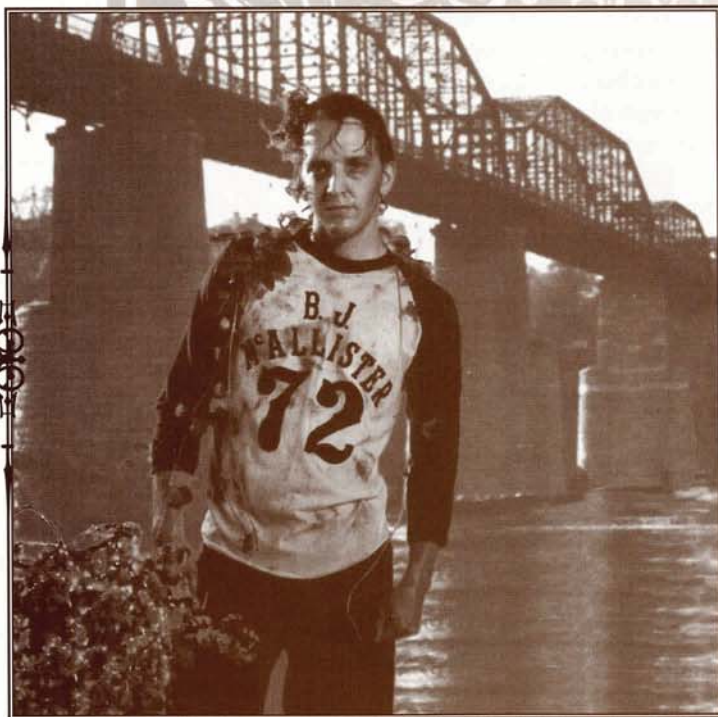
Cards from the waste pile are moved one at a time and may be moved to any column as long as the building rules are followed. Cards may never be played from a column to the waste pile. Empty columns may only be filled with kings. Cards may be moved to a foundation from the columns or the waste pile. Only completely uncovered cards may be moved to foundations. Build foundations in ascending order and of the same suit.

Once a card is played to a foundation, it may not be moved again. Play ends when there are no more useful moves left to be made. **Scoring:** There are two ways of scoring Klondike (selectable from the options panel): Point Per Card: 1. Each card played to a foundation scores one point. 2. Each card played to a foundation scores \$5. At the beginning of each hand, \$50 is deducted from your net score to "pay" for your deck.

1550 - 1600

Forgery of printing cards is made a capital offense in England in 1562, but only for a second offense. For a first offense, according to the statute of 5 Elizabeth, a man might be punished by double costs and damages, standing in the pillory, having both his ears cut off and his nostrils slit up and seared with a hot iron, or he might suffer perpetual imprisonment and forfeiture of his rents, for life. In 1634 the offense is made capital, even for a first offense. An act of 1728 tightened the screws and made forgery punishable by death in almost every case. The last execution for forgery in England was in 1829.

1575 AD



BILLY JOE

1600 - 1650

Getting caught cheating at cards was no fun either. In October, 1777, at the Norfolk Quarter Sessions, at Norwich, a Norwich tradesman, whose name is not given, was found guilty of cheating at cards. He was fined £20 and sentenced to six months imprisonment in Norwich Castle "without bail or mainprise." (He didn't get to pass Go and he didn't collect \$200.) In case the fine of £20 was not paid by the end of the six months, it was ordered that he should "stand on the pillory for one hour, with his ears nailed to the same."

1625 AD

BRIDGE

CLASSIC TRIVIA

Why did Billy Joe McAllister jump off the Tallahatche Bridge?

1. At the Bridge tournament he always waited to get a Joker before bidding anything but Pass. His partner suggested he take the leap.
2. He wanted to see if water really did run under the bridge, like everyone said.
3. His was the first bungy cord leap gone bad.

There have been three games of Bridge. The one we play today we call contract. The one that started it all was first called simply Bridge, but now we call it Bridge-Whist to emphasize its roots and distinguish it from its successors. In the earliest Bridge, the dealer named the trump (or the dealer could "bridge" the prerogative to his or her partner, who was always the dummy). Then came Auction Bridge, with a new factor — bidding!

Credit for the invention of Auction is usually accorded to Francis Roe, an Indian army officer who wrote under the pen-name "John Doe." But Roe defers credit saying that he developed it "from a chance reference to the possibilities of such a game in a magazine article." He may have been referring to a primitive form of Auction first described in The Times of 16 and 25 January 1903.

1650 - 1700

Rule books didn't appear until the mid-seventeenth century, some 300 years after the appearance of cards themselves. Here are Parlett's Universal Rules of Card Games.

1. Everyone at the same table should be following the same rules at the same time.
2. Everyone at the table should know which rules they are supposed to be following.

Ah! Would that we could make life so simple.

1675 AD

Auction Bridge developed into Contract Bridge. A new rule in scoring points in Auction forced partners to reach the highest contract they could safely make, which placed more emphasis on accurate bidding. This shifted the game from skill at play to skill at bidding. According to Parlett, "The most distinctive feature of modern Contract Bridge is that half the game is over before the first card has been played."

BRIDGE FOUR PLAYERS

The Object of Bridge (stated simply) is to win at least as many tricks as you bid if you won the bidding auction, or to prevent your opponents from making their bid if they won the bidding auction. Bridge is a partnership game. There are two major stages to Bridge: The auction, and the play of the hand.

Beginning with the dealer, each player in turn may make one of the following three types of calls: Bid: When you make a bid, you agree to take 6 tricks plus the number of the bid if that bid becomes the contract. All bids must be higher than the most recent bid. Suits are ranked as follows: clubs (lowest ranking suit), diamonds, hearts, spades, no trump (highest ranking). Thus a bid of one heart is higher than a bid of one club. A bid of two clubs is higher than a bid of one heart.

Pass: When you do not want to bid, you may pass. The auction continues until there are three consecutive passes unless no bid has been made in the auction in which case the fourth player gets a chance to bid. If the fourth player passes, the hand folds. The highest bid after three consecutive passes is the contract.

DOUBLE, REDOUBLE:

A player may double an opponent's bid which means that scoring would be doubled if that bid wins the auction. You may not double your partner. If your side's last call was doubled by an opponent, you may redouble your opponent's double. Redoubled bids quadruple the scoring of the last bid if it becomes the contract. Doubling and redoubling do not affect the ranking of the bids.

1700 - 1750

In 1746 a man named Lacour and his wife were convicted of stealing two wood blocks used for printing playing cards, a seal, and several sticks of wax. Lacour was put into the pillory, branded G and L on the shoulder, sent to the galleys for three years, and ordered to pay 10 livres. His wife was flogged naked with rods by the public executioner in the "accustomed places and crossways," branded in public with V on her right shoulder, and banished for three years from Paris and its precincts.

1725 AD

The play of the hand: The declarer is the first member of a partnership to bid the suit (or no trump) that wins the auction. The declarer plays both his or her own hand and the partner's hand (known as the dummy). The player on the declarer's left leads the first card. Thereafter, the winner of a trick leads the first card of the next trick.

After the first card is led to the first trick, all of the dummy's cards are turned face up for all players to see. Each hand plays one card to the trick. Players must follow suit if possible. The highest trump card on a trick wins the trick. If there is not a trump card on the trick then the highest card of the suit led wins the trick.

CONVENTIONS:

Hoyle Classic uses a semi-modern bidding system that features 15-17 HCP 1NT opening bids; 5 card majors with convenient minors; 20-22 HCP 2NT opening bids; takeout doubles over 1 and 2 bids; cue bids strong and forcing; negative doubles; strong jump shifts; preemptive jump overcalls; limit raises; strong artificial 2 club opening bids with 2 diamonds the negative response and cheapest minor the second negative response; other 2 of a suit openings are weak showing 6-11 points and a 6 card suit with 2NT response by partner asking for a side ace or king; Stayman; Blackwood; and Gerber over notrump openings or if a 2C opener rebids two notrump. You can click on Rules under Bridge Options for more information.

SCORING:

As of January 1, 1993, the major worldwide bridge organizations issued the first changes to rubber bridge scoring in 45 years. If you object to the changes in the awards for making a redoubled contract or setting doubled non-vulnerable contracts, sorry; we are only following orders.

There are three types of points at Bridge: those that can be won only by the declaring side, those that can be won only by the defending side, and honors, which can be won by either side on a given hand. This means that both partnerships can earn points on the same hand. The pair that accumulates the most points in a rubber, be they from defense, offense, or honors, wins that rubber.

1750 - 1800

Little is known of Edmond Hoyle beyond newspaper reports of his death in London on August 29, 1769. No age is quoted, but later researchers place him at 90 or 97. Hoyle is said to have left his estate to his sister Eleanor, with bequests to his niece, Fanny, and a variety of women of no specified relationship. His little book, which started all the rule books was called: A Short Treatise on the Game of Whist, containing the laws of the game; and also some Rules whereby a Beginner may with due attention to them, attain to the Playing it well . . .

1775 AD

DECLARER AWARDS:

When declarer makes a contract, declarer's side gets trick awards, which in turn can generate game, slam, rubber, and insult awards. The declarer contracts to take six tricks plus the level of the bid. If a declarer contracts to make three clubs, declarer must take nine tricks or more with clubs as trump. If declarer fulfills the contract, declarer gets 20 points times the level of the contract (in three clubs, the level is three) for contracts in clubs or diamonds, plus 20 points per overtrick (tricks taken beyond the number needed to fulfill the contract). If the contract is in hearts or spades, declarer gets 30 points per trick and overtrick. If the contract is in no-trump, declarer makes 40 points for the first trick and 30 points for each subsequent trick and overtrick. Points made for tricks that fulfill the contract go "below the line." Overtrick, slam, and insult awards go above the line. Below the line points accumulate until either side reaches 100 points. That makes a "game." When a side makes a game it converts the below the line scores for both partnerships to above the line (you don't lose the points, but you may lose your "leg" or part-score) and the side that makes the game becomes vulnerable for the rest of that rubber. The first pair to win two games earns a rubber bonus. The rubber bonus is 700 points if your opponents have not won a game. Otherwise, the rubber bonus is 500 points.

If declarer is fortunate enough to bid and make a small slam (a bid of six) or a grand slam (a bid of seven) then declarer earns an above the line slam bonus. For a small slam declarer earns 500 points if he is not vulnerable, or 750 points above the line if declarer is vulnerable. For a grand slam the bonus is 1,000 or 1,500 points respectively.

If the contract is doubled and declarer makes the contract, declarer earns a 50 point bonus for the insult. All below the line awards are twice what they would have been undoubled, possibly turning a part score into a game contract. And all overtricks increase in value. If not vulnerable, doubled overtricks are worth 100 points each. If vulnerable, they become worth 200 points each.

Overtrick and insult awards are always above the line. The award for making a redoubled contract is twice the doubled awards and remains above or below the line as were the doubled awards.

1800 - 1850

Cards made their way to America, probably smuggled into Plymouth County by some apostate Puritan. The first native card-maker was Jazaniah Ford who expressed his nationality by giving the king of clubs a distinctly American flavor. By 1800 we see clear evidence of the Americanization of playing cards. In a pack by J.Y. Humphries of Philadelphia we find the king of hearts is a reproduction of Charles Stuart's famous portrait of George (the same one that's still on the dollar bill); and the jacks were drawings of various Indian chiefs.

1825 AD

DEFENDER AWARDS:

The defenders at Bridge can earn substantial above the line bonuses for setting declarer's contracts. It is possible for a side to win no games and yet win the rubber if they set enough contracts, especially doubled contracts.

Each undoubled undertrick is worth 50 points non-vulnerable and 100 points vulnerable to the defenders. The number of undertricks is the number of tricks more that declarer needed to make the contract. If the contract is doubled, the first trick is worth 100 points non vulnerable and 200 points vulnerable. All subsequent doubled vulnerable undertricks are worth an additional 300 points to the defenders. The next two non-vulnerable doubled undertricks are worth 200 points each. And in the new scoring, the fourth and all subsequent non-vulnerable undertricks are worth 300 points.

The defender's award for "setting" redoubled contracts is exactly twice what the award would have been for setting a doubled contract.

HONORS:

When a single hand holds four of the top five cards in the trump suit, it earns 100 points for honors. If it holds all of the top five cards, or all four aces if the contract is no-trump, it earns 150 points for honors. Honors points go "above the line."

SAVING AND RESTORING BRIDGE HANDS:

Hoyle® Classic: Bridge allows you to save and replay interesting hands. To save a hand, click on Options, then click on the Save Hand button. Enter a file name of up to eight letters or numbers. To load a saved hand, click on Options, and toggle the Random Hands button to Presaved Hands. When this button is on Presaved Hands you'll be asked for the hand name after each deal. Just press Enter to play that randomly dealt hand, or type in the hand name to load the pre-saved hand. Playing with the pre-saved option also gives you a chance to enter "lasthand" if you decide after a hand has been played that it is worth saving. You will then replay the prior hand even after scoring is done. You can save it to another name during the replay.

1850 - 1900

Bridge was the greatest explosion of all the card games. It appeared almost simultaneously in New York (1893) and London (1894). Within months it overturned the 400-year-old dominance of Whist. By the turn of the century it had done more for women's rights than a generation of suffragettes, for mixed Bridge replaced segregation by sexes for after-dinner table recreation. Bridge began as a fad but it did not die as fads do. It persisted and survived as a social phenomenon equivalent to dancing and jazz music.

1875 AD

EUCHRE

CLASSIC TRIVIA

Who was Scout Hasenpfeffer?

1. Euchre poster girl of 1909.
2. First girl in America to have the nickname "Bunny."
3. In 1872, wearing her grandmother's nightshirt, she posed for the first illustration of the Joker card used in game of "Jucker." This was the inspiration, 80 years later, for Hugh Hefner's centerfold.

In 1909 Euchre was enormously popular in the United States. Before the advent of Bridge, Euchre was considered the national card game.

Euchre is the game for which the Joker was invented, probably in the 1850's. This honor is sometimes claimed for Poker; but 53-card Poker was recorded in the *The American Hoyle* of 1875, where the "blank card accompanying every pack" is referred to not as "Joker" but as "Mistigris". The same volume, is apparently the first to describe a game called "Railway Euchre," which "... is played with a pack of thirty-three cards, consisting of a regular Euchre pack, and an additional blank card, which is usually called the Joker."



SCOUT

1900 - 1925

In November 1925, Harlod S. Vanderbilt [the famous millionaire] boarded the SS Finlandia for a Caribbean winter cruise. Docking again early in 1926, he brought back with him a game that was shortly to sweep the world. Vanderbilt changed the scoring system of Contract Bridge in ways that would take a small book to describe. It's enough to say that we have him to thank for the modern game of Contract Bridge.

7

1925 - 1950

A solar eclipse in New York (1925) is the first in 300 years. Charles A. Lindbergh flies "Spirit of St. Louis" nonstop from New York to Paris in 33.5 hours (1927). Women participate for the first time in Olympics (1928). Amelia Earhart flies nonstop solo across Atlantic from Newfoundland to Londonderry in 13.5 hours (1932). Private Rusty Cole wins \$5,372 in an all-night poker game on board a troop ship somewhere in the Pacific (1944).

7

Starting off as a blank card, this special card carried various graphic devices. In one deck from 1862 it had a picture of a Tiger with the words, "Highest Trump." Around the 1890's the depiction of a court jester became widespread. Some claim that the visual image simply followed what the card was called, and that came from the German spelling for the game, which was "Jucker."

There are 18 versions of Euchre. These include: Three-Hand Euchre, commonly called Cutthroat; Railroad Euchre, a special version designed by commuters with speed-up variants such as Calling for Best, Laps, and Slams. And, of course, there's the popular version called Hasenpfeffer, which is the German name for hare or rabbit stew. Go figure.

EUCHRE FOUR PLAYERS

The object of Euchre is to bid and win at least three of the five tricks or to prevent your opponents from doing so. Euchre is a partnership game which is played with a short deck of 24 cards from the 9 thru ace (ace ranks high, but not necessarily highest as explained later). The cards are dealt five to a player. The remaining four cards (called the blind) are placed near the dealer and the top card is turned face up and is placed on top of the other three cards of the blind.

Proceeding with the player to the left of the dealer, the first round of bidding consists of each player saying "pass," or "pick it up." If you are the dealer and you are told to "pick it up," you take the top card of the blind and place it in your hand. The suit of this card becomes trump. You must then discard any card from your hand face down into the blind. The blind is removed from play and the bidding stops. If all four players pass in the first round of bidding, the top card is turned face down and the second round of bidding is started.

In the second round of bidding, each player in turn may either pass or call a suit

(except for the suit of the top card that was turned down). If you call a suit, you may also call "play it alone," which means that you will play without the help of your partner. Whichever team called trump is the team that must win at least three of the five tricks. If all players pass in the second round of bidding, the hand folds.

The first card is played by the player on the left of the dealer, unless the caller is playing it alone in which case the player to the caller's left plays first. Each player plays one card to the trick. Players must follow suit if able. The highest trump card on the trick wins the trick. If no trump card is on the trick then the highest card of the suit led wins the trick. The winner of a trick leads the first card of the next trick.

Normally, the ace is the highest card in a suit. However, in Euchre, the two jacks of the same color as the trump suit are higher than the aces. The jack of the same suit as trump (the right bower) is highest. The other jack of the same color as trump (the left bower) is second highest. Thus, the ranking of the trump suit is: Right Bower, Left Bower, A, K, Q, 10, 9. For the purpose of following suit, the left bower becomes the same suit as the trump suit and is not the suit that is on the card.



Scoring: If the caller's team won all five tricks, they score two points unless the caller played alone in which case they score four points. If the caller's team won at least three tricks, they score one point. If the defenders won three or more tricks, they score two points. The first team to win 5, 7, or 10 points (depending on the option set) is the winner.

1950 - 1970

In a survey of American card games, conducted in 1946, the US Playing Card Company discovered the most popular games to be, first, Bridge, then Pinochle, Rummy, Five Hundred, Poker, Whist, Solitaire (Patience), and Hearts. Women preferred Bridge and Rummy, men Poker and Pinochle. This was shortly before the Canasta Craze and shortly after the Contract Bridge boom detonated by Ely Culbertson in the 1930's. In 1953 an American book specifically about the most popular card games covered, in this order: Bridge, Poker, Gin Rummy, Canasta, Pinochle, Blackjack (Pontoon), Hearts, Cribbage, and Pitch.

1950 AD

1970 - 1990

A poll commissioned by Waddington's Playing Card Company in 1981 showed that half the adult population of Britain regularly played cards and another quarter at least had cards in the house, that players were evenly spread between men and women and married and single, and that the games they mostly played were Rummy (32 percent having recently done so), Whist (28 percent), Pontoon (26), Brag (23), Cribbage (17), Newmarket (15), Solo Whist (9), Poker (9), Bridge (8), Canasta (4), Other (26). The last category must have included Nap, Euchre, some form of Patience, All Fours, and Hearts, perhaps even some children's games.

1960 AD



THE DONNER PARTY

1980 AD

1989 -

Sierra On-Line releases the first of many card games.
Hoyle's Book of Games Volume 1.

"Ah, Life, with your
duplicates never the same
As circumstances varies the
play of the game,
If hindsight were foresight,
if stern could by prow,
If tails wagged the dogs and
tomorrow were now —
How wise we could be, and
how free of mistakes!
We all could be winning
and getting the breaks,
Instead of reviewing the
moments whereat
We shoulda done this or we
shoulda done that."

W. B. France

2000 AD

1990 -

Though written some time ago, poet, W.B. France, used cards as metaphor for
something much more. We thought you'd enjoy it.



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Tom DeSalvo	Senior Programmer & Digital Audio
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Randy MacNeill	Additional Programming
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Gloria Garland	Art, Design, & Senior Artist
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Rod Fung	Photography and Video Capture
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