

Rules for the Game of
CLUB ROOK
Registered in U.S. Patent Office
A Parker Four Suit Card Game

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NEW YORK · CHICAGO · LOS ANGELES · ST. LOUIS
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*A Partnership Game for
Four or Six Players*

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

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

PREPARATION: Each player draws a card from

the deck, and the player drawing the highest number deals first. The dealer thoroughly shuffles both decks of cards together, and deals thirteen cards face down to each player. He then places the rest of the pack face down in the center of the table to be used as a "Draw Pile", and turns the top card face up alongside the "Draw Pile" to start a "Discard Pile". If a number 1, 2 or 3 is turned up he turns over a second card which he places on top of the first and so on until some card other than a number 1, 2 or 3 turns up. If a Rook Card is drawn, it is put back near the center of the deck, and the next card is turned up. Each player picks up the cards which have been dealt to him, and holds them in his hand without permitting the other players to see them.

THE PLAY: The player to the left of the dealer starts the game by drawing two cards from the top of the "Draw Pile", which he places in his hand. He makes a play if he can (See paragraph entitled "Playing to the Table" below) and then discards from his hand, any one card that he selects, face up on top of the "Discard Pile". The order is always draw, play if possible, and discard. The player to his left follows in the same manner, and play continues around the table. Each player tries to accumulate in his hand cards that match in number, or cards of the same color which run in consecutive order.

WILD CARDS: In forming matching groups all number 1 and number 2 cards are used as "Wild

Cards", that is, they may be considered to be any number that a player wishes to make them. For example, a player holding two 6's and one 2 may consider these cards as three 6's. Each matching set must have at least two natural cards in it. "Wild Cards" may not be played by themselves as a matched set, nor may they be played as part of a sequence. A player holding, for example, a 4, 5 and 6 of the same color cannot use a 2 to represent the number 7 card of that color.

CARD VALUE: Each card has a scoring value of 10 points with the exception of the "Wild Cards" which have a value of 20 points.

PLAYING TO THE TABLE: A player may on his first turn or on any subsequent turn play, from his hand to the table, sequences of three or more cards and matched groups of three or more cards. In making its first play to the table, however, a partnership which has, as yet, no score (or whose score is less than 2,000 points) must play cards whose total scoring value will be at least 50 points. For example, a player might play three 6's (each worth 10 points) and a number 2 card (20 points) for a total of 50 points. If a partnership's score from previous "hands" is between 2,000 and 3,000 its first play must total at least 100 points and if its score is over 3,000 it must total 150 points. A matching set consists of three or more cards. At least two of these cards must be natural cards but the other card or cards may be either natural or "Wild" Cards.

additional cards which he has picked up in the discard pile.

A player may also pick up only the top card on the "Discard Pile" but must play it directly to the table. In this case he makes no other play on that turn and does not discard. This play is not normally desirable unless it will add a natural card to a matched set of "natural" cards, or an additional card to a sequence.

STOP CARDS: The number 3 card is a "Stop Card" and when played on top of the "Discard Pile" prevents the next player from picking up the pile. 3's may never be used as part of a run nor may they be used as a matched set except on the play on which a player goes out (see paragraph entitled "Going Out"). The "Wild Cards" (1's and 2's) may also be played as "Stop Cards" and when so used they prevent any player from picking up the "Discard Pile" for one complete round, that is, until the turn again comes around to the player who played the card. "Stop Cards" are played sideways on the "Discard Pile" so that they will be visible to all players.

THE ROOK CARD: There is a special ROOK Card in each of the two packs. These cards are never held in the hand but are immediately played to the table regardless of whether or not the player has already scored. When the ROOK Cards are played they are replaced by drawing the top card from the "Draw Pile".

Since CLUB ROOK is a partnership game the initial play to the table may be made by either partner and the minimum scoring value is not required of both. Once a player has made the initial play to the table, both he and his partner may add to the cards already played, one or more additional cards or may play other sets and sequences without regard to scoring values. Normally, partners play all of their cards in front of whichever one of them makes the first play. Cards may never be added to those that have been played by opponents.

PICKING UP THE DISCARD: During a game a player may, on any turn except his first, pick up the entire "Discard Pile" instead of drawing two cards from the "Draw Pile", provided that he has two natural cards of the same number as the card on the top of the "Discard Pile". He must then use this card to play a matched set to the table. If he does this, he may also play, on the same turn, any additional cards which are playable either by themselves or in conjunction with cards which he holds in his hand, or may add to cards which are already on the table.

It is possible for a player who has not made his original play to the table to pick up the Discard Pile. In this case he must be able to play the top card of the Discard Pile plus sufficient cards from his hand to make up the total number of points necessary for his first play. No other cards from the Discard Pile may be used to make this point score. He may play thereafter, on the same turn, any

ROOKIES: A ROOKIE consists of seven or more cards played to the table, and may be in the form of either a sequence or a matched set (see below). It is possible to play seven or more cards as a matched set which does not contain enough natural cards to form a Rookie. A complete Rookie does not have to be played at one time but may start as a play of three cards which are added to, one or more cards at a time, as the game progresses. More than seven cards may be played on a ROOKIE but there is no real advantage in so doing. There are three types of ROOKIES, as follows:

1. A **Rookie Sequence** consisting of seven or more cards of the same color in sequence.
2. A **Natural Rookie** consisting of seven or more cards of the same number without the use of "Wild Cards".
3. A **Regular Rookie** consisting of seven or more matched cards of which at least four are natural cards and the others are "Wild Cards". A matched set, however, to qualify as a Rookie must contain at least four natural cards.

GOING OUT: When a player has two or more ROOKIES on the table and plays onto the table all of the cards remaining in his hand he "Goes Out" and the "hand" ends. In "Going Out" a player may play all of his cards to the table or he may play all but the last card which he places on the "Discard Pile". If, as occasionally happens, no player is able to "Go Out" before all of the cards in the "Draw Pile" have been used the "hand" also ends, and scores are totaled.

BASE SCORE: The side which "Goes Out" scores 200 points. Each side scores the ROOKIES which it has completed in accordance with the table below:

Each ROOKIE Sequence — 1,200 points.

Each Natural ROOKIE — 800 points.

Each Regular ROOKIE — 400 points.

ROOK CARDS: In addition, if a partnership has two or more ROOKIES on the table it scores an extra 200 points for having played a ROOK CARD. If the partnership has both ROOK CARDS it scores 500 points. If six are playing a partnership playing all three ROOK CARDS scores 1,000 points. If a side does not have at least two ROOKIES on the table when the "hand" ends it receives no score for the ROOK CARDS played by it.

COUNT CARDS: After the "Base Score" has been recorded each side counts all the cards which it has played to the table allowing 20 points for each "Wild Card" and 10 points each for all other cards. These card counts are then added to the "Base Scores". All cards remaining in the players hands are then counted in the same manner and the totals for each partnership are deducted from their scores.

WINNING THE GAME: The partnership which first accumulates a total of 5,000 points "Wins the Game".

All questions on CLUB ROOK will be gladly answered if a 3c stamp is enclosed.