♠ HOYLE ♠
CARD GAMES

Mac OS

General Information

Signing in

When you first open Hoyle Card Games, you must sign in. Once a player is signed in, the game keeps track of information for that player until the player's record is explicitly deleted by you.

The player who signs in at the initial screen is the "host". Other players, up to six total, may be signed in simultaneously in order to play against each other (this is called "head-to-head" play). At any time, you can examine and modify the list of active players using the Players item in the Game menu. When you are at the game selection screen, the Player list shows the actively signed-in people. When you are playing a game, any computer characters playing with you are added to the list.

When you choose a game from the game selection screen, all of the actively signed-in people are seated in the game, possibly along with one or more computer characters to fill out the empty seats. However, if you have more people signed in than can play a given game (for instance, if you have three people signed in and you choose to play spades), the extra players must be signed-out first.

To sign in

1 Select the name of an existing player, or type the name of a new player.
2 Choose the silhouette for the player. To change your player's silhouette, move the scroll bar under the player view area at the right of the Sign In dialog box.
3 To add a new player, type a name in the box.
   To sign in as an different player, click a name in the player list.
   To delete a player, click a name in the player list, then click Delete.
4 Click New or OK to accept the player setting.

See also
Getting started
Choosing a game
Changing player settings
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Head-to-head play
Setting game rules and options
Starting an Internet game
Viewing statistics and current standings

CD, hard disk, and graphics mode options

Playing without the game CD

With Hoyle Card Games, you have the option of playing with or without the game CD inserted in your CD ROM drive. When you play without the game CD, some features of the game are disabled. These include character speech, the cabin and space environments, and several of the animations in the various games. If you start Hoyle Card Games without the CD inserted, and then decide that you would prefer the play with the CD, you must exit out of Hoyle Card Games completely, insert the CD, and then restart the game; inserting the CD in the middle a gaming session has no effect.

Graphics modes: Fill Screen and DrawSprocket

If you have DrawSprocket installed on your system you can take advantage of it using the Fill Screen item in the Preferences menu. When this menu item is checked, Hoyle Card Games attempts to use DrawSprocket to display itself in 640x480 resolution with high color quality. This may be desired by users who normally use a higher screen resolution but want the Hoyle Card Games graphics to fill the screen.

See also
Getting started
Choosing a game
Changing player settings
Changing the game atmosphere
Choosing a game in the log cabin
Choosing a game in the spaceship
Head-to-head play
Setting game rules and options
Starting an Internet game
Viewing statistics and current standings

Choosing a game

You can easily jump from one game to any other game in Hoyle Card Games.

To choose a game
• On the main Card games screen, click the game you want to go to.
    Or
• On the main Card games screen, click **Cabin** or **Space**. You can then choose games by clicking them in the cabin's rooms, or on the spaceship's control panel.
    Or
• Choose the game you want to go to from the **Go To** menu.

To start a new game (and keep playing the same type of game)
• Choose New Game from the **File** menu.

To play an Internet game
• On the main Card games screen, click the **Internet** icon, or at an time choose Internet Games from the Game menu.

See also
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Choosing a game in the cabin
Choosing a game in the spaceship
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Choosing a game in the cabin

The games are located in different areas of the cabin. To see the name of a game, pass your cursor over the game. A small box appears with the game name. To start a game, click after the box appears.

When you choose the game, the cabin room becomes the background. You can change the look of the background further by choosing Background from the Preferences menu.

Some games are located in the main room. Other games are located in the bookcase.

Click on the left side of the room to find the bookcase. Click the bookcase to see its games up close. Click the right side of the bookcase room to return to the main room.

To exit, click the right side of the main room.

Tip In the cabin, you can change the season (choose Seasons from the Preferences menu).

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Choosing a game in the spaceship

To join a game, click the blue or green buttons on the main control panel in the spaceship. A hologram appears to indicate the game. To join the game that is appearing as a hologram, click Engage.

When you choose the game, the spaceship room becomes the background. You can change the look of the background further by choosing Background from the Preferences menu.

Click to the right of the control panel to see the game play area. In the game play area, click the left side of the screen to return to the control panel.

To exit, click to the left of the control panel to find the exit door (click Out to leave the spaceship). In the game play area, click the right side of the room to find the exit door.

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Getting started

When you first go to a game, its Getting Started screen appears with instructions on how to start and play the game, and options for changing the game rules player settings.

Note To prevent the Getting Started screen from appearing every time you start a new game, uncheck the box labeled "Always Show This Dialog When Starting <Game>".

You can also access a game's Getting Started screen again at any time during play by choosing Getting Started from the Game menu.

Tip You can customize game rules and options, game atmosphere, and player settings at any time during play by choosing Customize from the Preferences menu.

Game setup during pre-game

The period at the start of a game, before you have made a play, is known as "pre-game". During pre-game, you have the chance to change various game options that you cannot change once the game has started. This includes various game rule settings, and also the number of players in the game. To change game rules, use the Settings item in the Game menu. To change the players, use the Players option in the Game menu. Both of these functions can also be accessed through the Getting Started screen.

Once you have started a game, certain changes, such as adding another player, are not allowed. You'll have to restart the game by choosing New Game from the File menu, and then make the desired changes.

Menus

This table describes the menus and commands available to you during game play.

Menu	Description
File	Use the commands in the **File** menu to start a new game, save a game, open a saved game, or revert to the last opened or saved game.
Go To	Use the commands in the **Go To** menu to navigate to the game you want to play, or to play on the Internet.
Game	Use the commands in the **Game** menu to change player settings, game settings, and view statistics and current standings.
Actions	Most of the games have different actions available during play (some games do not use actions). Use the commands in the **Actions** menu to perform various actions during play.
Preferences	Use the commands in the **Preferences** menu to customize games, change player settings, and the game atmostphere (including the speed of play, background music, animations, character speech, and screen background).
Help	Use this menu to get information about the game you are currently playing, or about Hoyle Card Games in general.

See also
Action menu commands
Shortcut keys

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Leaving a game

You can leave a game and go back to the main Card game screen, or go straight to another card game.

To leave a game

• Choose Leave <Game> from the **Go To** menu. You are returned to the main game screen.

   Or

• Choose the game you want to go to from the **Go To** menu.

See also
Choosing a game
Opening a previously saved game
Quitting a game session
Reverting to a saved game
Saving the current game

Saving the current game

If you are enjoying a particular game, you can save the game before leaving it. The next time you open Hoyle Card Games and sign-in as the same player, then open the game, the same players and game setup will be waiting for you.

To save a game

• Choose Save Game or Save Game As from the **File** menu.

See also
Choosing a game
Leaving a game
Opening a previously saved game
Reverting to a saved game
Quitting a game session

Opening a previously saved game

If you saved a game in a previous gaming session, you can open it by choosing Open Game from the File menu. The game opens with the same players and game setup. Remember that only the player who was the host when the game was saved can open the game.

See also
Choosing a game
Leaving a game
Quitting a game session
Reverting to a saved game
Saving the current game

Reverting to a saved game

If you reopen a game that you saved in a previous gaming session, and decide after playing for a while that you want to start over at the point where you originally saved the game, you can return to that point in play by choosing Revert To Saved Game from the File menu.

Similarly, if you save a game at some point during play, you can use Revert To Saved Game to return to the point at which you last saved.

See also
Choosing a game
Leaving a game
Opening a previously saved game
Quitting a game session
Saving the current game

Quitting a game session

To leave an individual game
• Choose Leave <Game> from the Go To menu.

To quit the Hoyle Card Games program
• Choose Exit from the File menu.

To save the current game before quitting
• Choose Save Game or Save Game As from the File menu.

See also
Leaving a game
Saving the current game

Changing player settings

The player who signs in at the initial screen is the "host". Other players, up to six total, may be signed in simultaneously in order to play against each other (this is called "head-to-head" play). At any time, you can examine and modify the list of active players using the Players item in the Game menu. When you are at the game selection screen (or in the cabin or space ship), the Player list shows the actively signed-in people. When you are playing a game, any computer characters playing with you are added to the list.

When you choose a game from the game selection screen, all of the actively signed-in people are seated in the game, possibly along with one or more computer characters to fill out the empty seats.

You can only add or remove players before you start playing a game (during "pre-game"). However, you can substitute one computer player for another at any time. Similarly, you can change the skill level of any computer player at any time.

To change player settings
From the main Hoyle Card Games screen, choose Players from the Game menu. From here you can add other people to the list (for head-to-head play). You can also replace the host with a different player.

From within a game, choose Players from the Game menu, or click on the image of any player in the game. From here your options depend on whether it is "pre-game" or not. If it is pre-game, you can change the number of players (if this makes sense for the given game), and replace computer players with real people (again, if this makes sense for the game). If the game has already started, you are limited in the changes you can make.

To use the Players window, click the Settings, Replace, and Clear buttons as appropriate. Click the Add button to add a new player.

In addition to changing who is playing, you can change the settings for an individual player by clicking the Settings button next to that player.

See also
Changing the game atmosphere
Getting started
Head-to-head play
Player profiles

Head-to-head play

Head-to-head play means playing against one or more friends or family members seated at the same computer.

The following games in Hoyle Card Games allow head-to-head-play: Memory Match, Crazy Eights, Cribbage, War, and the Bowling variation of Solitaire.

Use the Players item in the Game menu to sign in all of the players who want to play together. Then start the game you want to play. All of the signed-in people are seated in the game. However, if more players are signed-in than can play the chosen game, some players will need to be signed out.

See also
Changing player settings
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Player profiles
Setting game rules and options

Player profiles

When you play the different board games, you have a choice of many interesting characters to choose as opponents. Here are their personality traits:

Bart

Bart is a country gentleman who earned his gaming experience aboard the riverboats near his home town. While his cordial demeanor might put you at ease, don't let down your guard...he'll make his move faster than you can say "sissified pretty boy."

Elayne

Elayne is a native Manhattanite who doesn't see why she should ever leave. This fast-track advertising exec unwinds from a hectic day on Madison Avenue with some of the most popular games of all time.

Ethel

Originally from Red Cloud, Nebraska, Ethel raised a family of five children, and now has eight grandchildren. She enjoys the simple things in life, like visiting with family and friends and beating the pants off of them in classic board and card games. Sharp as a tack and a crafty veteran of many games, she will provide ample challenge for even the best players.

Gax

Gax can rearrange his molecules to look like anyone he wants. What started as a party trick has led to a lucrative career. He hopes to earn enough money to eventually rebuild his ship and return to his home planet.

Harley

Harley is a talking bear who likes food and rolling in the grass. He doesn't like forest fires, tourists, and hikers who think they can run away.

Jasper

Since Jasper left Jamaica years ago, he has traveled the world as a jazz bass player. All that time on the road has made him a world class gamer. Jasper points out, "A good game is like a song that starts slowly and builds to a strategic crescendo."

Marvin

For a fierce and mighty T-Rex, Marvin is quite a likeable guy. Although self-conscious about his tiny arms and still bitter about the ice age, Marvin is friendly and enjoys playing with children, especially when he gets to tell them stories about the "old days." And in spite of what he's heard about the lions, Marvin still considers himself king of the jungle…

Maurice

Maurice, a fur trapper from 1837, was abducted by aliens and traveled hundreds of light-years to a distant civilization. He was returned to Earth 150 years later, shaken by the ordeal, and now consults his beaver puppet for strategic advice.

Robin

Robin chucked her big-city brokerage job for the National Forest Service. Now she spends her days hiking forest trails and communing with nature. But don't think that being out in the woods all day means she's forgotten anything about gaming.

Roswell

Roswell is the sole survivor of the famous "crash" in Roswell, New Mexico, 1947. In an extensive effort to keep this UFO incident hidden from the public, the government employed Roswell for years as a janitor at Area 51. Eventually granted a reasonable retirement package, Roswell now keeps his oversized brain (and his unchecked sarcasm) exercised by playing classic games.

See also
Changing player settings
Changing the game atmosphere
Setting game rules and options

Changing the game atmosphere

You can change all game atmosphere options (speed of play, background music, animations, character talking, and screen background) by choosing Controls (or Background) from the Preferences menu.

To set player attitude

When you play any game with animated character players, you have the option of setting their attitude, which includes how talkative and animated they are during the game. The attitude is set for all animated characters in the game. You cannot set each character's attitude individually.

1 Choose Controls from the Preferences menu.
2 To hear players talk, click On for Character Speech. To prevent players from talking at all, click Off.
3 Move the Character Attitude slider bar to the right (Talkative = more attitude) or the left (Serious = less attitude) to adjust the players' attitudes.
4 Click OK to accept the new setting.

To set game speed

1 Choose Controls from the Preferences menu.
2 Move the Speed slider bar to the left (slower) or right (faster) to adjust the speed.
3 Click OK to accept the new setting.

To control sound effects, animations, or background music during games

You can control whether you hear sound effects or background music during game play, or whether game animations run. Character speech is not considered a sound effect.

1 Choose Controls from the Preferences menu.
2 For Sound Effects: Click On for Sound Effects to turn game sounds on. Click Off for Sound Effects to turn sounds off for all games.
   For Animations: Click On for Animations to turn all animations on. Click Off for Animations to stop extra animations from running during games.
   For Background Music: Click On for Background Music to turn all background music on. Click Off for Background Music to stop background music from playing during games. To select specific background music, click on the music in the Background Music Selection list.
3 Click OK to accept the settings.

To change the background

Hoyle Card Games includes a variety of different background images for your games. The background you choose is used for all the games. You can't set a different background for each separate game, but you can change the background shared by all the games at any time during any game.

1 Choose Background from the Preferences menu.
2 Click a background style in the list. A preview of the background appears.
3 Click Apply to see the background in the current game. Click OK to accept the background change.

To change the card design

Hoyle Card Games includes a variety of different card designs for your games. The card design you choose is used for all the games. You can't set a different card design for each separate game, but you can change the card design shared by all the games at any time during any game.

1 Choose Cards from the Preferences menu.
2 Click a card back style in the list. A preview of the card back appears.
3 Click the type of card face. A preview of the card face appears.
4 Click Apply to see the card design in the current game. Click OK to accept the card design change.

See also
Changing player settings
Getting started
Setting game rules and options

Setting game rules and options

Each Hoyle card game has different game setup options, such as the rule variations.

You control each game's rules and setup options by choosing Settings from the Game menu (while in a particular game).

You can change any setting before game play begins (during "pre-game"). However, once a game is in progress, some settings cannot be changed.

To set game rules and options
1 In one of the game screens, choose Settings from the Game menu.
2 Make the changes you want to settings.
3 Click OK to accept the setup.

See also
Changing player settings
Changing the game atmosphere
Getting started

Viewing statistics and current standings

You can display player statistics by choosing Statistics from the Game menu. The Statistics dialog box includes information on wins, losses, points, scores, and standings as they apply to each game. You must finish at least one game to see statistics for that game.

You can display the standings for the current game during play by choosing Current Standings from the Game menu. The Current Standings dialog box includes information on points, scores, and standings as they apply to each game.

To view statistics:
• Choose Statistics from the Game menu. Click the player name, then click a game's tab to view statistics for that game.

To view current standings:
• In one of the game screens, choose Current Standings from the Game menu.

See also
Changing player settings
Changing the game atmosphere
Getting started
Setting game rules and options

Bridge

How the game evolved

Bridge is the Chess of card games (and with that statement we will enrage millions of devoted Bridge players, who would argue that Chess is the Bridge of board games). Chess has a long history, and, as befits a game of similar depth and complexity, so does Bridge.

Bridge begins with a game called Whist, in a country called England, in an era called "The Restoration."

England's New Deal

In the mid-1600s the English fought two civil wars, dethroned their king, battled the Scots, the Irish, the Dutch, and the Spanish, dissolved the government when their leader died, and finally restored the monarchy. The new king, Charles II, brought a generation of peace to his people.

Playing cards had been in England for approximately 200 years by then, and the games the English played were caught up in the rush toward recreation. The English had gotten their first playing cards and card games from the French, but now they began to create their own games. They'd been playing a French trick-taking game called Triomphe since the 1500s and had molded it into something of their own. This transformed game was called Trump (a corruption of Triomphe), or Ruff-and-Honours. (Bridge players will note that all three terms, "trump," "ruff," and "honors," are still used today.)

When Charles II began his new job in 1660, Trump was being called Whisk. When he died, in 1685, Whisk was becoming Whist. The following features of Whisk/Whist have been retained by its many descendants:

- Four players play in partnerships of two.
- The object is to win tricks.
- Players must follow suit if possible.
- A trick is won by the highest card.
- Any card in a trump suit beats any non-trump.

(In Whist, the last card dealt is turned up; that card's suit becomes the trump suit. It's in the matter of determining trumps that Whist's offspring have found enormous room to evolve.)

What's a "Whisk"?

It's easy to see how a name such as Triomphe could be shortened to Trump, but it's impossible to decipher the means by which Trump became Whist. Catherine Perry Hargrave, in her History of Playing Cards, tracked Whist to the expression "Hist, be still!" Whist was supposed to be played in complete silence; you'll recall that in 1495 Henry VII had forbidden the lower orders from playing card games (except at Christmas), so if you wanted to play cards in your master's house the rest of the year you had better be quiet about it. When Whist was taken up by the cardplaying gentry in the 17th century, they took silence to be a prerequisite for heavy-duty thinking; ironically, it was really a survival tactic of the poor and powerless.

"Hist, be still!" could easily be compacted into Whist-with-a-t, but we know that Whisk-with-a-k came first, "which leaves one just as puzzled," Hargrave wrote.

It's beginning to look a lot like Christmas

It was during the Restoration that the Gamester books debuted, and in them we can chart Whist's acceptance by a war-weary populace. "Every child almost of 8 years old hath a competent knowledge in that recreation," Charles Cotton wrote of Whist in the first book in the series, The Compleat Gamester (1674). Eighty years later, Richard Seymour, author of The Court Gamester for the Use of Young Princesses, wrote that Whist "is said to be a very ancient game among us, and the foundation of all English games upon cards."

When Cotton began writing the Gamesters, Whist was "as sure a sign of Christmas as frosts and Yule logs," in Hargrave's words. By the time Seymour took over, Whist was a game for every season and everyone, from the unfortunates who swept out the stables to the lord of the manor. Whist also became one of the few, if not the only, English games adopted by the French. The 18th-century philosopher Voltaire was an ardent fan of the game, as was Napoleon.

Rampaging Whist-eria

Whist's ascent to world domination began in the 1720s, when a certain Lord Folkestone and his high-born friends took an interest in it. They began to explore Whist's intellectual depths and were astonished to find them deep indeed. Folkestone and his circle met at a coffeehouse in London, where they conducted the first systematic study ever undertaken of a card game. They then issued the following guidelines to good play:

1. Play from a straight (i.e., your longest and strongest) suit.

2. Study your partner's hand as well as your own. ("Study" as in "deduce what you can.")

3. Never force your partner unnecessarily.

4. Pay attention to the score.

In 1742, Edmond Hoyle published his Whist book, which became an instant best-seller. The worldwide stampede to the Whist table had begun. (Hoyle's adventures in the book trade are given in detail in "A Thousand Years of Playing Cards," page 4.)

The exploration of Whist reached its peak in the mid-1800s with a final blast of books, including William Pole's The Philosophy of Whist: An Essay on the Scientific and Intellectual Aspects of the Modern Game.

Whist's contribution to lunch

Whist continues to be played today, though compared to Contract Bridge it's barely a blip on the radar screen of recreation. However, Whist players can take pride not only in their game's having given birth to Bridge, but for the impact it's had on international cuisine.

John Montagu was a British statesman of the 18th century. When he wasn't wielding political power, Montagu was busy being a bad boy of the upper classes. He once spent 24 hours straight playing Whist. During that session, hunger drove him to create a meal from whatever was available. His creation was convenient, portable, and tasty, and soon people all over England were copying him. As the popularity of the new item grew, it was given the name of its creator: John Montagu, 4th Earl of Sandwich.

Biritch: From Russian with love?

The first published report on Khedive, a new card game from the East, appeared in Europe in 1877. The game was believed to have originated in Turkey; it was also popular in Greece and Egypt. Khedive, for unexplained reasons, became Biritch or Russian Whist when it entered France. Khedive is a French translation of a Turkish word for a ruler of Egypt, which was then a province of the Ottoman Empire. And yet, when this game with the French name hit France it was introduced as a Russian game with a Russian name, Biritch. (Biritch means "town crier" or "herald" in Russian, which is completely unenlightening.)

To further complicate the matter, Biritch (or Khedive) grafted onto Whist an interesting feature from a real Russian game, Vint: instead of turning up the last card of the deal to determine the trump suit, the dealer was free to name as trumps any suit he or she preferred. Bridge was born.

Whist-Bridge: "Bridging over"

By the end of the 1880s Biritch not only had a new name, Bridge, it had new features as well. These new features are what started Bridge on the road to card-game supremacy (and sent Whist packing):

1. If the dealer chooses not to call trumps, he or she can "bridge" that decision over to his or her partner.

2. A hand may be played without a trump suit.

3. Following the naming of the trump suit (or the decision to proceed without trumps), the dealer's partner becomes the "dummy." The partner's hand is set out face-up and is played by the dealer.

Perhaps Biritch became Bridge because the English word made sense in connection with the game (and because of the similarity in sound). However, a rival theory claims that this early form of Bridge was popularized at a posh club in Bridgetown, Barbados, in the early 1890s, and that the name comes from the name of the city. This theory is intriguing but lacking in supporting evidence. Games similar to Bridge were being played late in the 1800s in Denmark, Turkey, Russian, Greece, Egypt, Sweden, and the United States (where it was called Siberia, perhaps because American players still thought the game was of Russian origin).

Whist players were scandalized by the introduction of Bridge in their clubs. Henry Jones, a 19th-century card authority who wrote under the pseudonym "Cavendish," declared, "It is disgusting to find that the Temple of Whist had been thus desecrated." But once-loyal Whist fans were soon flocking to the new Temple of Bridge, and even Jones eventually recanted. Before his death in 1899, he wrote that there was "no game of cards in the world wherein skill, sound judgment, and insight into the adversary's methods will meet with more certain reward than they will in Bridge."

When Auction Bridge came along, Bridge was rechristened Bridge-Whist.

Auction Bridge: The game before the game

Auction Bridge most probably began in a lonely outpost of the British empire called Allahabad -- a town in India where the local Brits apparently had nothing else to do but invent new card games. One of these gentlemen, Francis Roe, had the thought of bidding for the trump suit (or electing no trump) "as at an auction." In the tradition of Edmond Hoyle, he presented his ideas in a treatise called The Bridge Manual (1899) under the unimaginative pseudonym of John Doe.

Auction Bridge introduced the idea of playing two games for the price of one: first the auction, a session of competitive bidding to determine trumps, then there was the actual play of the cards themselves. Auction Bridge also incorporated the concepts of **undertricks** (tricks you need to make your bid) and **overtricks** (bonus tricks that don't count toward making your bid).

Contract Bridge: The new leader of the pack

Unlike most card games, the invention of Contract Bridge can be traced with absolute certainty to a person, a place, and a date. The person in question was Harold S. "Mike" Vanderbilt, heir to the Vanderbilt fortune, Pokersman, and dedicated cardplayer. Vanderbilt had moved with the times from Whist to Biritch to Bridge-Whist, then to Auction Bridge. Auction Bridge, he felt, had too many drawbacks. He particularly disliked how you could rack up points for tricks you'd won but had never bid on. Vanderbilt had played a French game called Plafond ("ceiling"), in which only the tricks you'd bid on counted toward winning the game; this mechanism was much more to his liking.

In November 1925, Vanderbilt and three like-minded friends boarded a cruise ship for a 10-day jaunt from California to Havana via the Panama Canal. By the time they disembarked in Cuba, the voyagers had hammered out, under Vanderbilt's guidance, the basic framework of Contract Bridge. Vanderbilt reviews some of his thinking in an essay in *The Fireside Book of Cards*:

"My scoring table provided at the outset for lower penalties for a side that had not won a game, to enable it to 'fly the flag' at not too great a cost and to add variety, singularly lacking in Auction, to the new game....We were at a loss for a word to describe a side that is subject to higher penalties. A young lady we met on board -- none of us can recall her name -- who had played some strange game in California that called for higher penalties under certain conditions, gave us the word used in that game, and 'vulnerable' -- what a perfect description -- it has been ever since."

Contract Bridge ("Contract" was needed in the 1920s when people were still playing Auction; today's Contract Bridge is by far the dominant form, and is simply called "Bridge") placed great weight on accurate bidding, meaning a new emphasis on strategic thinking. Now, instead of scrambling to take every possible trick, you played to make or break a contract. (In sports terms, the partnership that wins the contract is on offense; the partnership trying to sink that contract is on defense.)

In addition, your bidding during the auction round gives your partner valuable data, and you in turn must deduce what you can from your partner's bidding and from that of the opposition. "The complexity of Bridge lies less in the play than in the use of bidding systems to convey information," wrote Parlett. "The most distinctive feature of modern Contract Bridge is that half the game is over before the first cards have been played."

Harold Vanderbilt was by no means modest ("Like the flu, the new game spread by itself, despite the attempts of the old Auction addicts -- too old to change -- to devise a vaccine to stop it"), but it's not easy being modest when the entertainment you've invented is being played today by a hundred million people!

Bridge versus Whist: Clash of the titans

Let's sum up the bidding by contrasting the new game with the old:

Bridge	Whist
Bid to name trumps	Trumps determined by chance
Can play without trumps	Always a trump suit
Must win the tricks you contract for	Must win a majority of tricks
Only contracted tricks count	Everything counts
Extra tricks and bonuses tallied separately	Everything counts
Suits are ranked*	All suits are created equal
Use of "dummy" hand	Everyone plays own cards
Partnership that's winning is "vulnerable"	Rewards/penalties stay the same

*Somewhere in the journey from Whist to Bridge, the four suits fell into a hierarchy: first Spades, then Hearts, then Diamonds, then Clubs. How this came about is unknown, but it's interesting to note the order of the suits and the groups those suits represented in the medieval French scheme:

Spades	Knights
Hearts	Clergymen
Diamonds	Peasants
Clubs	Farmers

Murder, mayhem, and Contract Bridge

The quips just keep on coming in Jack Olsen's *The Mad World of Bridge* (1960). Bridge is "not so much a game as it is a psychosis"; "In the 1930s, America's Bridge players spent an estimated $5 million a year on Bridge instruction, or roughly enough money to pay for 500,000 hours of psychotherapy." But when Olsen wrote of Whist, "Take this simple game, add a dummy, the concept of no-trump, bidding and an occasional felonious assault, and you have Contract Bridge," there was a smidgeon of truth behind it.

In a chapter called "Murder at the Bridge Table," Olsen details the many documented accounts of felonious assaults at Bridge tables all over America in the '20s and '30s. Most of these accounts are of husbands and wives bashing each other after particularly tragic misplays ("Nothing spectacular. Just a typical evening of Bridge as it is played in many homes"). But there were also a number of deaths (and critics claim that television causes violence!).

The most infamous case occurred in 1929 in Kansas City when Myrtle Bennett accidentally shot her husband, John, following an argument over a Bridge game. The Bennetts were entertaining their neighbors, the Hoffmans, when the game took a turn for the worse. John misplayed the hand, leading Myrtle to remark on his apparent lack of intelligence. John slapped her, then announced he was leaving. He went to their bedroom to pack. The Hoffmans tried to calm the Bennetts down, but Myrtle and John continued to argue and eventually Myrtle pulled a gun. John ran into the bathroom to hide, but as he was closing the door, Myrtle fired twice. The bullets ripped through the door, mortally wounding John.

Ely Culbertson, the first great popularizer of Contract Bridge, called the affair "a lesson in the importance of precise bidding valuation." Myrtle Bennett was eventually acquitted; the hand that led to the shooting was eventually published in newspapers nationwide, along with commentary from Bridge experts. Culbertson contributed an analysis called "How Bennett Could Have Saved His Life."

After the hubbub had died down, it was discovered that the newspapers had been hoaxed. The published hand was a fraud. Neither the Hoffmans nor Myrtle Bennett could remember a single card that'd been played that night.

There's a lesson in this.

See also
How to play Bridge
Contract Bridge scoring system
Standard Bidding System
Actions menu commands
Getting started
A thousand years of playing cards
Choosing a game
Changing player settings
Changing the game atmosphere
Head-to-head play
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How to play Bridge

Contract Bridge is played by four people in two partnerships with a standard 52-card pack. The cards in each suit rank from Ace (the highest) to the deuce (the lowest). The suits rank in this order: Spades, Hearts, Diamonds, and then Clubs.

Cards are dealt one at a time, face down, clockwise until each player has received 13 cards. The bidding or "auction" stage comes next, beginning with the dealer. The various things you can do are known as **calls**:

Pass	You may pass rather than make a bid.
Bid	This is your declaration that you intend to win a certain number of **odd** tricks (odd meaning more tricks than six; the first six tricks are called **the book**). You must either name a trump suit or choose **notrump**. The lowest possible bid is one, the highest is seven. (There are 13 tricks in all, but remember that the first six don't count in this process.) For example, you might say "One Diamond," "One notrump," "Four Spades," and so on.
	Your bid must **overcall** or top the preceding bid (if any). This is also called making a "sufficient" bid. Overcalling a bid means you must name a higher number of odd tricks and/or a higher-ranking denomination: notrump (high), Spades, Hearts, Diamonds, and then Clubs. One Spade will overcall one Heart; two Clubs will overcall one Spade; two Diamonds will overcall one notrump; and so on.
Double	You can double the last bid, so long as one of your opponents made that bid and no one has yet called a double. What a double does is to double the value of tricks taken. However, if the bid doubled was for, say, three Spades, any player in the rest of the bidding could overcall it with three notrumps, four Clubs, and so on, thereby canceling the double. A particular bid can be doubled only once.
Redouble	A player may in turn redouble the last bid, if a) the bid was made by that player or by that player's partner; b) if the bid has been doubled by an opponent; and c) if the bid hasn't already been redoubled. This further increases the scoring values, but like the double it can be canceled by a higher bid. A particular bid can be redoubled only once.
Trump	A card, or the suit, which is especially privileged to win over cards of other suits. The trump card determines the trump for the deal, after all players hands are dealt.

The Auction
The auction begins when any player makes a bid. If all four players pass the first time around, the cards are thrown in and the next dealer in turn deals. When a bid, double, or redouble is followed by three consecutive passes, the auction is closed. The suit named in the final bid is the trump suit for that hand (if the final bid was a notrump, the hand will be played without trumps). Of the two players in the partnership that made the last bid in the auction, the player who first bid the suit (or notrump) is the **declarer**. The number of odd tricks named in the final bid is that player's **contract**.

The player to the declarer's left leads the first card. The declarer's partner then places his or her hand face-up. This hand, and declarer's partner, are called the **dummy**. The declarer's partner takes no further part in the hand. The declarer selects the cards to play from the dummy hand.

The object of the game
The object of play is to win tricks. A player is required to follow suit if possible. A trick is won by the highest trump, or, if no trumps come out, by the highest card of the suit led. The player that wins a trick leads the next. Play continues until all 13 tricks have been taken.

Keeping score
Bridge score sheets are halved by a horizontal line. The **trick score** goes below the line; all other scores go above the line. If the declarer fulfills the contract, winning as many or more odd tricks than the contract called for, he or she scores below the line for every odd trick named in the contract. Any trick won by the declarer in excess of his or her contract is called an **overtrick**, and is scored above the line. **Undertrick** points are scored by the opposing partnership above the line (for the number of tricks short of the contract).

Note Hoyle Card Games version of the Bridge does not use an actual "horizontal line" to display scores.

Bonus points are awarded for slams, honors, and doubled contracts. You don't automatically get a slam by winning 12 or 13 tricks -- you must first make the bid. A **small slam** contract is 6 of a denomination (suit or notrump). If you make the contract (12 or 13 tricks) you get the small slam bonus. A **grand slam** is the same, except it is a contract of 7 of a denomination (all 13 tricks). **Honors** are the cards ten through ace (10, J, Q, K, A) of the trump suit. The **honors bonus** is awarded for having 4 or 5 trump honors in one hand, or for having all 4 aces in one hand in a notrump contract.

When a side has scored 100 or more points below the line (**trick points**), it has won a **game**. A game may require more than one hand to decide the outcome. The next game begins with both sides back to zero.

A side that has won a game is said to be **vulnerable**. A vulnerable side receives increased bonuses in some cases, and is subject to higher penalties if it does not fulfill a contract.

A **rubber** ends when one side wins two games. All points scored by both sides, both above the line and below the line, are then added up. A rubber bonus is awarded to the winning team (see below).

The Contract Bridge Scoring System

Trick points (scored below the line by declarer)

Each odd trick bid & made in D or C	20
Each odd trick bid & made in H or S	30
First odd trick bid & made in NT	40
Subsequent odd tricks, NT	30
If bid was doubled, multiply trick score by two.	
If bid was redoubled multiply by four.	

Overtrick points (scored above the line by declarer)

Each trick over contract in D or C, undoubled	20
Each trick over contract in NT, H, S, undoubled	30
Each trick over contract in any suit:	
Doubled	100 (200 if vulnerable)
Redoubled	200 (400 if vulnerable)

Undertrick points (scored above the line by defenders)

Not vulnerable

First undertrick	50
First undertrick, doubled	100
First undertrick, redoubled	200
Second and third undertrick	50
Second and third undertrick, doubled	200
Second and third undertrick, redoubled	400
Each subsequent undertrick	50
Each subsequent undertrick, doubled	300
Each subsequent undertrick, redoubled	600

Vulnerable

First undertrick	100
First undertrick, doubled	200
First undertrick, redoubled	400
Each subsequent undertrick	100
Each subsequent undertrick, doubled	300
Each subsequent undertrick, redoubled	600

Bonus points (scored above the line by declarer)

Making doubled contract	50
Making redoubled contract	100
Small Slam (6 odd tricks bid & made)	500 (750 if vulnerable)
Grand Slam (7 odd tricks bid & made)	1,000 (1,500 if vulnerable)
Rubber Bonus:	
if the opponents won 1 game	500
if the opponents won no games	700

Honors points (scored above the line by either partnership)

Four trump honors in one hand	100
Five trump honors in one hand	150
Four Aces in one hand (NT contract)	150

To learn more about bridge…

See the strategy guide that came with Hoyle Card Games to learn more about bidding in bridge and strategies for winning play.

Four-Deal Bridge

You have the option of the playing Four-Deal Bridge or Rubber Bridge (see Settings). In Four-Deal Bridge, four hands are played and the team with the highest total score wins the round (as opposed to 2 out of 3 games in Rubber Bridge).

A round consists of four deals, one by each player in turn. Vulnerability is automatic, as follows:

First deal:	Neither side vulnerable.
Second and third deals:	Dealer's side vulnerable; opponents not vulnerable (even if they previously made game).
Fourth deal:	Both sides vulnerable.

A passed-out deal is redealt by the same dealer. A bonus of 300 is given for making game when not vulnerable and 500 when vulnerable. A part-score carries over as in Rubber Bridge and can help to make game in the next deal or deals, but is canceled by any game.

A bonus of 100 is given for making a part-score on the fourth deal. After four deals have been played, the scores are totaled and entered on the back score, as in Rubber Bridge, and a new round begins.

A round in four-deal bridge counts as a rubber in your Bridge statistics.

Getting Started

After the cards are dealt, play begins with the auction. To make a bid, click the square for your bid in the Select Call dialog box. To pass, click Pass (or press Enter on the keyboard). To double, click Double.

If all four players pass the first time around, the cards are thrown in and the next dealer in turn deals. When a bid, double, or redouble is followed by three consecutive passes, the auction is closed. The suit named in the final bid is the trump suit for that hand (if the final bid was a notrump, the hand will be played without trumps). Of the two players in the partnership that made the last bid in the auction, the player who first bid the suit (or notrump) is the **declarer**. The number of odd tricks named in the final bid is that player's **contract**.

Choose Settings from the Game menu to set game rules and options.

You can access a game's Getting Started screen at any time during play by choosing Getting Started from the Game menu. Getting Started includes instructions on how to start and play the game, and options for changing the game rules and player settings.

You can customize game rules and options, game atmosphere, and player settings at any time during play by choosing Customize from the Preferences menu.

To play your cards

Click the card you want to play and drag it to its open spot on the table, then drop it there. Or, right-click the card to automatically place it on the table.

See also

How the game of Bridge evolved
Contract Bridge scoring system
Standard Bidding System

Actions menu commands

Getting started
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Standard Bidding System

See the strategy guide that came with Hoyle Card Games to learn more about bidding in bridge and strategies for winning play.

Hoyle Card Games uses a system adapted from the ACBL Standard Yellow Card System. "Yellow Card" is intended as an uncomplicated modern treatment of Standard American bidding rules and conventions, suitable for play in games where all players use the same system. Although ACBL Standard Yellow Card System tournaments did not become popular in North America, adaptations of "Yellow Card" are popular in on-line bridge environments, where the need to reach uncomplicated agreements in casual partnerships is paramount. Likewise, the environment in Hoyle Card Games invites easy partnerships with the computer players, while maintaining the potential for either serious competitive play or casual fun. With exceptions for the most important conventions, most bids are natural, so novices can adapt to the system with relative ease.

Yellow Card System bidding

Opening bids

13 points to open, slightly less with good distribution.

5-card majors in all seats.

Open highest suit of equal lengths (such as 1S over 1H with 5-5 split).

1D with 4-4 in the minors.

1C with 3-3 in the minors.

1NT = balanced 15-17.

2NT = balanced 20-21.

3NT = balanced 25-27.

2C is a strong artificial opening (see below).

2D, 2H, 2S are weak two-bids (see below).

Other bids are preemptive (see below).

Responses to Major Openings

New suit at 1 level (such as a 1S response to 1H) 6 or more points, 4+ cards in suit.

1NT 6-10 points, denies support for opener's suit (NOT a forcing bid).

New suit at 2 level -- 11 or more points, 4 cards or more in suit, forcing bid, willingness to rebid in next round.

Raise in opener's suit, 3+ trump support, 6-10 points.

Jump raise in opener's suit, limit bid showing 10-12 points and 3+ trump support.

2NT **Jacoby 2NT**, 13+ dummy points, slam invitational (see below).

Jump shifts (such as 3C over 1S) strong hands inviting slam.

3NT 15-17 balanced points with 2 cards in opener's suit.

Game in opener's suit, weak hand with 5 cards of trump support and a singleton or void.

Opener's Second Bid

Minimum hand (13-16 points)

a) notrump bid

b) raise of responder's suit

c) non-reverse bid of a third suit (can also show medium hand)

d) rebid of opener's suit

Medium hand (17-18 points)

a) jump raise

b) jump rebid of opener's suit

c) reverse bid of a third suit

d) non-reverse bid of a third suit (can also show minimum hand)

Maximum hand (19+ points)

a) jump in notrump

b) double jump raise

c) double jump rebid of opener's suit (i.e. for game)

d) jump shift in a third suit

Responses to Jacoby 2NT

a) 3-bid of a suit shows a singleton or void in that suit.

b) 4 of opener's suit shows a minimum hand without a singleton or void.

c) 3NT shows a medium hand without a singleton or void.

d) 3 of opener's suit shows a maximum hand without a singleton or void.

Responder's Second Bid

In response to suit bids by opener, responder chooses between ending the bidding with a partscore, inviting game, bidding game, or forcing game with another informational bid:

1NT is a signoff bid.

2 of opener's suit shows 2 card trump support and denies support opener's second suit.

2 of a previously bid suit is a signoff bid.

2NT or 3 of a previously bid suit (other than opener's first suit) invites game.

3 of opener's first suit is game-forcing.

A third (or fourth) suit bid (including raises of opener's second suit) invites game, and is forcing.

Fourth suit bids are sometimes used artificially to show minimal support for that suit.

In response to a 1NT second bid by opener, responses are similar:

2 of a previously bid suit is a signoff bid.

A reverse bid or jump shift in a new suit is informational and game-forcing.

Responder can bid game directly.

Responses to Minor Openings

Principles similar to Major Openings, except:

a) Unless there is a clear fit in the opened suit, the immediate focus is on finding a fit in a major suit, since opener may have a good 4-card major or 3-card support for responder's 5-card major.

b) 4 diamonds are needed to raise a 1D opening.

c) 5 clubs are needed to raise a 1C opening.

d) If opener rebids the minor suit, it shows suit strength greater than the minimum to open.

e) Bidding at the 1 level is "up-the-line", showing lower suits first (without limits on point strength), and leaving room to return to the original suit at the 2 level if the opener's minor suit is strong.

2NT and 3NT are standard responses showing support of opener's suit and 13-15 and 16-17 points respectively. Opener chooses between 3NT, game in the suit, or a slam try.

Responses to 1NT Opening

2C is **Stayman** asking for opener to show a 4-card major; responder must have at least 8 points and 4 of at least one major suit (see responses below). Use of Stayman does not preclude the possibility of a strong minor suit.

2D and 2H are **Jacoby Transfers** to hearts and spades respectively, showing a strong suit in hearts or spades, but not both (see responses below).

2S shows a **club or diamond bust**, showing a long club or diamond hand without enough point support for game (see responses below).

2NT shows a balanced hand, invitational for game if opener has a strong hand.

3C and 3D show strength in a minor suit, invitational to game.

3H and 3S show a strong unbalanced hand with slam interest.

3NT shows a balanced hand without a major suit or enough points for slam.

4C is **Gerber**, initiating a Slam try with a strong, unbalanced hand (see Gerber below under "Slam Bidding").

4NT is invitational to 6NT (**not Blackwood**).

In rare cases, 6NT and 7NT show enough balanced strength to bid slam directly.

Responses to Stayman

There are 3 standard responses:

   a) 2D shows a lack of a 4-card major.

   b) 2H shows 4+ hearts, or 4-4 in the majors.

   c) 2S shows 4+ spades.

If responder rebids at the 2 level, it is invitational only.

If responder bids a minor suit at the 3 level, it shows slam interest with at least 5 cards in the suit.

If responder bids a major suit at the 3 level, it is forcing to game.

Responses to Jacoby Transfers

2H is the usual forced response to 2D.

2S is the usual forced response to 2H.

Opener can transfer to the 3 level with 17 points and 4-card support.

Responder can then either:

   a) pass.

   b) make an invitational bid of 2NT or 3 of the major suit.

   c) force game by bidding a second suit, allowing opener to choose.

   d) bid game directly with a 6-card suit.

Response to Club or Diamond "bust" response to 1NT

Opener is required to bid 3C in response.

Responder passes with a club bust, bids 3D with a diamond bust, which opener must pass.

Responses to 2NT Opening

3C is **Stayman**, similar to the 2C response to 1NT (see above).

3D and 3H are **Jacoby Transfers**, similar to the 2D and 2H responses to 1NT (see above).

4C is **Gerber**, initiating a Slam try with a strong, unbalanced hand (see **Gerber** below under "Slam Bidding").

4NT is invitational to 6NT (**not Blackwood**).

in rare cases, 6NT and 7NT show enough balanced strength to bid slam directly.

Responses to 3NT Opening

4C is **Stayman** (not Gerber), similar to the 2C response to 1NT (see above).

4D and 4H are **Jacoby Transfers**, similar to the 2D and 2H responses to 1NT (see above).

6NT and 7NT show enough strength to bid slam.

Strong 2C Opening and Responses

2C is an artificial opening that shows at least 22 points, with a strict minimum of 20 high card points.

2H, 2S, 3C, and 3D are natural suit responses showing at least 8 points and at least 5 cards in the suit.

2N is a natural response showing 8 high card points and a balanced hand.

A **2D Response to 2C** shows less than 8 points or an unbalanced hand without a strong suit.

Opener's Responses to a 2D Response to 2C

2NT shows 22-24 points, and responder's options are the same as if opener bid 2NT initially, i.e. **Stayman**, **Jacoby transfers**, **Gerber**, and a natural 4NT (not Blackwood) are the allowable responses, adjusted for a slightly higher point count (see above).

3NT shows 25+ balanced points.

2H, 2S, 3C, 3D are forcing bids showing an unbalanced hand with strength in the suit. Responder can suggest another suit, bid notrump, or jump to game (slam invitational) or raise in the suit (no slam interest).

Weak Two-Bid Openings and Responses

2D, 2H, and 2S are weak bids showing 6 cards in the suit (or 7 cards in a weak suit) and 5-11 high card points.

Responses in a second suit show 12+ points and a strong 5+ card suit (6+ cards if bid at the 3 level), and are forcing bids. Opener rebids the opened suit with less than 9 points. Other responses are natural, showing at least 9 points.

2NT Responses to Weak Two-Bids are artificial, showing game interest with at least 15 points (see below).

A raise bid in the opened suit is a preemptive non-forcing bid, showing support for the suit but weaker points (similar in effect to the Preemptive Openings, see below).

3NT is a direct game bid, showing a strong hand with stoppers in the unbid suits.

Responses to 2NT Responses to Weak Two-Bids

With less than 9 points, opener rebids the opening suit.

With 9+ points, opener bids a second suit at the 3 level to show an ace or king in that suit. Responder places the contract.

With 9+ points and lacking a side ace or king, opener bids 3NT. Responder can then place the contract in a suit if desired.

Preemptive Openings

With 7 or more cards in a suit, but without enough points to open at the 1 level, opener can bid at the 3 level, or even bid game directly.

Because of the danger of a penalty, preemptive bids are sensitive to vulnerability. The less favorable the conditions, the more suit strength is required to make a preemptive bid.

Without a very strong hand, or a very unbalanced hand in a better suit, responder should pass.

Slam Bidding

4NT Blackwood (often followed by **5NT Blackwood**) is used for slam bidding in all cases except those covered by **4C Gerber**.

4C Gerber (often followed by **5C Gerber**) is used as a direct response to a 1NT or 2NT opening, and also as a response to the sequence 2C-2D-2NT. A 4NT response (rather than **4C Gerber**) in each of these cases is natural (inviting 6NT), rather than **4NT Blackwood**.

Responses to 4NT Blackwood

In response to a 4NT Blackwood bid, the only responses are:

   a) 5C, showing 0 or 4 aces.

   b) 5D, showing 1 ace.

   c) 5H, showing 2 aces.

   d) 5S, showing 3 aces.

To any of these responses, any response except **5NT Blackwood** is to play.

Responses to 5NT Blackwood

In response to a 5NT Blackwood bid (available only after **4NT Blackwood**), the only responses are:

   a) 6C, showing 0 or 4 kings.

   b) 6D, showing 1 king.

   c) 6H, showing 2 kings.

   d) 6S, showing 3 kings.

To any of these responses, any response is to play.

Responses to 4C Gerber

In response to a 4C Gerber bid, the only responses are:

   a) 4D, showing 0 or 4 aces.

   b) 4H, showing 1 ace.

   c) 4S, showing 2 aces.

   d) 4NT, showing 3 aces.

To any of these responses, any response except **5C Gerber** is to play.

Responses to 5C Gerber

In response to a 5C Gerber bid, the only responses are:

   a) 5D, showing 0 or 4 kings.

   b) 5H, showing 1 king.

   c) 5S, showing 2 kings.

   d) 5NT, showing 3 kings.

To any of these responses, any response is to play.

Competitive Bidding

Unless otherwise noted, competitive bidding sequences are natural, and mean approximately the same thing as in a non-competitive sequence. Some bids are "second choice" bids, and emphasis is on finding a major suit contract.

Unless otherwise noted, conventional responses are not used if there is an intervening bid.

Overcalls

Defensive overcalls show only 8-16 points if bid at the one-level.

Jump overcall bids are preemptive (see above).

A cuebid of opener's suit in response to an overcall is a forcing bid showing support for the suit and asking about the strength of the overcaller's hand. With a minimum overcall, the overcaller rebids the suit at the lowest level.

A 1NT overcall shows a balanced hand with 15-18 points and a stopper in the opener's suit. **2C Stayman** is used in response (see above), but other conventions are not used.

A jump overcall of 2NT is an artificial **Unusual 2NT** bid showing 5+ cards in each of the 2 lower unbid suits.

A cuebid overcall of a single suit bid is **Michaels cuebid**, showing 5+ cards in two suits. If in response to a minor suit open, the cuebid shows both major suits and 8+ points. If in response to a major suit open, the cuebid shows the other major, one of the minors, and 10+ points. In response to a major suit cuebid, 2NT asks for the overcaller to bid the minor suit.

Takeout Doubles

With 17+ points, use a takeout double instead of an overcall.

With less that 17 points, takeout doubles show opening strength and at least 3 cards in each of the unbid suits.

Balancing Bids

In fourth seat after a bid and 2 passes, bids mean the same thing as regular opening bids, except that bids can be made with less points that usual (because a game contract is unlikely).

A reopening bid of 1NT shows a balanced 10-15 points.

Competitive Sequences After 1NT

In response to an overcall after 1NT, conventional responses are not used. Cuebids are used to show unbalanced 10+ point strength.

In response to a double after 1NT, conventional responses remain in effect.

Competitive Responses to Takeout Doubles

Bids at the 1 level are forcing bids, similar to usual responses to 1 bids, but with urgency about finding a suit.

Bids at the 2 level in a new suit are limit bids showing 6-10 and 6+ cards in the suit.

Redoubles show 10+ points without an appropriate suit bid.

2NT jump bids are limit bids, equivalent to a normal jump raise in the opener's suit.

Jump bids at the 2 level are similar in strength to opening weak 2 bids (see above).

Jump raises at the 3 level are preemptive (see above).

Other Competitive Sequences

Limit bids (10-12 points and support for opener's suit) at the 3 level are still in effect against overcalls.

Cuebidding the suit bid by an overcaller shows strength for game with support for opener's suit.

Negative doubles are used over suit overcalls at the 1 and 2 levels, denying support for opener's suit and promising 4+ cards in any unbid major suit. If there is only one unbid major, a negative double promises exactly 4 cards.

Cuebidding opponent's higher suit forces game (with support for opener's suit) in response to a **Michaels cuebid** or **Unusual 2NT** convention.

A double in response to a **Michaels cuebid** or **Unusual 2NT** shows 11+ points.

Raises in response to cuebids show less than 11 points but support in opener's suit.

A bid in a major suit shows 5 or more cards in a competitive sequence.

Penalty Doubles

Doubles are only used for penalty against game contracts.

Conventional doubles can be passed for penalty if appropriate.

Defensive Leads

Suit selection is based on standard practices such as favoring partner's overcall suit, playing from AK, playing a singleton, favoring long suits against notrump, etc.

Defensive Leads within a suit against a suit contract are based on the following conventions:

K from KQx

Q from QJx

J from JTx

T from T9x

J from KJTx

T from KT9x

T from QT9x

4th best card from 5+ cards

Low card from xxx

Low card from xxxx

K from AKx

High card from doubleton (including AK)

Defensive Leads within a suit against a notrump contract are based on the following conventions:

K from AKJx
Q from AQJx
J from AJT9
T from AT98
K from KQJx
Q from KQT9
J from KJT9
T from KT98
Q from QJTx
T from QT98
J from JT9x
T from T98x
4th best card from 5+ cards
Low card from xxx
Low card from xxxx

Defensive Signals

Defensive Signals are not given or recognized in Hoyle Card Games.

Crazy Eights

How the game evolved

Crazy Eights is also known as Eights and as Swedish Rummy. How it gained a Swedish lineage is uncertain, but Crazy Eights is related to the Rummy family in that players try to rid themselves of their cards by making matches. However, Crazy Eights is classified as a "Stops" game -- games in which players are stopped from discarding when they hit a gap in the sequence they're following.

Like most games that look like child's play, Crazy Eights can be traced backward in time to an adult gambling game. The founder of the Stops family appears to be a 17th-century French pastime called Hoc. When Louis XIV took the throne in 1643, the French prime minister, Cardinal Mazarin, faced two problems: a) Louis was 5 years old, and b) France was running out of money. Mazarin set up a special educational program for the little guy, then tackled the financial crunch by turning the palace into a round-the-clock casino, where 17th-century nobles with more wealth than they knew what to do with squandered it on Hoc.

The start of Stops

Hoc was played in three parts. In the third part, players tried to match all of their cards and be the first to "go out." Eventually, this third part was separated from the first two and became a game in its own right. When Halley's Comet appeared in 1682, the new game became Comet in France and England. All Stops games evolved from this point. In England, Comet was replaced in the 1700s by a new game, Pope Joan (a Stops game that used a board, like Cribbage), then by Newmarket (named for a race track where the royals congregated).

In America, Newmarket was known as Stops or Boodle. By 1920 this had become Michigan, which was America's favorite game of this type until World War II, when Crazy Eights became the vogue. (The principal difference between Crazy Eights and Michigan is that in Crazy Eights you draw more cards from the stockpile when you lack the card to make a match.)

See also
How the game of Crazy Eights evolved

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How to play Crazy Eights

Crazy Eights can be played by two, three, or four players.

The game uses the standard 52-card pack. When two play, each player receives seven cards; when three or four play, each player receives five cards. The remainder of the pack is placed face-down and becomes the **stock**. The top card is placed face-up beside the stock and becomes the **starter**. All of the discards are placed on the starter, forming the **talon** pile.

Play is clockwise. The first player lays on the starter a card of either the same suit or the same rank. The play continues in turn in the same way: each card played (other than an eight) must match the top card of the talon pile in suit or rank.

A player unable to follow suit or rank must draw cards from the top of the stock until he or she can follow. A player may draw from the stock even if able to play without doing so. After the stock is exhausted, a player unable to play passes.

Eights are wild. An eight may be played at any time, even if the player could legally play another card. If you play an eight, you designate a suit and the next player must play a card of that suit or another eight.

In the "Very Crazy Eights" variation, twos, Jacks, Kings, and the Queen of spades all have special functions. See the Settings dialog box for more information about this variation.

Play ends when a player gets rid of his or her last card.

If the stock is exhausted and no one can play a legal card, the game ends in a **block**.

The player that goes out first collects points for all cards remaining in the hands of the opponents: 50 for each eight, 10 for each face card, 1 for each Ace, and the regular value for the remaining cards. If the game ended in a block, no points are scored.

Getting Started

In the Settings dialog box for Crazy Eights, you have the option of setting whether your cards are drawn manually or automatically, and the "craziness" of the game. Choose Settings from the Game menu to set these options.

If you can, play a card of either the same suit or the same rank on the upcard. If you can't follow suit or rank, draw cards from the top of the stock until you can lay a card of the correct rank or suit. If you play an eight, you get to choose the suit.

Choose Settings from the Game menu to set game rules and options.

You can access a game's Getting Started screen at any time during play by choosing Getting Started from the Game menu. Getting Started includes instructions on how to start and play the game, and options for changing the game rules and player settings.

You can customize game rules and options, game atmosphere, and player settings at any time during play by choosing Customize from the Preferences menu.

To play your cards
Click the card you want to play and drag it to the talon pile, then drop it there. Or, right-click the card to automatically place it on the pile. Click the top card of the stock to draw cards.

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Cribbage

How the game evolved

Cribbage pops up in recorded literature early in the 17th century. Frederic Grunfeld in *Games of the World* traces it to an English card game called Noddy. (No one knows how Noddy was played, but in the 1600s the word meant a "fumbling, inept person," so the reader is welcome to draw a conclusion from that.) Noddy was the only card game of that era that used a board for scoring, and as there are no other contestants for the title we can say with some assurance that this long-forgotten card game probably inspired Cribbage.

The game was quickly taken up by "gentlemen gamblers" throughout Europe, which lends some credence to the claim that Cribbage was invented (or at least popularized) by Sir John Suckling (1609-1642), poet, soldier, aristocrat, and ne'er-do-well. (Suckling himself never made this claim; it was made instead by a contemporary writer named John Aubrey in a book called *Brief Lives*.)

Few changes have been made in the rules since Suckling's time, beyond the introduction of a four-handed variation. In two-handed Cribbage, you're dealt six cards; in Suckling's day it was five. There's also a seven-card variety. Today, two-handed, six-card Cribbage is the most popular way to play.

Cribbage on the world stage

In the early 1800s the king of Sweden, Adolf Gustav IV, made several miscalculations in the realm of foreign affairs. Sweden soon found itself at war with almost everyone in Europe, and the Swedish military leaders, justifiably alarmed, forced the king to abdicate. Gustav signed the abdication papers on a Cribbage board, which perhaps he had dedicated too much time to.

The hard life of a filthy-rich poet

John Aubrey described Suckling as "the greatest gallant of his time, and the greatest Gamester, both for Bowling and for Cards....He played at Cards rarely well, and did use to practice by himself a-bed, and there studied how the best way of managing the cards could be." Aubrey, however, didn't set out merely to burnish Suckling's reputation. He also chronicled the gentleman's talent for cheating. Suckling, it seemed, had inherited a fortune at 18, and one of the uses he put this money to was to make his own packs of playing cards. Each card was marked. He sent these packs as gifts to all the gaming places in England where gentlemen congregated. Of course, when he arrived, he fleeced the lot!

In 1639 England went to war against Scotland, and Suckling, perhaps wanting to do the right thing, raised his own regiment, paying for their horses (and their gaudy uniforms) from his Cribbage winnings. Suckling's commandos fared poorly against the Scots, but they looked great.

Suckling's poetry was witty, lively, and ahead of its time in its use of everyday language. He seemed to especially enjoy puncturing the high-flown pretensions of literary love ballads:

> Out upon it I have loved
>
> Three whole days together;
>
> And am like to love three more,
>
> If it prove fair weather.

In 1642 Suckling took part in a failed attempt to free a friend from a jail cell in the Tower of London. He was forced to leave the country, and he died later that year in Paris, possibly by his own hand.

How to play Cribbage

Cribbage is a game for two to four players; since Hoyle Card Games uses the two-player version, we'll confine ourselves to that. The game uses the standard 52-card pack. The cards in each suit rank from the King (the highest) down to the Ace (the lowest). In **counting** or numerical value, the King, Queen, Jack, and 10 each count for 10 (and so are called **tenth** cards), the Ace counts as one, and the other cards are what they say they are.

The game operates on the principle of matching combinations of cards: pairs, three or more of a kind, flushes, **runs** (sequences), and groups of cards that add up to 15. Players score points for matching both during and after play (after play, points are totaled for combinations in hand). The first person to score 121 points is the winner. If a player wins by more than 30 points (a skunk), it counts as winning two games (losing two games for the loser). If a player wins by more than 60 points (a double skunk), it counts as winning three games (losing three games for the loser).

Cribbage also uses a **cribbage board**, a rectangular panel with rows of holes that form a sort of track. At one end, or in the center, you'll find four additional holes, called **game holes**. Each player has two pegs, which are placed at the start in the game holes. After each hand, the player advances a peg an appropriate number of holes (one hole per point) away from the start (assuming that that player scored any points). The player's second score is recorded by placing the second peg an appropriate distance ahead of the first. For each subsequent score, the peg in back jumps over the peg in front. The distance between the two pegs always shows the amount of the last score. This method holds counting errors to a minimum.

Each player receives six cards, dealt one at a time. After looking over the hand, each player **lays away** two cards face-down. The four cards laid away, placed in one pile, form the **crib**. The crib counts for the dealer (the dealer always has an advantage in this game). The non-dealer therefore tries to lay away **balking cards** -- cards that are least likely to create a score in the crib.

To begin play, the dealer turns up the top card of the stock. This card is called **1 for the starter**. If this card is a Jack, the dealer immediately "pegs 2" (advances his peg two spaces), traditionally called **2 for his heels**.

The non-dealer begins the play by laying a card from his or her hand face-up on the table, announcing its value. The dealer does the same (each player discards to his or her own pile). Play continues in the same way, by alternate exposures of the cards, each player announcing the new total count. The total may not be carried past 31. If a player adds a card that brings the total exactly to 31, he or she pegs two. If a player is unable to play another card without exceeding 31, he or she says "**Go**" and the second player must play as many cards as possible up to but not over 31. The player who plays the last card under 31 scores a point. The discard process begins again from zero.

After the hands have been emptied, the totals of any matches in the discards are counted and added to each player's score.

Against human competition, if your opponent forgets to claim any points, you're allowed to yell "**Muggins!**" and claim the points for yourself. (The knowledge of who or what a Muggins is has long been lost to us. The word is also used in a form of Hearts, though with a different meaning.)

These are the most usual point scores:

In Play

Total of 15	2
Pair	2
Three of a Kind	6
Four of a Kind	12
Run of three or more	1 per card
Turned-up Jack	2
Go	1
Total of 31	2

In Hand

Total of 15	2
Pair	2
Three of a Kind	6
Four of a Kind	12
Run of three or more	1 per card
Flush (four cards)	4
Flush (five cards)	5
Jack, same suit as starter	1
Double Run of Three*	8
Double Run of Four*	10
Triple Run*	15
Quadruple Run*	16

*A Run is a sequence of cards such as 6-5-4.
A Double Run of Three means one duplication in a sequence of four: 6-6-5-4.
A Double Run of Four is one duplication in five cards: 7-6-6-5-4.
A Triple Run is one triplication in a sequence of five: 8-7-6-6-6.
A Quadruple Run is two duplications in a sequence of five: 8-8-7-7-6.

Getting Started

In the Getting Started dialog box for Cribbage, you have the option of setting your peg color, position (inside or outside track), how cards are sorted in your hand, whether you count your card points yourself (your opponent can call Muggins!), and the player to deal first at the start of a game.

Choose two cards to be laid away to the Crib. After the top card is shown, lay a card from your hand face-up on the table. Hoyle Card Games automatically calculates the point value of each card you play.

You can access a game's Getting Started screen at any time during play by choosing Getting Started from the Game menu. Getting Started includes instructions on how to start and play the game, and options for changing the game rules and player settings.

You can customize game rules and options, game atmosphere, and player settings at any time during play by choosing Customize from the Preferences menu.

To play your cards

Click the card you want to play and drag it to its open spot on the table, then drop it there. Or, right-click the card to automatically place it on the table.

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Euchre

How the game evolved

"Those who are familiar with life in the United States must be aware of the enormous popularity that the game of Euchre enjoys, in one form and another. Before the advent of Bridge it was the national game, if we omit Poker."

--R.F. Foster, 1909

Euchre was once to the United States what Whist was to Great Britain. Merilyn Simonds Mohr estimates in *The Games Treasury* that by the country's centennial, two-thirds of all Americans knew how to play Euchre. Whist was swept aside by the barrage of Bridge, but Euchre survived Poker and Rummy, and still enjoys a loyal following.

A French-German collaboration

Euchre, which was written about as early as 1829 (in connection with riverboat gambling on the Mississippi), is a trick-taking game with restrictions. In the case of Euchre, these restrictions are the use of a "short" pack, just 32 cards, and a hand of just five cards. It can be traced with fair certainty to two games. The first is the French game of Triomphe, which seems to have given birth to most of the trick-taking games we play today. The second is a game called Jucker or Juckerspiel, which developed in a region that has sometimes been French, sometimes German: Alsace, in northeastern France.

Because of its French-German ancestry, Euchre slipped into the United States in two ways, through the French in Louisiana and through the Germans in Pennsylvania. The German influence is most evident in the word "Bower." In modern Euchre, the highest card is the Joker, also called the Best Bower; the second-highest is the Jack of Trumps, or the Right Bower; and the third-highest is the Jack of the suit that's the same color as trumps, also known as the Left Bower. Bower, in this case, is not the English-language "bower," which we use to mean a shady spot in a park or a garden. The Bower in Euchre is the English spelling of the German "bauer" or the Dutch "boer," which in those languages means "farmer" or "jack."

Euchre made the big time in 1863, when it was at last admitted to the pages of Hoyle.

The "Imperial Trump"

The German influence on Euchre might also be present in the word "Joker," as this might be an Americanization of the German Jucker. The Joker is first mentioned in connection with Euchre in the book *Euchre: How to Play It* (1886). The first mention of the Joker in Poker is a decade earlier -- *The American Hoyle* (1875) -- but it may be that Euchre was the game for which the Joker was invented, not Poker. (Part of the confusion on this issue might have come from the simultaneous spread of both games northward on the Mississippi.)

Euchre: How to Play It included a description of a game called Railway Euchre in which a 33rd card, "the Joker, or Imperial Trump," is used. But the indefatigable Catherine Perry Hargrave found even earlier Jokers, from 1862 and 1865. The 1862 card has a tiger on it and the label "Highest Trump," while the one from 1865 is inscribed "This card takes either Bower" and "Imperial Bower, or Highest Trump Card." David Parlett confirmed her discovery, and notes in *A History of Card Games* that American playing-card manufacturers didn't start including a spare card in all their packs until the 1880s. "It was presumably only when [Jokers] were customary in full-length packs that Poker players started using them as wild cards," he believes.

Incidentally, the Joker we know as the court jester didn't assume that costume until the turn of the century.

It's a wonderful life

The R.F. Foster quoted above spent a happy life in the service of playing cards. He invented Whist's Rule of Eleven, a popular signaling device between partners; wrote at least one Hoyle (*Foster's Complete Hoyle*, 1897); and edited the United States Playing Card Co.'s annual *Official Rules of Card Games* from the turn of the century until just after World War I. Parlett claimed Foster invented Five Hundred, a Euchre variant with bidding, in the 1890s, the idea being to attempt to do to Euchre what Bridge did to Whist. Five Hundred never really caught on in this country, but it's quite popular in Australia.

See also
How to play Euchre
Euchre strategies and tips

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How to play Euchre

Four people play in two partnerships (though the game has been adapted to accommodate as many as seven players). Euchre uses the standard 52-card pack, but with 28 cards removed (everything below the nine). Hoyle Card Games does not use the Joker.

The rank of cards in each non-trump suit
Ace (the highest), King, Queen, Jack, 10, 9 (the lowest).

The rank of cards in trumps
The Jack of the trump suit (the **Right Bower**), followed by the Jack of the same color (the **Left Bower**). For example, if Hearts are trumps, they would rank as follows: the Jack of Hearts, the Jack of Diamonds, and then the rest of the Hearts. The trump suit always has seven cards; the next suit (same color as the trump suit) has five; and the "cross" suits (opposite color from the trump) each have six.

Five cards are dealt to each player. The pack is placed face-down with the top card turned face-up. This card determines the trump suit for the deal.

The first player may either pass or accept the turned-up card as trumps. If the first player passes, the next player faces the same decision, and so on. As soon as a player accepts the turned-up card as trumps, the dealer discards a card. The turned-up card belongs to the dealer in place of the discard.

If all players pass, the dealer removes the turned-up card. (The suit of the rejected card cannot be used for trumps.) The first player then has the right to name the trump suit, or to pass. If a player passes, the next player can call the trump suit or pass, until the option reaches the dealer again. If all players pass a second time around, the cards are thrown in for a new deal (from the next dealer in line). However, if the "Stick the dealer" option is checked in the Euchre Settings dialog box, and all players pass the second time around, the dealer is forced to choose a trump suit from the available suits, and the hand is played.

The player that declares the trump suit has the right to say, "**I play alone**." The partner of this lone wolf lays his or her cards face-down and does not participate in the hand.

In play, players must follow suit of whatever card is lead (if able). A trick is won by the highest trump or by the highest card of the suit led. The winner of a trick leads the next card.

The object of the game

The object is to win at least three tricks (of a possible five). If the side that called trumps fails this, it is **euchred**. The winning of all five tricks is called **march**.

In the traditional scoring, the side that called trumps wins one point for making three or four tricks; for making five tricks or march, they score two points. For the person playing alone: for three or four tricks, one point; for march, four points. If the side that called trumps is euchred, their opponents win two points. Four-hand euchre is usually played for a game of five points.

Euchre strategies and tips

- Don't get cute. Take tricks whenever you can. Don't hold onto a high card in a suit that has already been played.
- If it's your lead and you're holding two or more trumps, by all means lead a trump. It might not win, but it will suck most of the remaining trumps out of the other hands. Your other trump cards will become that much more powerful.
- This is another partnership game, so remember to cooperate. Don't play a high trump if your partner has just done so.

Getting Started

In the Settings dialog box for Euchre, you have the option of setting the number of points required to win, whether you can "stick" the dealer, and how cards are sorted in your hand. Choose Settings from the Game menu to set these options.

Five cards are dealt to each player. The pack is placed face-down with the top card turned face-up. This card determines the trump suit for the deal.

You have the option to pass on the trump or order it up ("pick it up" when you are the dealer). To declare the trump suit and play alone, check the Play Alone option before you click Order It Up or Pick It Up.

If all players pass, the dealer removes the turned-up card. (The suit of the rejected card cannot be used for trumps.) The first player then has the right to name the trump suit, or to pass. If a player passes, the next player can call the trump suit or pass, until the option reaches the dealer again.

If all players pass a second time around, the cards are thrown in for a new deal (from the next dealer in line). However, if the "Stick the dealer" option is checked in the Settings dialog box, and all players pass the second time around, the dealer is forced to choose a trump suit from the available suits, and the hand is played.

Choose Settings from the Game menu to set game rules and options.

You can access a game's Getting Started screen at any time during play by choosing Getting Started from the Game menu. Getting Started includes instructions on how to start and play the game, and options for changing the game rules and player settings.

You can customize game rules and options, game atmosphere, and player settings at any time during play by choosing Customize from the Preferences menu.

To play your cards

Click the card you want to play and drag it to its open spot on the table, then drop it there. Or, right-click the card to automatically place it on the table.

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Gin Rummy

How the game evolved

In 1950, the United States Playing Card Co. conducted a survey of American cardplayers and discovered that the Rummy family of card games was our favorite family game. And why not? As David Parlett wrote in *The Penguin Book of Card Games*, "Rummy is deservedly popular because it is easy to learn, fast to play, suitable for all ages, playable by any number, and as suitable for gamblers as for missionaries -- though perhaps not both at once." Gin Rummy is the most sophisticated member of the oldest branch of the Rummy family tree -- the one in which the object is to be the first to "go out."

Three nations claim the credit for the invention of Rummy. The only thing they all agree on is the time period when the inventing took place: the 1800s.

The Mexicans
The French
The Chinese
The Gin Game
The biggest game in sports

Let's start with...

The Mexicans

The Spanish brought the first playing cards to the New World. The Indians living in the Spanish colonies used these cards to develop their own games, including one called Conquian, from the Spanish "con quien" ("with whom"). (With whom, as in "With whom are you playing?" Perhaps Conquian was originally a partnership game.)

Conquian's rules were similar to many of the Rummy games. The major difference was that Conquian was played with a Spanish pack of 40 cards -- the 10, 9, and 8 of each suit were removed. (The Mexicans inherited this pack from the Spanish, but they didn't inherit this game. The earliest mentions of Rummy in Spanish card-game books appear much later in the 20th century, and are obviously borrowings from across the Atlantic. Even the Spanish name for Rummy -- Ramy -- is a Spanish corruption of the English word.)

At some point in the 18th century, Conquian migrated north into Texas, where the Texans, with their usual flair for language, dubbed it Coon-Can or Conkin. There are reports of Conquian in gaming literature as far back as 1860, but when the game finally made it into the hallowed pages of Hoyle it was as Coon-Can (*The Standard Hoyle*, 1887). The name Conquian didn't appear in Hoyle until a decade later (*Foster's Complete Hoyle*, 1897). Stewart Culin, a 19th-century curator of the Smithsonian Institution, reported in *Chess and Playing Cards* (1896) that Conquian was a favorite among the Apaches of the American Southwest.

The French

Most scholars have put their money on the Mexican theory, but some believe that Rummy is a descendant of Poker (see the Poker topic), which most probably originated with French settlers in Louisiana. The French theory is based on some likenesses between the two games and on the liquor allusions in Rummy and Gin Rummy.

The likenesses. Poker and Rummy are the most popular games based on making combinations rather than on taking tricks. (In the 1950s we would've had to add Canasta to that sentence; in that decade the fad from Uruguay was even bigger than Bridge.)

Combinations in the Rum family are called "melds." As in Poker, melds are made of cards that match each other according to specific guidelines. In Rummy, a group is three or more cards of the same rank (Q-Q-Q); a sequence is three or more cards of the same suit (A-2-3-4 of Hearts). Note the resemblance to Poker hands. (However, unlike Poker, where each deal is a game within a game, in Rummy the play never stops. Also unlike Poker, in Rummy you're penalized for whatever cards you haven't grouped at the end of the game.)

The liquor. Most of the backers of Poker as the parent of Rummy claim that Rummy appeared in the 1890s as Rum Poker. The American card authority John Scarne claims it was called Whisky Poker which later became Rum Poker. (Scarne claims that Rum Poker became Rum at the turn of the century to clean the game up for families. Rum represented drinking, but Poker apparently represented something much worse!) There was also at this time a Gin Poker. "The origins of Rummy," David Parlett writes, "would therefore appear to be lost not so much in the mists of time as in the alcoholic haze of history."

There are two obstacles to the acceptance of the French/Poker theory. One is that Whisky, Rum, and Gin Poker all had rules much like Conquian's, and Conquian was reported long before the other three. The other is that Rummy's first appearance in print, in a 1905 Hoyle, was as "Rhum, or Rhummy," spellings that suggest a European influence rather than drinking. Parlett tracked down a German game of that era that used "rum" to mean "honors" and a Dutch game that used "roem" to mean "meld."

To further complicate the issue, the game had become Rum by 1912, but in a 1919 card book it was referred to as Poker Rum. Cheers.

The Chinese

Poker and Rummy are similar to two board games with Chinese roots, Dominoes and Mah Jongg, in that all four games are built on the principle of making combinations. Therefore, a Chinese claim for the legacy of Rummy is not at all far-fetched.

In 1891, a British traveler named W.H. Wilkinson transformed a Chinese card game called Khanhoo into a game with a 62-card pack. Wilkinson borrowed from the Chinese (or invented) many rules similar to Rummy's. British researcher Andrew Pennycook, in *The Book of Card Games* (1982), found another Chinese game from that period that's a close cousin: Kon Khin. Now that sounds intriguing. Coincidence? Or did the Mexicans get this game from the Chinese? How would the transfer have happened? Answers to these questions might never be found, so let's move on to something we can answer: how Gin Rummy entered the world.

The Gin Game

Elwood T. Baker was living in New York and tutoring the well-to-do in Whist at the Knickerbocker Whist Club in the first decade of this century. (Yes, apparently in those days and in that place you could make a living teaching people to play cards.) Baker was growing bored with Rummy and, in seeking to speed the game up, invented Gin Rummy. (The game was named by his young son, who apparently knew a few things about adults and their recreational pursuits.)

David Parlett didn't believe that Baker thought up Gin Rummy; Parlett claims that the Whist tutor only fine-tuned the scoring, and then launched the nationwide craze for the game after teaching it to his students (the way Edmond Hoyle launched Whist). But Parlett can't always be right, and he offered no other candidate as Gin Rummy's inventor, so as far as we're concerned Elwood T. Baker and his claim to fame can rest peacefully.

Gin Rummy declined in popularity in the 1920s when the card world was assaulted by Contract Bridge. It resurfaced in the 1940s when it was taken up by Hollywood celebrities (a long-running Broadway show of this time, *The Gin Game*, added fuel to the fire). But in the 1950s Gin Rummy was shoved aside by the short-lived but intense mania for Canasta. Today the game remains popular, though it's not near the peak it occupied at the time of the USPCC survey in 1950.

The biggest game in sports

A variation of Conquian called Panguingue (pronounced "pahn-gheeng-ghee") or Pan is still played today. The chief feature of this game is the number of cards used: five to eight Spanish packs (200 to 320 cards)! As many as 16 players can be accommodated in one deal, though they'd have to possess considerable patience to get through this gargantuan game.

How to play Gin Rummy

Gin Rummy is played by two people with the standard 52-card pack. The cards in each suit rank from the King (the highest) down to the Ace (the lowest). Each face card counts as 10, each Ace counts as one, and the other cards are their regular values.

Each player receives 10 cards in the deal. The first card always goes to the non-dealer. The rest of the pack is placed faced-down; this is the **stock**. The top card of the stock is turned up and placed beside the stock. This is the **upcard**.

The non-dealer begins play by taking the first upcard or refusing it; if the non-dealer refuses the upcard, the option of taking it or refusing it passes to the dealer. If the dealer also refuses, the non-dealer draws the top card of the stock.

From there, each player in turn draws a card, either the upcard or the top card of the stock, and then discards one card (the new upcard) face up on the previous discards.

The object of the game

The object of all this taking and discarding is to form your hands into matched sets (three or four cards of the same rank) or sequences (three or more cards in sequence in the same suit).

After drawing, and before discarding, a player may **knock** if his or her unmatched cards (**deadwood**) count 10 or less. The player who knocks lays down 10 cards, arranged in sets and with the unmatched cards segregated, then discards the eleventh card. If all 10 cards are in matched sets (a **gin** hand), the player's count is zero and he or she is said to **go gin**.

If neither player has knocked by the time the 50th card has been drawn (and a following discard made), there is no score for either player for that particular deal.

The opponent of the player who knocked may **lay off** any of his or her unmatched cards that fit on the knocker's matched sets, thereby reducing his or her own count of unmatched cards.

After knocking and laying off, if the knocker has the lower deadwood count, he or she wins the difference between the two players' deadwood counts. But if the opponent has an equal or lesser deadwood count, the opponent is said to have undercut the knocker. The opponent then scores the difference (if any) in the counts, plus an undercut bonus of 25 points.

The knocker cannot be undercut if he or she has gin (no deadwood). A knocker with gin scores the opponent's deadwood count, plus a gin bonus of 25 points.

In Oklahoma Gin, if the initial upcard is a spade, the hand winner's points are doubled.

The first player to accumulate 100 points wins the game and a 100-point game bonus. Players get a 25-point **line** bonus for each hand won in the game. The winner wins the difference in total scores for the game. If the loser did not win any hands in the game (a shutout), the winner's score for the game (except for the line bonus) is doubled.

Multiple games are played until the match is won. See Settings to choose the match type.

Gin Rummy strategies and tips

- As a general rule, draw from the discard pile only to complete or add to a set, not to form a combination (two cards that may become a set).
- Try to put together two matched sets plus four or fewer unmatched low cards (you usually don't have time to make three sets).
- Knock as soon as you can! You won't make Gin, but you're more likely to pick up a ton of points from your opponent's unmatched cards.
- Success in Gin Rummy depends largely on keeping track of the discards. From this you'll know which of your own combinations are still "alive" and you'll be able to guess which combinations your opponent is holding.
- According to leading Gin Rummy scientists, the most useful card in this game is the 7, as it figures in more combinations than any other card. The least useful are the Ace and King.
- As in Poker, never try to "fill an inside straight" in Gin Rummy. If for example you have a 4 and a 5, you can add to this with either of two cards, a 3 or a 6. If you have a 4 and a 6, however, you're only half as likely to run across a 5.

Getting Started

In the Settings dialog box for Gin Rummy, you have the option of setting the rule variations (Gin Rummy or Oklahoma Gin) and whether you can sort your cards manually. Choose Settings from the Game menu to set these options.

If you want to sort your cards manually during a game, click the Manual Sort option in the Settings dialog box. Then, during the game, press Shift while you click and drag a card to sort your hand.

To start the game, you must take up the upcard or pass.

Choose Settings from the Game menu to set game rules and options.

You can access a game's Getting Started screen at any time during play by choosing Getting Started from the Game menu. Getting Started includes instructions on how to start and play the game, and options for changing the game rules and player settings.

You can customize game rules and options, game atmosphere, and player settings at any time during play by choosing Customize from the Preferences menu.

To play your cards

Right-click the upcard or click the top card to take it up. Then click the card you want to discard and drag it to its spot on the table. Or, right-click the card to automatically place it on the table.

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Go Fish

How the game evolved

Go Fish is perhaps the simplest representative of the family of "exchange to collect" card games, where the goal is to take cards from your opponents in order to make matching sets. (This is in contrast to the family of "exchange to scapegoat" games, like Old Maid, where the goal is to get your opponents to take certain cards from you.) Another important feature of Go Fish is that of matching cards in your hand to cards available from the table. This is referred to as "fishing" in China, where, according to *The Oxford Guide to Card Games*, such matching games are as popular as trick-taking games are in the west. The exception seems to be Italy, where the national games of Scopa and Scopone are of the fishing type. In fact, according to the game historian David Parlett, in the sixteenth century a popular Italian gambling game was called Andare a Piscere (Go Fish).

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How to play Go Fish

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How to play Go Fish

Each player gets 5 or 7 cards. If you are dealt a four-of-a-kind, or get four-of-a-kind during game play, those cards are removed from your hand and you get a point.

Moving clockwise, players take turns asking a specific player for a given rank of card. If someone asks you for a rank that you have, the cards jump out of your hand. If you do not have any cards of that rank, click on the flashing GO FISH sign to give the player a card from the pond.

It is your turn when your nameplate flashes.

Select a player to ask by clicking on one of the players. Select a card rank by clicking on a card of that rank in your hand. If the player has any such cards, the cards jump into your hand. If not, you must go fish, and a fish will jump into your hand. If you get the card you asked for, you get to go again.

If you run out of cards, you get a free fish.

Play continues until all hands and the pond are empty. The winner is the player with the most points at the end of the game.

Getting Started
Choose Settings from the Game menu to set game rules and options.

You can access a game's Getting Started screen at any time during play by choosing Getting Started from the Game menu. Getting Started includes instructions on how to start and play the game, and options for changing the game rules and player settings.

You can customize game rules and options, game atmosphere, and player settings at any time during play by choosing Customize from the Preferences menu.

To play your cards

It is your turn when your nameplate flashes.

Select a player to ask by clicking on one of the players. Select a card rank by clicking on a card of that rank in your hand. If the player has any such cards, the cards jump into your hand. If not, you must go fish, and a fish will jump into your hand. If you get the card you asked for, you get to go again.

See also

How the game of Go Fish evolved

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Hearts

How the game evolved

The concept of turning games around and letting the losers win and the winners lose has been applied to most of the card-game families. It seems to work best with the family of trick-taking games. Hearts (also known as Omnibus Hearts, Black Maria, and Black Lady) is the most successful example of a trick-avoidance game. Merilyn Simonds Mohr noted its international reputation -- the only game of its type to ascend to those heights. The United States Playing Card Co. reports that Hearts is the second-favorite card game among American college students (Spades is number one).

The first unmistakable sighting of the game was in an American book, *Trumps' New Card Games* (1886). So where did Hearts come from? The writer R.F. Foster asked this question of his readership in *Foster on Hearts* (1895). The response must've been dismal, because Foster doesn't elaborate on this subject in his many subsequent books on cards.

Though we can't pinpoint an evolutionary path for Hearts, we know it descends, however indirectly, from a French game called Reversis (first recorded in 1601). Reversis is probably the ancestor of all trick-avoidance games. According to David Parlett in *A History of Card Games*, Reversis was sufficiently popular to warrant a book devoted to it as early as 1634, and it remained in most game manuals until the late 1800's. Parlett, who cruised the pages of every Gamester and Hoyle of the past 300 years, says that despite this Whist-like longevity, Reversis never made much headway in the English-speaking countries.

This leaves us with the mystery of Hearts. Until the missing link in the evolutionary chain is found, we'll never know how this French game of the Renaissance became so popular in American college dormitories.

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How to play Hearts
Hearts strategies and tips

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How to play Hearts

There are four players, no teams.

Hearts uses the standard 52-card pack. The cards in each suit rank from the Ace (the highest) to the deuce (the lowest). There are no trumps.

The deal rotates clockwise, as does the play of the cards. The entire pack is dealt. Depending on the game variation and the hand number, players may discard three cards by passing them to another player. (You must pass these cards before you can look at the ones you'll be receiving.) The player with the 2 of clubs (or, in another variation, the player to the dealer's left) leads the first trick.

Whichever card is led first, the other players must try to follow suit. A trick is won by the highest card in the suit led. The winner of a trick makes the next lead.

The object of the game

The object of play is to avoid taking Hearts in tricks, as each Heart counts as one point against the player taking it. The Queen of Spades counts as 13 points against the player taking it. However, you could try to take ALL the hearts AND the Queen of Spades. This is called "**Shooting the Moon**," and if you pull it off you hand your opponents a whopping 26 points each and take none yourself.

Hearts cannot be led until they've been **broken**, that is, thrown into a previous trick by a player who couldn't follow suit.

When a player equals or breaks 100 points, the game is over, and the player with the lowest score at that time is the winner.

Hearts strategies and tips

- Success in Hearts is largely determined by the cards you discard before every hand. (In the rounds when you don't discard, you just have to hope for some luck to back your skill!)
- Always discard an Ace or a King if that's all you have in that suit. (Always discard the Queen of spades if you have no spades to back her up!)
- High cards are not dangerous if you have enough low ones to back them up (three at a minimum).
- It's better to keep the Queen of spades and dump her on someone during play than to discard her only to have her dumped back on you. But you can't keep the Queen unless you have enough spades to defend her (four is best, three is chancy).
- When discarding, keep every spade you can if you don't have the Queen (you might pick her up from the other guy's discards). Don't keep the Ace and King of spades unless you have at least three other spades to defend yourself.
- When discarding, if you have the A-K-Q of spades and three or four low spades, give away the A-K and make somebody sweat!
- If you don't have to worry about discarding high spades or lone royals, get rid of an entire suit or most of that suit.
- When the first card of a suit appears, if only you and another player are holding that suit, you could be in big trouble (unless you have the 2-3-4; then you're in the driver's seat). Try to get rid of this suit as quickly as possible.
- The best insurance against picking up the Queen of spades is to lead low spades every chance you get. Force her out of hiding!
- If you have four or more cards in a suit, including high cards and low ones, play the high cards early and save the low ones for the later, more dangerous rounds.
- If someone picks up the Queen of spades before any other points have been scored, that person may try to shoot the moon. Hold on to a high card in at least one suit to try to stop that attempt.
- Shooting the moon is for the real gambler. The odds are against you! There are few thrills like it in all of carddom, but don't try it unless you have nerves of steel.

Getting Started

In the Settings dialog box for Hearts, you have the option of setting how cards are sorted in your hand and rules for leading cards, passing cards, and "breaking" hearts. Choose Settings from the Game menu to set these options.

If you are using the Alternates or Always Left rule on passing cards, choose three cards to pass.

Choose Settings from the Game menu to set game rules and options.

You can access a game's Getting Started screen at any time during play by choosing Getting Started from the Game menu. Getting Started includes instructions on how to start and play the game, and options for changing the game rules and player settings.

You can customize game rules and options, game atmosphere, and player settings at any time during play by choosing Customize from the Preferences menu.

To play your cards

Click the card you want to play and drag it to its open spot on the table, then drop it there. Or, right-click the card to automatically place it on the table.

See also

Memory Match

How the game evolved

Just as the Olympic games are tests of basic human physical abilities, pushed to their extremes, Memory Match is an extreme test of a basic human mental ability: remembering. Surely simple games based on memorization are at least as old as the ancient Olympics. And just as in the Olympics there is the important distinction between sprints and marathons, there are different types of memory that can be exercised: short term and long term. As anybody knows who has been to a party and promptly forgotten the names of each person to whom you were just introduced, short term memory is usually not as reliable as we would like. The fact that remembering unrelated bits of information quickly is such a challenge for people has made for the invention of many simple but entertaining memory games.

Systematic research into human memory is a relatively new field. Although they are now terms of common parlance, the words "short term" and "long term" memory have only been used in the latter half of the twentieth century. Psychological studies have helped to define what short term memory is, and have also suggested techniques for helping people improve their short term memory. It is generally agreed, for instance, that on average people can remember about seven independent pieces of information for about thirty seconds. Remember more things requires practicing techniques for "chunking" multiple pieces of information into one, thus making better use of those "seven pieces." Remembering for longer periods requires transferring information from short term memory into long term memory. How this happens is certainly a complicated mental process, but as anyone knows who's memorized a poem or a speech, repetition and practice seem to be the key.

Practical methods for improving short term memory go back farther than the term itself. At the turn of the century, the Pelman Institute in Britain devised a number of techniques for helping people improve their memory. A legacy of this is that the game we call Memory Match is referred to in England as Pelmanism.

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How to play Memory Match

Cards are dealt face down into a grid layout. The object of the game is to find and remove all matching pairs of cards. Click on a card to turn it over, then click a second card. If the two cards are a pair, they are removed from the layout. If not, they are turned face down.

If you find three pairs in a row without a miss, you get a bonus.

If you turn over a wild card and any non-wild card, the wild card and both the non-wild card and its pair are all removed from the layout.

When all pairs have been found and the board is empty, your score is displayed. Matched pairs, misses, bonuses, layout size, and deck difficulty all affect your score (choose Getting Started from the Game menu and go to the Scoring tab for more details).

Memory Match can also be played by two players head-to-head. In this case, it is a race to see who can be the first to find a set number of pairs. The game is played in multiple rounds. At the start of some rounds, the cards are shown face up for a short time. Other rounds do not start with this "peek" phase.

Getting Started

Go to Settings (Game menu) to change the number of cards in the layout and level of difficulty of the deck.

You can access a game's Getting Started screen at any time during play by choosing Getting Started from the Game menu. Getting Started includes instructions on how to start and play the game, and options for changing the game rules and player settings.

You can customize game rules and options, game atmosphere, and player settings at any time during play by choosing Customize from the Preferences menu.

To play your cards

Click on card to turn it over, then click a second card. If the two cards are a pair, they are removed from the layout. If not, they are turned face down.

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Old Maid

How the game evolved

Old Maid is part of a family of basic card games in which the mechanisms of play are as simple as possible. The simplest mechanism of all is that of exchanging cards with other players. One subfamily of exchange games is the negative or "scapegoat" group; in these games, holding the scapegoat card at the end of the hand brings with it a penalty, from loss of points to loss of the game. The best-known negative game in English is Old Maid (for which we have exactly zero evolutionary data).

The flipside of these negative games, those in which collecting rather than discarding cards is the object, include the Rummy family and the children's game Go Fish.

How to play Old Maid

In Hoyle Card Games, either one of the Queens is discarded from the standard 52-card pack before play, or a Troll card is added to the standard 52 card deck.

Thirteen cards are dealt to each player. Each player discards, face-up, all of his or her pairs (never three or four of a kind). Then each player offers his or her hand face-down to the player on the left, who draws one card. That player discards all pairs and repeats the process with the next player. Eventually one player will be left with the odd Queen or the Troll (the "Old Maid"). That ends the game, and the possessor of the Old Maid is the loser.

Getting Started

In the Settings dialog box for Old Maid, you have the option of setting whether the Old Maid is the odd queen or the troll. Choose Settings from the Game menu to set these options.

The game starts with each character player's pairs automatically played. Click the cards in your hand that form pairs. Play then proceeds around the table.

Choose Settings from the Game menu to set game rules and options.

You can access a game's Getting Started screen at any time during play by choosing Getting Started from the Game menu. Getting Started includes instructions on how to start and play the game, and options for changing the game rules and player settings.

You can customize game rules and options, game atmosphere, and player settings at any time during play by choosing Customize from the Preferences menu.

Note To highlight the pairs in your hand, click the light switch at the bottom-right corner of the table (so it is in the "up" position).

When it's your turn, click any card in the player's hand to your right.

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Pinochle

How the game evolved

Pinochle is derived from several different card game traditions. The oldest of its traditional features are the Ace-10 hierarchy and *marriages*. Ace-10 games, in which 10's supercede Kings in worth and power, probably combined with marriage games at some point in the early 18th century. Marriage games include point-scoring opportunities arrived at by matching the King and Queen of the same suit. Also related to the marriage concept is the joining of the Jack of Diamonds to the Queen of Spades (called Pinochle).

The marriage element preceded all other elements. Queens did not exist as card figures until the 15th century in Germany. They first showed up in a game called Poch. Not long after that a French game, Glic, included marriages as a scoring combination. Poch and Glic are also the early ancestors of modern Poker.

Sixty-Six and Binokel, two German games in the Ace-10 category, had by the early 18th century acquired the trick-taking format common to several other games. Shortly thereafter, a game called Mariagen-Spiel, shortened to Mariage, appeared in Germany. Its French name is misleading, a result of the fact that throughout Europe the nobility spoke French rather than their native tongues. Mariage was probably a German creation of the upper class.

From there the story shifts to France. Paris casinos in the 1840's were surprised by the sudden appearance of Bezique, a game that included the Ace-10 feature, marriages, and an interesting scoring phenomenon that paired up Jacks and Queens. Bezique was played in a double-pack of 64 cards ranking from Ace-7. Games were to 1,000 points.

In Bezique, the Queen of Spades could be matched to the Jack of Diamonds for points. These and other features apparently originated in an old French province named Limousin. The spade Queen and her erstwhile companion invite considerable speculation. "Diamond Jack" is often viewed as a rogue; in some traditional games he is used as a joker or fool. His joining up with the Queen may be viewed as the herculean jest of card games.

Another interpretation is that the Jack of Diamonds represents Hector de Maris, knight of the round table, the half-brother of Lancelot. The Jack of Clubs is said to represent Lancelot himself. This leads to an easy guess that the two knights' face card identities were switched, and Lancelot's transgression with Queen Guinevere was mistakenly assigned to Hector. The whole matter would be clarified if it were possible to link that mythical lady to the Queen of Spades. Unfortunately, no such evidence exists.

At any rate, Bezique crossed the Atlantic and appeared in the *Modern Pocket Hoyle* in 1868. Penuchle, however did not appear in Hoyle until twelve years later. The name and play was actually derived from Binokel (two-eyes), another German card game variation, and a cousin to Bezique. Binokel is played using the familiar 48-card pack (stripped of the 7's and 8's used in Bezique). The word binokel (or pince-nez) is probably another reference to the Jack and Queen. These two figures are cast in profile on most decks, with one eye each. When you lay the two cards together, their single eyes combine as two eyes, and thus, binokel.

The precise spelling of Penuchle was contested for many years. An important junction occurred in 1907. In that year R.H. Foster published *Complete Pinocle*, and included a derogatory remark about the 'h' that others used when spelling the name. In 1908 he wrote another book, titled *Laws of Pocket Pinochle*. What happened to bring about this change of mind in Foster between 1907 and 1908 is most likely interesting, but also undocumented.

Penuchle and its predecessors had been two-handed games until the arrival of Rummy. Versions of Pinochle for three or more players quickly appeared to stave off the Rummy threat. In the decades since then, Pinochle became one of America's most popular card games.

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How to play Pinochle

Pinochle is a trick-taking game, like Euchre, Bridge, Hearts, Spades, and War. Originally a European game played by two people, it is now extremely popular in the United States as a game played in teams by 4 players (Auction with Partners, Double-Pack, and Partnership Pinochle).

The Pinochle deck contains twelve cards in each of four suits: two in each of the ranks A, 10, K, Q, J, and 9. The 10 is the second highest rank (Ace is highest).

Hoyle Card Games offers five variations of Pinochle:

Partnership Auction Pinochle
Double-Pack Pinochle
Partnership Pinochle
Four-handed Pinochle
Two-handed Pinochle

Getting Started

Choose Settings from the Game menu to set game rules and options.

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Partnership Auction Pinochle

Partnership Auction Pinochle is played with one deck of Pinochle cards and four players are grouped in teams of two. The players sitting opposite each other are partners. It is conventional to name the players North, South, East, and West. North and South are partners, as are East and West.

The Deck

Partnership Auction Pinochle is played with a 48-card deck. The deck contains twelve cards in each of four suits - two in each of the ranks Ace, Ten, King, Queen, Jack, and Nine. The rank of cards differs from normal custom: the Ten outranks everything (within its suit) except the Ace.

In the trick-taking phase of the game, the Aces, Tens, and Kings are worth points, and so are called "counters." Queens, Jacks, and Nines are not worth points (although they can win tricks); thus they are called "non-counters."

The Deal

Each player receives 12 cards.

The Bid

The winner of the bid has the right to name the trump suit and gets to play the first trick. The minimum opening bid is 100 points, and the player to the dealer's left starts the bidding. Bids are made in multiples of 10 points. Each player must either bid at least 10 points higher than the previous bid or pass. When only one person has not said "pass," that person has won the bid.

The Meld

There are three types of meld, and a card may belong to different melds as long as they are of different types. Each player places face-up on the table only those cards being melded.

Sequences

A, T, K, Q, J of the trump suit (flush)	150
K,Q in Trump (Royal Marriage)	40
K,Q of any other suit (Common Marriage)	20

Special

One Jack of Diamonds and one Queen of Spades (Pinochle)	40
Both Jacks of Diamonds and both Queens of Spades (Double Pinochle)	300
Nine of Trump (called the dix, pronounce "deece")	10

Groups

One Ace in each suit (hundred aces)	100
One King in each suit (eighty kings)	80
One Queen in each suit (sixty queens)	60
One Jack in each suit (forty jacks)	40

The partner's separate melds are added into one total, but the team does not actually receive the meld points until they win a trick.

The Play (Taking Tricks)

All players pick up their melded cards and the bidder plays the opening lead. Proceeding to the left, each player plays a card on the trick following these rules:

- If a player has a card of the same suit as the lead card, it must be played. If possible, the player must play a card with a higher rank than the card that currently controls the trick.
- If a player has no cards in the suit led, a trump suit must be played if possible. If the trick already contains trump, the player must beat it with a higher trump if possible.
- If a player cannot follow suit and cannot play a trump, any other card may be played.

If someone has already trumped, later players who can follow suit may play any card of the suit led because no card of the led suit can beat a trump.

The highest trump wins the trick. If no trump was played, the highest -ranking card of the suit led wins the trick. If there is a tie for highest-ranking card, the trick is won by whichever of the equal cards was played first. Each counter card won is worth 10 points.

The trick winner leads to the next trick, and so on until twelve tricks have been played. The team that wins the final trick gets an additional 10 points.

Scoring

Each side adds up the points it won in tricks and adds the points from its melds (if it has won at least one trick). Bidder's opponents add their total into the accumulated score. If the bidder's team wins at least the amount of the bid, they add the amount won to the accumulated score. If they don't make the bid, they subtract the bid from their accumulated score.

The side that first reaches 1000 points wins a game.

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Double-Pack

Double-Pack Pinochle is played by four people, in two sets of partners like Partnership Auction Pinochle.

The Deck

Double-Pack Pinochle uses a deck of 80 cards, made from two Pinochle decks (or four regular decks) by discarding everything except the Aces, Tens, Kings, Queens, and Jacks. There are four of each card. Therefore, there are four Aces of Spades, four Aces of Hearts, etc. The rank of cards differs from normal custom: the Ten outranks everything (within its suit) except the Ace.

The Deal

Each player receives 20 cards.

The Bid

After the cards are dealt, the person to the left of the dealer starts the bidding. That person may bid 500 or higher, or may pass. When a person has passed, he or she may not bid again. Bids are made in multiples of 10.

The bid advances clockwise around the table, skipping those who have passed. When three people have passed, the remaining bidder wins the bid, and he or she picks the Trump suit and will later lead the first trick.

The Meld

After the bid is over, each player shows the cards that comprise his or her meld.

Double-Pack Meld Table

Type I Arounds	1 Set	2 Sets	3 Sets	4 Sets	Comment
A-A-A-A	100	1000	2000	4000	Ace in all 4 suits
K-K-K-K	80	800	1600	3200	King in all 4 suits
Q-Q-Q-Q	60	600	1200	2400	Queen in all 4 suits
J-J-J-J	40	400	800	1600	Jack in all 4 suits
Type II **Pinochles**					
Pinochle	40	300	900	2700	Queen Spade + Jack Diamond
Type III **Runs and Marriages**					
Marriages	20	40	60	80	King + Queen in same suit
" " of trumps	40	80	120	160	King + Queen of trumps
Runs	150	1500	3000	6000	A-10-K-Q-J of Trumps

You can count the same card in melds of different types (e.g., a Queen of spades could be part of a marriage, a set of Queens, and a Pinochle), but not in more than one meld of the same type (e.g., a King and two Queens does not count as two marriages).

The Play (Taking Tricks)

A trick consists of one card from each player, played in turn clockwise. The bid winner leads the first trick. The winning card is the highest trump or, if no trump was played, the highest card in the suit led. The trick winner removes all four cards to be counted later and then leads the next trick.

At the end of each hand, each team counts 10 points for each Ace, 10, and King that they took (Ace, 10, and King are the "counters").

Whoever wins the last (20th) trick gets 20 extra points.

Scoring

After the last trick has been played, the teams add to their accumulated score the number of points scored from melds and the counters taken in tricks. If the bidders did not win at least one trick, they do not get their meld points. If the bidders do not get at least as many points as they bid, they score nothing for their meld and tricks and the bid amount is deducted from their score.

The game continues until one team reaches 3550 points.

See also
How to play Pinochle

Partnership Pinochle

Partnership Pinochle is very similar to Partnership Auction Pinochle, except there is no bidding. There are four player with North and South as one team and East and West as the other.

The Deck

Partnership Pinochle is played with the 48-card Pinochle deck. The rank of the cards are Ace-10-King-Queen-Jack-9. In the trick-taking phase of the game, the Aces, Tens, and Kings are worth points, and so are called "counters." Queens, Jacks, and Nines are not worth points (although they can win tricks), thus they are called "non-counters."

The Deal

Each player receives 12 cards, non-dealer first. The last card the dealer receives is the trump suit and is turned up so all players can see it.

If the dealer turns over the dix (nine of trump), he automatically scores 10 points. Otherwise a player (beginning with the dealer's left) holding the dix can exchange it for the trump card and score 10 points

The trump card, or the dix exchanged for it, then becomes part of the dealer's hand, so that each player has 12 cards.

The Meld

Following the dix trading, each player shows on the table any melds he or she can make, scoring them according to the following table:

Sequences

A, T, K, Q, J of the trump suit (flush)	150
K,Q in Trump (Royal Marriage)	40
K,Q of any other suit (Common Marriage)	20

Special

One Jack of Diamonds and one Queen of Spades (Pinochle)	40
Both Jacks of Diamonds and both Queens of Spades (Double Pinochle)	300
Nine of Trump (called the dix, pronounce "deece")	10

Groups

One Ace in each suit (hundred aces)	100
One King in each suit (eighty kings)	80
One Queen in each suit (sixty queens)	60
One Jack in each suit (forty jacks)	40

The partners' separate melds are added into one total, but the team does not actually get their meld points until they win a trick.

The Play (Taking Tricks)

All players pick up their meld cards and the player to the dealer's left leads the first trick. Proceeding to the left, each player plays a card on the trick following these rules:

- If a player has a card of the same suit as the lead card, it must be played. If possible, the player must play a card with a higher rank than the card that currently controls the trick.
- If a player has no cards in the suit led, a trump must be played if possible. If the trick already contains trump, the player must beat it with a higher trump if possible.
- If a player cannot follow suit and cannot play a trump, any other card may be played.

If someone has already trumped, later players who can follow suit may play any card of the suit led because no card of the led suit can beat a trump.

After everyone has played a card, the highest trump wins the trick. If no trump was played, the highest - ranking card of the suit led wins the trick. If there is a tie for highest-ranking card, the trick is won by whichever of the equal cards was played first. Each counter card won is worth 10 points.

The trick winner leads to the next trick, and so on until twelve tricks have been played. The team that wins the final trick gets an additional 10 points.

Scoring

Each side adds up the points it was won in tricks and adds the points from their melds (if the team has won at least one trick). Each team adds their total into the accumulated score. The first side to reach an accumulated score of 1000 points wins the game.

See also

Two-Handed Pinochle

This is a Pinochle game for two players. The object of the game is to win tricks and to meld certain combination of the cards that have a scoring value.

The Deck

The 48-card Pinochle pack. Rank of the cards are Ace, 10, King, Queen, Jack, 9.

The Deal

Each player receives 12 cards, non-dealer first. The next card is turned up and placed on the table; it is the trump card and determines the trump suit. The remainder of the pack, the stock, is placed face down.

The Play (The First 12 Tricks)

The non-dealer leads the first trick. If a trump is led, it wins the trick unless the opponent plays a higher trump. If any other suit is led, the card led wins unless the opponent plays a higher card of the same suit or a trump. The leader may play any card, and the follower may play any card; there is no requirement to follow suit. After each trick, both players draw a card from the top of the stock to restore their hands to 12 cards, trick winner drawing first. The trick winner leads the next trick, but first has the option of melding.

The Meld

Upon winning a trick, and before drawing from the stock, a player may meld any combination of cards having value. The meld is formed by placing the cards face up, where they remain until played in a trick or until the stock has been emptied.

The various combinations that may be melded and the points they receive are listed below:

Type 1:

Run - A 10 K Q J in trumps - 150 points

Marriage - K Q in same suit - 20 points

Royal Marriage - K Q in trumps - 40 points

Type 2:

Aces around - A in each suit - 100 points

Kings around - K in each suit - 80 points

Queens around - Q in each suit - 60 points

Jacks around - J in each suit - 40 points

Type 3:

Pinochle - J of Diamonds and Q of Spades - 40 points

Double Pinochle - 2 Pinochles - 300 points (A Double Pinochle is the only meld that gives a bonus beyond twice the normal meld value. For example, double Kings around scores 160 points.)

9 of Trumps (Dix) - 10 points

Melding is subject to the following restrictions:

• Only one meld may be made in a turn.
• For each meld, at least one card must be taken from the hand and placed on the table.

A card once melded may be melded again only in a different class, or in a higher-scoring meld of the same class. If a player has melded a Royal Marriage and later adds the A, 10, and J of trumps for a run, he only scores an additional 110 points instead of 150. If a player has melded a Pinochle and later adds another Pinochle for a Double Pinochle the player only scores an additional 260 points, instead of 300. (If the first Pinochle had already been broken up, only 40 points would be scored for the second one.)

If a player has won a trick and has the dix (nine of trump), the player may do one of the following:

• Score 10 points by exchanging the trump card for his dix (dix trade) if no player has already done a dix trade.
• Meld the dix for 10 points and lose the chance to dix trade.

The Play (The Last 12 Tricks)
The winner of the twelfth trick, after a possible final meld, draws the last card of the stock, which is shown to the opponent. The opponent draws the trump card (or the dix, if an exchange has been made). Each player picks up any meld cards on the table put them back in their hands. The winner of the twelfth trick now leads and the rules of the play for the final twelve tricks are as follows:

• The follower must follow the suit to the card led, if able.
• If a trump is led, the follower must overtrump, if able.
• There is no melding during the last twelve tricks.

Scoring
Melds are scored when they are made. Scores for cards taken in tricks are added to each player's score as the tricks are won. A player receives 11 points for each ace, 10 points for each ten, 4 points for each king, 3 points for each queen, and 2 points for each jack taken in tricks. The player who win the last trick gets a 10 point bonus.

The player who reaches 1,000 points first wins the game.

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Four-Handed Pinochle

Four-handed Pinochle is similar to Partnership Pinochle, except there are no teams and each player fends for himself.

The Deck
Four-handed Pinochle is played with the 48-card Pinochle deck. The rank of the cards are Ace-10-King-Queen-Jack-9. In the trick-taking phase of the game, the Aces, Tens, and Kings are worth points, and so are called "counters." Queens, Jacks, and Nines are not worth points (although they can win tricks); thus they are called "non-counters."

The Deal
Each player receives 12 cards, non-dealer first. The last card the dealer receives determines the trump suit and is turned face up.

If the last-dealt card is a dix (nine of trump), the dealer automatically scores 10 points. Otherwise a player (beginning with the dealer's left) holding the dix can exchange it for the trump card and score 10 points

The trump card, or the dix exchanged for it, then becomes part of the dealer's hand, so that each player has 12 cards.

The Meld
Following the dix trading, each player shows on the table any melds he or she possesses, scoring them according to the following table:

Sequences

A, T, K, Q, J of the trump suit (flush)	150
K,Q in Trump (Royal Marriage)	40
K,Q of any other suit (Common Marriage)	20

Special

One Jack of Diamonds and one Queen of Spades (Pinochle)	40
Both Jacks of Diamonds and both Queens of Spades (Double Pinochle)	300
Nine of Trump (called the dix, pronounce "deece")	10

Groups

One Ace in each suit (hundred aces)	100
One King in each suit (eighty kings)	80
One Queen in each suit (sixty queens)	60
One Jack in each suit (forty jacks)	40

A player only gets the meld points if he one she wins at least one trick during player.

The Play (Taking Tricks)
All players pick up their meld cards and the player to the dealer's left leads the first trick. Proceeding to the left, each player plays a card on the trick following these rules:

- If a player has a card of the same suit as the lead card, it must be played. If possible, the player must play a card with a higher rank than the card that currently controls the trick.
- If a player has no cards in the suit led, a trump must be played, if possible. If the trick already contains trump, the player must beat it with a higher trump, if possible.
- If a player cannot follow suit and cannot play a trump, any other card may be played.

If someone has already trumped, later players who can follow suit may play any card of the suit led because no card of the led suit can beat a trump.

After everyone has played a card, the highest-ranking trump wins the trick. If no trump was played, the highest -ranking card of the suit led wins the trick. If there is a tie for highest-ranking card, the trick is won by whichever of the equal cards was played first. Each counter of the cards won is worth 10 points.

The trick winner leads to the next trick, and so on until twelve tricks has been played. The player that wins the final trick gets an additional 10 points.

Scoring

Each player adds up the points he or she won in tricks and adds the points from his or her melds (if the player won at lease one trick).

The first player to 1000 points wins the game.

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Poker

How the game evolved

Joseph Strutt was an 18th-century Englishman with a serious interest in fun. In 1801 he published the first book to investigate the origins of the games people play. Writing of a card game called Primero, he described it as the oldest card game in England. Strutt wasn't much on aesthetic judgments (in the same book he said that Dominoes "could have nothing but the novelty to recommend it to the notice of grown persons in this country"), but he'd done his homework on Primero. Shakespeare played it; so did Henry VIII, when he wasn't marrying or imprisoning his wives. And what they were playing in Primero was the forerunner of the game we call Poker.

Primero (Primera in Spain; the English probably learned this game from the Spanish) was a three-card game (that is, three cards were dealt to each player) that involved building cards into three kinds of hands, or combinations: three of a kind, pairs, and "fluxes" (our flush). Primero relied heavily on bluffing and it attracted people who liked to gamble with cards.

By the 1700s, Primero had become a five-card game and had spread across Europe. It was now called Brag in England, Pochen in Germany, and Poque in France. Each game followed its own rules, though each retained the concepts of building combinations and bluffing.

The Mississippi River, mother of Poker

In the 18th century, Poque came to North America with the French colonists in what is now Louisiana. When President Thomas Jefferson purchased the Louisiana Territory in 1803, he couldn't have imagined that he was buying America's national card game along with millions of acres of land.

In 1803, only the French around New Orleans were playing Poque, which used a "short" pack of 20 cards. (We don't know which cards were discarded, as the specific rules for Poque have not come down to us; we do know that the flux or flush of Primera was not part of Poque.) By the time of Jefferson's death in 1826, Poque was being played aboard a new invention, the steamboat, that was turning the Mississippi into America's first superhighway. By 1829 (60 years after the death of Edmond Hoyle), Americans had transformed Poque's name to Poker and expanded its deck to the full 52 cards.

Poker grew strong on the Mississippi, then rapidly moved west and east. What accounts for Poker's quick acceptance in America? Leaving aside the intrinsic qualities of the game, the prime reason might lie with the glamour of the American West. Americans have always romanticized the frontier; it's no accident that Westerns are a major genre in movies, literature, and television. The frontier, people believed, was a place where you could reinvent yourself on a larger and more successful scale, a place where you could live life more intensely than in Boston or Philadelphia or Savannah. Everything Western has at one time or another been imitated elsewhere in the country, including Western amusements. If you couldn't ride a bronkin' buck or attend a necktie party in the ever-so-refined East, you could always play Poker.

Face-down versus face-up

Poque was first called Straight Poker or Cold Poker. All cards were dealt face-down and there was only one round of betting.

Then the Americans went to work on it. By 1865, the end of the Civil War, they'd developed two forms: closed (all cards dealt face-down) and open (some cards face-down, the rest face-up). Draw Poker, which came first, is a closed game. Draw introduced the notions of drawing cards from the stock to improve your hand and a second round of betting. Stud Poker is an open game. Stud introduced hole cards, upcards, and many more rounds of betting.

Poker was wildly attractive to the average person, but not to the stuffy editors of the various Hoyle books. The game doesn't appear in Hoyle until the 1880s. As late as 1897, a commentator (a Whist devotee, most likely) noted that "The best clubs do not admit the game to their rooms."

Though the Poker family is the second-most populous in all of carddom (dwarfed only by Solitaire), all Poker variants have these traits in common:

- Players try to build combinations based on the same rank, the same suit, or a numerical sequence.
- All variations use a 52-card deck (not counting Jokers).
- All suits are of equal value.
- The cards rank from the Ace down to the deuce. The Ace can be considered low to form a straight.
- Each deal is a game-within-a-game.
- Each deal features a pot, consisting of the total of the ante (the "entry fee") and all subsequent bets.
- There's at least one round of betting.
- The "best" hand wins the pot (the best can sometimes be the worst).
- The object of Poker has never changed. In the words of David Parlett, it's to "bluff your opponents into thinking you hold the best combination whether you do or not, and then charge them for seeing it."

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Poker strategies and tips

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How to play Poker

The variation of Poker played in Hoyle Card Games is 5-Card Draw. Each hand can start with eight players or less (if a player runs out of cash, or if you remove players before the deal); the minimum number of players is two, of course. No cards are wild.

Players' hands consist of five cards dealt to each player, all face down. From these five cards, the player can choose to discard several cards (3 card maximum) and draw the same number of cards to replace them. (A player can also choose to stand pat, which means not drawing any cards.) A player wins by having the highest-ranking hand of five cards.

General Poker concepts

The object of the game is to put together a better poker hand than the other players. The players bet to see who has the best hand. Each deal is a separate game, in that its result doesn't affect any other deal. All the bets are placed together, forming a **pot**. The object is to win the pot, whether by actually holding the best hand or by inducing other players to **fold** (drop out) and leave the pot to be taken, uncontested, by a single player still willing to bet.

The turn to deal, the cards as they are dealt, and the turn to bet all pass clockwise from player to player. Once a player folds, the turn skips him or her and continues with the next player still in the action.

Generally, the cards are shuffled and dealt; there follows one or more betting intervals; and there's a showdown at the end of the last betting interval in which each player who has not previously folded shows what's in his or her hand. The highest-ranking hand at that point wins the pot.

In each betting interval, you can do one of four things:

Fold   Leave the hand.

Call   Place in the pot only enough chips to stay in play for that betting interval.

Raise   Place in the pot enough chips to call, plus additional chips.

Check   A "bet of nothing," only possible when no previous player has made a bet in that betting interval. Checking allows a player to stay in the pot without risking additional chips.

How play proceeds

Each player adds his or her ante to the pot. Each player then receives five cards face down, followed by the first betting interval. The right to open passes to each player, starting with the player to the left of the dealer button. Players that stay in choose which (if any) of the five cards they want to discard (3 cards maximum).

Note To stand pat (not draw any cards), press the Spacebar.

The dealer then deals replacement cards to make each players' hand total five cards. The second (and final) betting interval takes place.

After the final betting interval, all players that are still in show their cards. The player with the highest-ranking hand of five cards wins. If hands tie, the pot is split.

In each betting interval, if more than two players are betting, there is a limit of three raises amongst all players. If only two players are in the game, there is no limit.

Ranks of Poker hands

These are the rankings of poker hands, from highest to lowest:

Five of a Kind	Only possible with a wild card
Straight Flush	Five cards in suit and in sequence
Four of a Kind	Four cards of any rank; one extra
Full House	Three of a Kind plus One Pair
Flush	Five cards of the same suit
Straight	Five cards in sequence
Three of a Kind	Three cards of the same rank; two extra
Two Pairs	One Pair and One Pair; one extra
One Pair	Two cards of the same rank; three extras
No Pair or "High Card"	Any hand not meeting the above specs

When two players have hands of the same type, the higher-ranking hand is determined as follows:

• If each player has a Straight Flush, a Flush, a Straight, or No Pair, the hand with the highest card wins.
• If each has Five of a Kind, a Full House, Four of a Kind, or Three of a Kind, the hand composed of the highest-ranking matches wins.
• If each player has Two Pair, the highest pair wins. If each has the same higher pair, the hand with the higher of the two lower pairs wins. If each has the same two pairs, the hand with the higher fifth card wins.
• If the players have exactly identical hands, they split the pot.

Poker strategies and tips (5-Card Draw)

• Pay attention to how players are betting and the number of cards they're drawing. Learn which characters are more likely than others to bluff and take chances and which ones are more likely to sit back until they're dealt a high-ranking hand.
• If a player draws three cards, the best he or she can have is a pair. If you want three as well, go ahead and discard three, but if you're in a gambling mood try taking just two. Even if you have no use for the third card, this ploy might fake out the other players and cause one or more to fold.
• If a player draws one card, he or she may be drawing for a straight or a flush, or may already have a good hand. Then again, it could all be a bluff! The real secret to Poker isn't making combinations, it's knowing how to bluff and how to tell when others are bluffing.
• If a player does not draw any cards (stands pat), it could be the biggest bluff of all time. Most likely, that player has a pretty hefty hand, and you'll need something really good to beat it.
• With eight players at the table, you will usually need a minimum of Two Pair to win.
• Never never never NEVER try to fill an inside straight! For example, if you're holding J-10-8-7-2, don't bet the farm on the chance that you can discard the 2 and pick up a 9. The chances aren't good at all! (You're twice as likely to make a straight if you hold the J-10-9-8-x, because now you're looking for one of two cards: the Queen or the 7.)

Getting Started

In the Getting Started dialog box for Poker, you have the option of setting the number of players starting the game and when the Poker session ends (25 hands, 50 hands, or win-it-all).

You can access a game's Getting Started screen at any time during play by choosing Getting Started from the Game menu. Getting Started includes instructions on how to start and play the game, and options for changing the game rules and player settings.

You can customize game rules and options, game atmosphere, and player settings at any time during play by choosing Customize from the Preferences menu.

The type of game (25 hands, 50 hands, or win-it-all) and the pot amount is indicated on the table when the game begins.

When you are ready to start play, click the Ante button. Each player adds his or her ante to the pot. Each player then receives five cards face down, followed by the first betting interval. The right to open passes to each player, starting with the player to the left of the dealer. Players that stay in choose which (if any) of the five cards they want to discard (3 cards maximum).

If nobody else has opened, you have the option to check, open, or fold. If another player has opened, you have the option to call, raise, or fold.

Check	A "bet of nothing," only possible when no previous player has made a bet in that betting interval. Checking allows a player to stay in the pot without risking additional chips.
Open	Place the first bet in the betting interval.
Raise	Place in the pot enough chips to call, plus additional chips.
Call	Place in the pot only enough chips to stay in play for that betting interval.
Fold	Leave the hand.

If you choose to Open or Raise, the Betting dialog box appears for you to choose your chip denominations for your bet. In a given betting interval, there is always a minimum and maximum bet that you can make. These values vary depending on how many players are left in the game, and what their average bankroll is. As the game gets down to just a few players who each have a lot of money, the stakes get higher. Also, the bet limits for the betting round after the draw are generally higher than the bet limits for the round before the draw.

Control/Option	Description
<Chips>	$1, $5, $25, $100, $500, $1000, $5,000, $25,000
	Click on the chips you want to make up the current bet or raise amount. The bet must meet the minimum bet and not exceed the maximum bet.
	Click on a chip with the left mouse button to add it to the current bet.
	Click on a chip with the right mouse button to subtract it from the current bet.
Bet/Raise Amount	Indicates the current bet or raise amount.
Bankroll	Indicates your current available bankroll total.
OK	Accepts the current bet and starts the hand.
Clear	Clears the current bet amount.

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Solitaire

How the game evolved

There are hundreds, if not thousands, of Solitaire variations. All follow one of two principles: you're either building sequences by adding cards on top of foundation cards, or you're subtracting cards from the opening tableau. Subtraction games form the majority of Solitaires, and were the most popular in the 1800's. Today, the addition games rule.

Whether adding or subtracting, winning (making the game "come out") depends on two things: choice and information. In most subtraction games, your choices are limited (if you have any at all beyond "playing it as it lays"). In most addition games, you have much more leeway in what you can and can't do. In those games, the more cards you can read, the more analytical the game becomes.

It may be possible to become too analytical. In *The Games Treasury*, Merilyn Simonds Mohr recounts the saga of Lewis Sutter of New York, a retiree who happily buckled down to the task of playing Solitaire on the first day he woke up and didn't have to go to work. Ten years later, Sutter had played 150,000 hands, and had recorded every game in 10 accounting ledgers. To each his own....

Tarot Lite

Solitaire first appeared in print as Cabale in a German games book in 1783; according to Mohr, Patience (the English name for Solitaire games) was first designed as a "lighthearted" way to foretell the future. In the late 18th century the people of Denmark, Norway, and Iceland were also playing Cabale, a word that approximately means "secret knowledge." We know that the first reliable report of fortune-telling with Tarot cards appeared in 1765, so it seems likely that Solitaire (Cabale) was originally intended to be a sort of "Tarot Lite."

The first book entirely devoted to Patience was published in Moscow in 1826. Six more books appeared before 1850, all of them in one of the Scandinavian languages or in Polish. This seems to point toward an origin somewhere in or near the Baltics; the Swedes have been suggested more than once as the originators, but the evidence is not conclusive. Tolstoy's *War and Peace* (published in installments in the 1860s) has several references to Patience, one in a scene set in 1808. Tolstoy was a stickler for historic detail, and most likely wouldn't have used the game in this way if he hadn't had a source to back it up.

The English learn Patience

We can assume that Cabale was unknown in England before the 1800's, as it never appeared in the Gamester books of the 1600's and 1700's. When the English did learn of Cabale, they christened it Patience, possibly because patience is the virtue these games were supposed to teach. (Anyone who's ever played the Klondike variation and been tempted to take just one peek knows that these games also teach honor.)

The first English-language book on the subject came from an American, Annie B. Henshaw, in 1870: *Amusements for Invalids*. (The title gives you an idea of the lack of respect Solitaire sometimes provokes. "Games for one player are childish and simple, and not worth learning," wrote one critic in *The Card Players Manual* of 1876. "When a man is reduced to such a pass as playing cards by himself, he had better give up!")

In England, Patience enjoyed a higher stature. Queen Victoria's husband, Prince Albert, was the most famous Patience devotee of the time (Albert was originally from Germany, where he'd played several versions of Cabale as a boy). In 1874 *The Illustrated Games of Patience* by Lady Adelaide Cadogan appeared, and the popularity of Patience soared. People began inventing new variants, which by the 1890's filled a seven-book series. The 1890's was the decade of the first travel agents and the first guided tours, and the compiler of those seven books, Mary Whitmore-Jones, was also the inventor of a special lap board for playing Patience while traveling.

The Great White North

When most Americans say they play Solitaire, they are referring to the popular Klondike variation. Klondike began as Canfield in Saratoga, New York. A saloon keeper there invented the game as a gambling mechanism to suck more money from his customers (he later claimed that his roulette wheels were much more lucrative). The customer paid $50 for a pack of cards and received $5 for each card he or she built on an Ace. Since five or six cards on the foundations is the average, the customer lost $20 to $25 per game. This sounds like a poor deal for the customer, and yet people flocked to play, trying for that big payoff.

When the Gold Rush to the Yukon Territory started in 1896, Canfield went along. It soon became associated with the entire phenomenon and was eventually dubbed Klondike, after that section of the Yukon Territory where gold was first discovered. "Described in one memoir as a 'vicious gambling Patience,' Klondike was undoubtedly responsible for a few fortunes changing hands," Mohr wrote.

So to summarize: Most Americans call Klondike Solitaire. In Britain this Patience is called Canfield. And back in America, the Solitaire we call Canfield is the Patience the British call Demon. (Got that?)

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How to play Solitaire

Almost every variation of Solitaire uses the standard 52-card pack, the cards ranking from King (the highest) to Ace (the lowest).

Solitaire Game Variations
Hoyle Card Games offers 30 different variations of Solitaire (the exception is Bowling, which allows up to four players). To choose among the variations, click Solitaire in the Game menu and then choose the name of the game variation from the Solitaire submenu.

Aces Up	Baker's Dozen
Beleaguered Castle	Bowling
Bristol	Calculation
Canfield	Cribbage Square
Eagle Wing	Eight Off
Eliminator	Flower Garden
Fortress	Four Free
Gaps	Golf
Klondike	La Belle Lucie
Nestor	Penguin
Poker Square	Pyramid
Scorpion	Seahaven Towers
Shamrocks	Slide
Spiderette	Strategy
Triplets	Yukon

Getting Started
Generally, you move a card (or group of cards) from one location to another by dragging the card or by right-clicking it. You can undo your last move by clicking the Undo button, or give up by clicking the Resign button.

Choose Settings from the Game menu to set game rules and options.

You can access a game's Getting Started screen at any time during play by choosing Getting Started from the Game menu. Getting Started includes instructions on how to start and play the game, and options for changing the game rules and player settings.

You can customize game rules and options, game atmosphere, and player settings at any time during play by choosing Customize from the Preferences menu.

Glossary of Solitaire Terms

Build Up

Assembling cards into a sequence from low rank to high (usually from Ace to King).

Build Down

Assembling cards into a sequence from high rank to low (usually from King to Ace).

Best Time Tracking

Keeping track of the shortest time taken to win a specific game.

Columns

Cards dealt or placed (either vertically or horizontally) on the Tableau in a specific order before being played to the Foundation

Filling a Column

Placing a card or group of cards into an empty Column space from which all cards have been removed.

Foundation(s)

The area(s) of the screen (usually designated with gold outlines) where cards are moved in a certain order as you progress toward your goal of winning the game.

Fully Exposed Cards

Cards that are face-up on the Tableau and are not covered by other cards.

Hidden Cards

Cards that are face-down on the Tableau. They are not playable until turned over.

Packed Cards

A group of cards, usually in a Column, that have been Built Up or Built Down according to the rules of the game.

Reserve Pile(s)

One or more piles for temporarily holding cards.

The Stock

The cards remaining in the deck after the Tableau has been dealt. The Stock is used to provide additional cards necessary to continue playing the game, usually by exposing one or three cards at a time. Click on the stock to reveal new cards.

The Tableau

The layout of cards on the table. Cards are usually played onto Columns on the Tableau, and then moved to the Foundation(s) as you try to win the game.

Traditional Scoring

One point is scored for each card correctly placed on the Foundation(s).

Waste Pile

A pile of cards that is usually made up of unused cards as they are played from the Stock or Columns. Fully Exposed cards on a Waste Pile are usually available for play.

Wrapping

When the sequence of cards (either Building Up or Building Down) is continued by playing an Ace on a King or a King on an Ace.

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Aces Up

Goal: Finish with all four Aces at the top of the Columns, one Ace per Column, no other cards in the Columns.

The game begins with one card dealt to each of four Columns. A single Foundation is on the right of the Tableau, and a single Waste pile is below the Stock pile. From among the topmost cards of each Column, remove all but the highest ranking card of each suit to the Foundation. Aces rank highest. Up to five cards may be placed onto the Waste pile.

When play comes to a standstill, click on the Stock pile to deal another row of four cards, one to each Column, then continue play. Repeat this process until all cards from the Stock pile have been played and no further moves can be made. Empty spaces in a Column can be filled with any topmost card of another Column. No other plays are allowed between Columns.

There is no redeal.

Right-click: Moves the topmost card to the Foundation (when a valid card is selected).

Game options

To make the game more difficult, choose the No Waste Pile option in the Settings dialog box (Game menu).

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Baker's Dozen

Goal: Build the four Foundations up, in suit, from Ace to King.

The game begins with all cards dealt to thirteen Columns, each containing four cards (three face up, one face down). On the deal, Kings are automatically moved to the bottom of the Columns. Build Columns down, regardless of suit. Each Column can hold a maximum of eleven cards. Only the topmost card can be moved from one Column to another Column or to a Foundation. Empty Columns cannot be filled.

There is no redeal.

Right-click: Moves the topmost Column card to a Foundation (when a valid card is selected).

Game options

To make the game more difficult, choose the Two Cards Face Down option in the Settings dialog box (Game menu). With this option selected, two cards are dealt face down in each Column, instead of one.

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Beleaguered Castle

Goal: Build the four Foundations up from Ace to King, regardless of suit.

The game begins with all cards dealt face up to eight Columns, each containing six cards. All four Aces are automatically placed on the Foundations, which are located in the middle of the Tableau. Build Columns down, regardless of suit. Only the topmost card may be moved from a Column to a Foundation or to another Column. Each Column can hold a maximum of 13 cards. Empty Columns may only be filled with Kings.

There is no redeal.

Right-click: Move the topmost card to a Foundation (when a valid card is selected).

Game options

To make the game more difficult, choose the Build Foundations In Suit option in the Settings dialog box (Game menu).

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Bowling

Up to four bowlers can play against each other.

Goal: Score the highest possible bowling score by filling in as many "pins" each frame as possible. A score of 200 or greater wins the game.

Scoring follows normal bowling scoring rules.

The game begins with ten empty spaces organized in a grid. This grid represents bowling "pins", and the spaces are numbered from one to ten as follows:

```
7 8 9 10
 4 5 6
 2 3
  1
```

There are two Waste piles at the left side of the Tableau. Each Waste pile represents one of the two bowling balls "thrown" for each frame. A standard bowling scorecard is used to keep track of the points scored by each player (from one to four players). All cards begin in the Stock pile and are dealt one at a time. Each card is placed onto the 10-pin grid if possible, according to the following rules:

1) In order to place a card on a given pin number, the card must be of lower rank than cards already placed on higher pin numbers. Aces rank lowest. For example, if an Ace had been placed on pin #1, and a Four on pin #3, only a Two or Three could be placed on pin #2.

2) Cards of identical rank may be placed on the same pin slot.

When a card cannot be placed on the grid without breaking the placement rules, the card must be placed onto the Waste pile for the current ball being thrown (the top pile is for the first ball). Three cards in a Waste pile constitutes one ball "thrown." If all ten pin spaces are filled before there are three cards in a Waste pile, a Strike is scored for that frame. If all ten pin spaces are filled with three to five cards in the Waste piles, a Spare is scored. If a total of six cards are placed in the Waste piles, gameplay ends and the score for that frame is one point for each pin spaced filled.

Right-click: Moves the topmost Stock card either on top of a card of the same rank in the grid, or moves it onto a Waste pile (when a valid card is selected).

Game options

To make the game more difficult, choose the Waste Piles Hold Two Cards option in the Settings dialog box (Game menu).

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Bristol

Goal: Build the four Foundations up, regardless of suit, from Ace to King.

The game begins with twenty-four cards dealt to eight Columns, each Column containing three cards. The remaining cards make up the Stock pile. Build Columns down, regardless of suit. Cards are flipped from the Stock pile three at a time, one to each of three Waste piles. Only the topmost card of a Waste pile or Column can be moved to another Column or Foundation. Empty Columns cannot be filled. Empty spaces in the Waste piles can only be filled with cards from the Stock pile.

There is no redeal.

Right-click: Moves the topmost card to a Foundation (when a valid card is selected).

Game options

To make the game more difficult, choose the Build Foundations In Suit option in the Settings dialog box (Game menu).

To make the game easier, choose the Kings Can Fill Columns option in the Settings dialog box (Game menu).

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Calculation

Goal: Build the four Foundations up, regardless of suit, according to a defined numerical order for each Foundation.

The game begins with an Ace, Two, Three, and Four removed from the deck and placed next to the four Foundations as "guides." There are five blank Columns at the top of the Tableau. Build each Foundation according to the following table:

Ace Guide: 2 3 4 5 6 7 8 9 10 J Q K

Two Guide: 4 6 8 10 Q A 3 5 7 9 J K

Three Guide: 6 9 Q 2 5 8 J A 4 7 10 K

Four Guide: 8 Q 3 7 J 2 6 10 A 5 9 K

Stock pile cards are flipped, one at a time. Play the flipped card either to a Foundation, or onto one of the five Columns. The flipped card can be played on any card in the Columns, but once played, it can only be moved to a Foundation. Only the topmost card of a Column can be played to a Foundation. Note: with Tutorial mode on, clicking on a Foundation displays which card is needed next.

There is no redeal.

Right-click: Moves a card to a Foundation (when a valid card is selected).

Game options

To make the game more difficult, choose the Only Four Columns option in the Settings dialog box (Game menu).

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Canfield

Goal: Build the four Foundations up, in suit, from a randomly selected starting rank, wrapping from King to Ace as necessary.

The game begins with four Columns dealt, each containing a single card, and with ten cards dealt to a Reserve pile. The starting rank of the first card played to a Foundation is randomly selected and dealt to a Foundation. As other cards of the same rank become available, play them to the other Foundations. Build the Foundations up, in suit, from the rank of this first card. Wrap cards from King to Ace, as necessary.

Build Columns down, in alternating colors. Any number of Packed Cards may be moved between Columns, following the alternating colors rule. Cards from the Stock pile are flipped three at a time onto a single Waste pile. The topmost card of the Waste pile can be played to either a Foundation or a Column. Uncovered cards in the Waste pile are also available for play. The top card of the Reserve pile can be played to a Foundation or to a Column. Empty Columns are automatically filled with cards from the Reserve pile. If the Reserve pile is empty, an empty Column may be filled with the topmost card of the Waste pile.

No limit on redeals.

Right-click: Moves a card to a Foundation (when a valid card is selected).

Game options

Choose the Thirteen Card Reserve (the Reserve pile has thirteen cards instead of ten) and Move Only Full Builds (all Packed Cards must be moved as a complete unit between Columns) options in the Settings dialog box (Game menu).

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Cribbage Square

Goal: Score the highest possible Cribbage hand in each of the four rows and columns, thus scoring the highest possible overall score. To win, the total score must be at least 75 points.

Scoring follows normal cribbage scoring as follows:

Double Pair Royal:	12 points	(4 of a kind)
Pair Royal:	6 points	(3 of a kind)
Each Pair:	2 points	
Each 15:	2 points	
Each Run:	1 point per card	(3 or more cards)
Flush:	1 point per card	
Nobs:	1 point	
Starter Nobs:	2 points	

The total score must be 75 points or greater to win the game.

The game begins with an empty 4 x 4 grid and all cards in the Stock pile. As Cards are flipped one at a time from the Stock pile, fill in each space in the grid. Place each card in the most advantageous place to form the best cribbage hands. There are a total of eight hands - four rows and four columns. Once a card is placed in the grid, it cannot be moved. Each grid space can only contain one card. The Waste pile can hold up to four cards. When all sixteen grid spaces are filled, the hand is over. The final card dealt is the "starter" for calculating the score of all cribbage hands on the grid.

Right-click: Moves a card to the Waste pile (when a valid card is selected).

Game options

To make the game more difficult, choose the No Waste Pile option in the Settings dialog box (Game menu).

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Eagle Wing

Goal: Build the four Foundations up, in suit, from a randomly selected starting rank, wrapping from King to Ace as necessary.

The game begins with eight Columns dealt, each containing a single card, and fourteen cards dealt to a Reserve pile. The rank of the first card played to a Foundation is randomly selected and dealt to a Foundation. As other cards of the same rank become available, play them to the other Foundations. Build the Foundations up, in suit, from the rank of this first card. Wrap cards from King to Ace, as necessary.

Build Columns down, in suit, wrapping as necessary. Columns cannot exceed three cards. The topmost card of a Column or a set of Packed Cards may be moved between Columns. The Stock pile is flipped one card at a time onto a single Waste pile. The flipped card may be played either on a Foundation or a Column. The top card of the Reserve pile may be played either on a Foundation or a Column. Empty Columns are filled automatically with cards from the Reserve pile. When no cards are left in the Reserve pile, empty Columns may be filled with cards from other Columns or the Waste pile.

Cards are redealt once.

Right-click: Moves a card to a Foundation (when a valid card is selected).

Game options

To make the game more difficult, choose the Seventeen Card Reserve option in the Settings dialog box (Game menu).

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Eight Off

Goal: Build the four Foundations up, in suit, from Ace to King.

The game begins with all cards dealt to eight Columns, four Columns with seven cards and four Columns with six cards. Build Columns down and in suit. There are eight Reserve piles at the bottom of the Tableau. Each Reserve pile can only hold one card. The topmost card in any Column may be played to a Foundation, any Column, or any Reserve pile. Any Reserve card may be played to a Foundation or any Column. Empty Columns may be filled with any topmost card from a Column or any Reserve pile.

There is no redeal.

Right-click: Moves a card to a Foundation (when a valid card is selected).

Game options

Choose the Only Kings Fill Empty Columns or Four Cards Dealt To Reserves options in the Settings dialog box (Game menu).

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Eliminator

Goal: Remove all cards from the four Columns, using as few Foundations as possible.

The game begins with all cards dealt face up into four Columns, thirteen cards each. There are eight Foundations on the right of the Tableau. The topmost card of any Column can be moved to any Foundation. Build Foundations up or down, regardless of suit, wrapping cards from King to Ace, or Ace to King as necessary. Cards cannot be moved between Columns. Empty Columns cannot be filled.

There is no redeal.

Right-click: Moves a card to a Foundation (when a valid card is selected).

Game options

To make the game more difficult, choose the Foundations In Alternating Colors option in the Settings dialog box (Game menu).

To make the game easier, choose the Use One-Card Reserve option in the Settings dialog box (Game menu).

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Flower Garden

Goal: Build the four Foundations up, in suit, from Ace to King.

The game begins with thirty cards dealt to six Columns, five cards each. The remaining twenty-two cards make up the Reserve pile. All twenty-two Reserve cards are dealt face up at the bottom of the Tableau. Build Columns down, regardless of suit. Only the topmost card of a Column can be played to a Foundation or another Column. Any Reserve card can be played on a Foundation or Column. Empty Columns can be filled with any available card.

There is no redeal.

Right-click: Moves a card to a Foundation (when a valid card is selected).

Game options

To make the game more difficult, choose the Sixteen Card Reserve option in the Settings dialog box (Game menu).

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Fortress

Goal: Build the four Foundations up, in suit, from the rank of the first card played to a Foundation. The rank of the first card played to a Foundation is selected by the player.

The game begins with all cards dealt face up, in ten Columns. Choose the starting rank of the first card played to a Foundation. As other cards of the same rank become available, play them to the other Foundations. Build the Foundations up, in suit, from the rank of this first card. Wrap cards from King to Ace, as necessary. Build Columns up or down, regardless of suit. Only the topmost card can be moved to another Column or Foundation. Empty Columns can be filled with any available card.

There is no redeal.

Right-click: Moves a card to a Foundation (when a valid card is selected).

Game options

To make the game more difficult, choose the Only Aces Start Foundations or Only Kings Fill Columns options in the Settings dialog box (Game menu).

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Four Free

Goal: Move all the cards to the home Foundations, using the free Foundations as place holders. Win by making four stacks of cards on the home Foundations: one for each suit, stacked in order of rank.

The game area consists of the four home Foundations, four free Foundations, and the deck of cards, which is dealt face-up in eight columns at the beginning of the game.

You can move cards to three places:

To a free Foundation	Move any card from the bottom of a Column.
To a home Foundation	Move any card from a free Foundation or from the bottom of a Column. Moves must be made in order of lowest to highest, same suit. Aces can always be moved to an empty home cell.
To the bottom of a Column	Move any card from a free Foundation or from the bottom of another Column. Moves to a Column must be made in order of highest to lowest, alternating suit colors.

Before you make your first move, look for trouble spots like aces hidden at the tops of Columns, or both red sevens stacked behind three kings.

Try to keep your free Foundations unoccupied as much as possible. Empty columns are also valuable.

To cancel a move, click the Undo button.

If you have already put two or more cards in sequence in a Column, you can move the entire sequence to a different Column if there are enough free Foundations open. To move several cards at one time, click the bottom card of the sequence you want to move, and then click the Column you want to move it to.

Right-click: Moves a card to a Foundation (when a valid card is selected).

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Gaps

Goal: Arrange four rows of cards, one row of each suit, sequentially from Two to King. Gaps is the most difficult game to win. Good Luck!

Score one point for each card positioned correctly.

The game begins with all cards dealt face up, in four rows. All Twos are automatically placed at the left end of each row. After all of the cards have been dealt, the Aces are automatically removed and set aside, forming four gaps. Fill gaps with the next higher card of the same suit as the card on the left of the gap, or with the next lower card of the same suit as the card on the right of the gap. To move a card, left click the mouse on the card once (card becomes shaded), then click on the destination gap. Wrapping from King to Ace is not allowed.

Game options

To make the game more difficult, choose the Play Only Higher Than Left option in the Settings dialog box (Game menu).

With Play Only Higher Than Left selected, a card can be played to a gap only if it is of the same suit and of one rank higher than the card to the immediate left of the gap. Note that no card may be moved into a gap at the right of a King. Continue filling gaps as they are created, until all are blocked by Kings.

To make the game easier, choose the Two Redeals option in the Settings dialog box (Game menu).

With Two Redeals selected, when play comes to a standstill, all cards that are not in the proper order are gathered, the four Aces added back, and the deck shuffled and redealt. The Aces are then removed again to form gaps and play continues. The cards can be redealt twice.

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Golf

Goal: Clear all cards from the Tableau onto a single Foundation.

The score is the number of cards left in the Columns. As in real golf, the lower the score, the better.

The game begins with seven Columns, each containing five cards, dealt on the Tableau. Choose any card from a Column to start the single Foundation. Build the Foundation pile up or down, regardless of suit. The Ace is low and the King is high. No wrapping from King to Ace or vice versa is allowed.

Only the topmost card of any Column can be played to the Foundation. When play comes to a standstill, flip one card from the Stock pile onto the Foundation and continue play. Keep playing until no cards remain in the Stock pile. Cards cannot be moved between Columns.

There is no redeal.

Right-click: Moves a card to a Foundation (when a valid card is selected).

Game options

To make the game more difficult, choose the Six Columns (play begins with six Columns, each containing six cards, dealt on the Tableau) or Can't Play On Kings (no cards can be placed on Kings, neither Aces nor Queens - Kings are "the end of the line.") options in the Settings dialog box (Game menu).

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Klondike

Goal: Build the four Foundations up, in suit, from Ace to King.

The game begins with twenty-eight cards dealt to seven Columns and the Stock pile placed on the Tableau. Only the topmost card in each Column is face up; all the rest are face down. Build Columns down in alternating colors. To move cards from one Column to another Column, any number of Packed Cards can be moved as a unit. The top card of the unit must be one rank lower and of the alternate color of the lowest card of the destination Column. Only the topmost card of a Column can be played to a Foundation.

Cards from the Stock pile are flipped three at a time and placed onto a Waste pile. The topmost card of the Waste pile can be played to any Column or to a Foundation. Empty Columns can only be filled with Kings.

No limit on redeals.

Play ends when no more cards can be matched or when the stock runs out.

Right-click: Moves a card to a Foundation (when a valid card is selected).

Game options

To make the game more difficult, choose the Flip One Card, No Resets option in the Settings dialog box (Game menu). With this option selected, cards from the Stock pile are flipped over one at a time, and there is no redeal.

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La Belle Lucie

Goal: Build the Foundations up, in suit, from Ace to King. All Aces are automatically placed as the first card on each Foundation.

The game begins with all Aces placed on their Foundations and all remaining cards dealt face up in sixteen Columns, each containing three cards. Build Columns down, in suit. No more than seven cards can be played to a Column. Only the topmost card of a Column can be moved between Columns or to a Foundation. Empty Columns cannot be filled. When play comes to a standstill, all cards in the Columns are gathered, reshuffled, and redealt. Cards can be redealt three times. Click on the "Redeal" icon on the right side of the Tableau to redeal. Note: unlike the official Hoyle rules, this game is "merci"-less; namely, after the last redeal, any one card CANNOT be pulled out and played.

Right-click: Move a card to a Foundation (when a valid card is selected).

Game options

To make the game more difficult, choose the Only Two Redeals option in the Settings dialog box (Game menu).

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Nestor

Goal: Play all cards to the single Foundation.

The game begins with six Columns dealt, seven cards in each Column. The remaining ten cards are laid face up as the Reserve. Play pairs of cards of the same rank to the Foundation. Pairs may be played to the Foundation in any sequence. To select a pair of cards, click on the first card once (card becomes shaded), then click on its match once. The cards are automatically removed to the Foundation. Only the topmost card of any Column may be played. Any card in the Reserve may be used to make a pair. Cards cannot be moved between Columns.

There is no redeal.

Game options

To make the game more difficult, choose the Only Four Reserve Cards option in the Settings dialog box (Game menu). With this option selected, eight cards are dealt to each Column, instead of seven, and only four cards are dealt to the Reserve.

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Penguin

Goal: Build the four Foundations up, in suit, from a randomly selected starting rank, wrapping from King to Ace as necessary.

The game begins with all cards dealt face up, in seven Columns containing seven cards each. The starting card rank for all Foundations is randomly selected, and three cards of that rank are removed from the deck and placed on three Foundations to start. The last Foundation card is randomly placed among the Columns. There are seven Reserve piles at the bottom of the Tableau, each able to hold only one card at a time.

Build Columns down, in suit, wrapping from Ace to King as necessary. The topmost card of any Column can be played to a Foundation, another Column, or to one of the Reserve piles. Packed cards can be moved as a unit to another Column. Cards in Reserve piles can be played back to a Column or to a Foundation. Empty Columns can be filled with any available card.

There is no redeal.

Right-click: Moves a card to a Foundation (when a valid card is selected).

Game options

To make the game more difficult, choose the Filling Empty Columns Restricted or Fourth Starter Card Dealt First options in the Settings dialog box (Game menu).

With Filling Empty Columns Restricted selected, empty columns can be filled only with a card ranked one lower than the foundation start rank.

With Fourth Starter Card Dealt First selected, the fourth foundation starter card is always dealt first, to the top of the first column.

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Poker Square

Goal: Score the highest possible poker hand in each of the five rows and columns, thus scoring the highest possible overall score. To win, the total score must be at least 100 points.

Scoring: Each poker hand is scored according to the following table:

Royal Flush:	100
Straight Flush:	60
Four of a Kind:	30
Straight:	25
Full House:	20
Three of a Kind:	15
Flush:	10
Two Pair:	5
One Pair:	2

Note: The hands are not ranked as in Poker, but in accordance with their relative difficulty in the solitaire game (per Hoyle rule book).

The game begins with a 5 x 5 grid of Rows and Columns and all cards in the Stock pile. As Cards are flipped one at a time from the Stock pile, fill in each space in the grid. Place each card in the most advantageous position to form the best poker hands. There are a total of ten hands - five rows and five columns. Once placed, a card cannot be moved again. Each grid space can only contain one card. The Waste pile can hold up to five cards. When all twenty-five grid spaces are filled, the hand is over.

Right-click: Moves a card to the Waste pile (when a valid card is selected).

Game options

To make the game more difficult, choose the No Waste Pile option in the Settings dialog box (Game menu).

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Pyramid

Goal: Remove all cards off the Tableau by playing all cards on the pyramid and Reserve piles to a single Foundation.

The game begins with twenty-eight cards dealt face up in a pyramid, and seven cards dealt face up along the bottom of the Tableau as the Reserve. The rest of the cards make up the Stock pile. Move cards in pairs which total thirteen off the pyramid onto the Foundation. Only Fully Exposed cards can be moved. Kings total thirteen in themselves, and are moved singly. For example, valid cards played to the Foundation include A-Q, 2-J, 3-10, 4-9, 5-8, 6-7, and King. To select a pair of cards, click on the first card once (card becomes shaded), then click on its match once. The cards are automatically removed to the Foundation.

Any of the seven Reserve cards can be used to make a pair. Cards cannot be moved between the pyramid and the Reserve. Flip the Stock cards one at a time to a Waste pile. If the flipped card cannot be used to make a pair, it is automatically moved to a reserve Waste pile. The topmost card of this additional Waste pile can also be used to form pairs.

There is no redeal.

Game options

To make the game more difficult, choose the Show Covered Cards Face Down, Play All Cards To Win, No Reserve, or No Waste options in the Settings dialog box (Game menu).

With Show Covered Cards Face Down selected, cards in the pyramid covered by other cards are shown face down.

With Play All Cards To Win selected, all cards in the deck (as opposed to all cards in the pyramid) must be played to the foundation in order to win.

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Scorpion

Goal: Build four sets of cards down on the Tableau from King to Ace, in suit.

One point is scored for every card put into a correct position.

The game begins with all but three cards dealt into seven Columns, seven cards each. Two cards are dealt face down to the first four Columns. The remaining Columns of cards are dealt face up. The remaining three cards are dealt to the Stock pile.

Build Columns down, in suit. Any card that is face up (either partially or completely exposed) can be played to a Fully Exposed card in another Column, as long as the build rules are followed. Cards on top of the moved card move with it. When play comes to a standstill, click on the Stock pile and flip the three cards to the first three Columns. Continue play, if possible. Empty Columns can be filled with any card or group of cards.

There is no redeal.

Game options

To make the game more difficult, choose the Three Cards Face Down (the game begins with three cards dealt face down in four of the Columns) or Only Kings Fill Columns (empty Columns can be filled only with Kings) options in the Settings dialog box (Game menu).

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Seahaven Towers

Goal: Build up each suit from Ace to King on the Foundations.

The deck is dealt out face up in ten columns of five cards each. The two remaining cards are dealt to the first two Reserve spaces.

Only cards on the bottom of a column or in a Reserve space can be moved. Build columns down, in suit. Any card can be moved to a free Reserve space. Kings can fill empty columns.

Right-click: Moves a card to a Foundation (when a valid card is selected).

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Shamrocks

Goal: Build the four Foundations up, in suit, from the rank of the first card played to a Foundation. The rank of the first card played to a Foundation is selected by the player.

The game begins with all cards dealt face up to eighteen Columns. All but one of the Columns contain three cards. The last Column has only one card. The starting rank of the first card played to a Foundation is selected by the player. As other cards of the same rank become available, play them to the other Foundations. Build the Foundations up, in suit, from the rank of this first card. Wrap cards from King to Ace, as necessary.

Build Columns up or down, regardless of suit. No Column can contain more than three cards at any one time. Only the topmost card of a Column can be played to a Foundation. Empty Columns are not filled.

There is no redeal.

Right-click: Moves a card to a Foundation (when a valid card is selected).

Game options

To make the game more difficult, choose the Only Aces Start Foundations (Foundations are built from Ace to King) option in the Settings dialog box (Game menu).

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Slide

Goal: Arrange cards in the 6 x 4 grid so that three cards of the same rank are aligned vertically. Form as many three-of-a-kind sets as possible. A score of 300 or greater wins the game.

The first three-of-a-kind set scores 1 point times the rank of the set of three cards. The second three-of-a-kind set scores 2 points times the rank of the set. The third three-of-a-kind set scores 3 points times the rank of the set, and so on, up to 13 points times the rank of the set. Aces rank low.

The game begins with twenty-four cards dealt face up in a 6 x 4 grid. The remaining cards make up the Stock pile. Cards are moved left or right on the grid by "sliding" them. Click on the slider arrows on the ends of each Column to move the cards. When three cards of the same rank align vertically, the set of three cards is removed from play and set to the side. When cards are removed, empty spaces are filled either by directly placing a card in the space from the Stock pile, or by sliding a card to the space.

As cards slide to the right or left, a new card is automatically placed at the beginning of the row from the Stock pile. The cards that slide off the end of a row are automatically placed onto the Waste pile. However, if the row has two cards of the same rank (including the new card), the card that slides off the end of the row is placed at the bottom of the Stock pile and is available to be played again.

Game options

To make the game more difficult, choose the All Slides To Waste Pile option in the Settings dialog box (Game menu). With this option selected, all cards that slide off the end of a row go to the Waste pile, regardless of whether there is another card of the same rank in the row.

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Spiderette

Goal: Build four sets of cards from King to Ace on the Tableau, regardless of suit. The completed sets are removed from the Tableau.

One point is scored for every card put into a correct position.

The game begins with seven Columns of cards, each containing two cards face down, and one card face up. The remaining cards make up the Stock pile. There are no Foundations. Build Columns down from King to Ace, regardless of suit. When a Column is completed, King to Ace, the set is removed from the Tableau. Either the topmost card or a complete set of Packed Cards can be moved from one Column to another. Empty Columns can be filled with any available card or set of Packed Cards from a Column.

When play comes to a standstill, click on the Stock pile and the next group of seven cards will be dealt, one to each Column. Continue play, if possible.

There is no redeal.

Game options

To make the game more difficult, choose the Three Cards Face Down option in the Settings dialog box (Game menu). With this option selected, the game begins with three cards dealt face down in each Column, instead of two.

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Strategy

Goal: Build the four Foundations up, in suit, from Ace to King.

The game begins with no cards dealt to the Tableau and all Aces placed on their Foundations. Cards are flipped automatically from the Stock pile, one card at a time. Play each flipped card to any of the eight Columns, regardless of suit or rank.

Once a card is played to a Column, it cannot be moved until all cards have been played from the Stock pile to the Columns. After all cards have been played to the Columns, play as many cards as possible to the Foundations, building up from Ace to King, in suit. Cards cannot be moved between Columns. Each Column can hold a maximum of thirteen cards.

There is no redeal.

Right-click: Moves a card to a Foundation (when a valid card is selected).

Game options

To make the game more difficult, choose the Only Six Columns (instead of eight) option in the Settings dialog box (Game menu).

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Triplets

Goal: Play all cards, except one card of the highest rank possible, to the single Foundation.

Traditional scoring, except that if the last card left is a King, the score triples.

The game begins with all cards dealt face up to sixteen Columns containing three cards, and two Columns containing two cards. Remove topmost cards in sets of three, each card of sequential rank, wrapping from King to Ace as necessary. For example, 7-8-9, K-A-2, and so on. To select a set of three cards, click on the first card once (card becomes shaded), then click on the second and third cards once. When a valid triplet is selected, the set is automatically removed to the Foundation. Triplets can be of any suit. Cards cannot be moved between the Columns. Aces rank low.

There is no redeal.

Game options

To make the game more difficult, choose the Three Different Suits option in the Settings dialog box (Game menu). With this option selected, the three cards in each triplet must all be of different suits.

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Yukon

Goal: Build the four Foundations up, in suit, from Ace to King.

The game begins with all cards dealt to seven Columns, from one card to eleven cards in length. From one to six cards are face down in each Column. Build Columns down in any suit other than the suit being built upon (for example, a Five of Spades can be played on a Six of Clubs, Hearts, or Diamonds, but not on a Six of Spades). Any card that is face up in the Tableau (either partially or completely exposed) can be played to another Column. When a card is moved to another Column, all cards on top of it are also moved. Empty Columns can only be filled with Kings.

There is no redeal.

Right-click: Moves a card to a Foundation (when a valid card is selected).

Game options

To make the game more difficult, choose the Columns In Alternating Colors option in the Settings dialog box (Game menu). With this option selected, the columns must be built in alternating colors (black or red, red on black).

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Spades

How the game evolved

Spades was most likely developed simultaneously with Whist as a simpler form of that game. Whereas Whist was replaced by Bridge, nothing ever came along to replace Spades. According to the USPCC, Spades ranks as the number-one card game among American college students.

How to play Spades

Spades is played by four people in two partnerships. The cards rank Ace (the highest) to the deuce (the lowest). Spades are always trumps.

Each player receives 13 cards dealt one at a time. Bidding and play proceed in a clockwise direction. In the bidding phase you declare the number of tricks you intend to win; in the playing phase you try to win those tricks. The object of the game is to fulfill the total bid by the partnership.

Note In some variations of Spades, cards are passed between players before the hand starts. The Hoyle Card Games version of Spades does not include passing.

You may choose to bid Nil, meaning you intend not to win any tricks. Before you even pick up your cards, you may bid Double Nil. This is the same as a Nil bid, except that all rewards and penalties are doubled. If one or both players in a partnership bid nil, their bids are scored independently, then combined to determine the partnership's score.

Note Not all Spades games use "bags," but ours does. Every point in excess of your total bid counts as one bag. If you collect 10 bags, you lose 100 points. When your Nil or Double Nil bid gets set, any tricks you take count as bags, but you are not given a point for these bags, as you would be for bags taken in a non-Nil bid.

You must follow suit if you can, otherwise you may take the trick with a trump card or discard something from a non-trump suit. Spades cannot be lead until they've been "broken" (until they've been used to trump an earlier lead). A trick is always won by the highest trump or by the highest card of the suit led.

If you make your bid you receive 10 points for each trick in the bid, one point for each trick above the bid. A Nil bid counts for 100 points if you succeed, 100 against if you fail. Double Nil is 200. The game ends when a partnership wins 500 points or loses by going under -300 or more points. If both partnerships go under -300 in the same hand, the partnership with the lower score loses.

Spades strategies and tips
- Remember that Spades is a TEAM game. If your partner bids nil, try not to lead a trick with a low card that might send him or her up. If it's late in the hand and your partner still needs a trick to make his or her bid, do it yourself!
- If your partner leads a trick with a high card, don't play a high card in that suit (unless you've bid nil, or if it's your last card in that suit).
- Trump cards are useful not only for taking tricks, but also as your "reentry" -- once you've trumped in, you lead the next trick. In this way you can steer the game in the direction that most benefits your partnership.
- If you hold the King and Queen of a particular suit, lead one. It will either win or be topped by the Ace, in which case your other card becomes the suit leader and an eventual trick-winner.
- Bidding nil with four trumps in your hand is chancy but doable, provided the trumps are low (including a 2, 3, or 4, and with nothing above 9 or 10). An even distribution of trumps (4-3-3-3) spells doom for your bid. Even a close to even distribution (4-4-3-2) could be trouble. Best for you is if another player holds five or more trumps and/or one player has none at all.
- The odds are very much against you when bidding nil with a face-card trump (K-Q-J) in your hand. Even if you have two or more low trumps to defend it, you're dead if the highest trumps come out unexpectedly.
- You should try to avoid taking extra tricks and accumulating "bags," since the penalty is so great. However, if you do collect 10 bags, it'll usually take so long to collect another 10 that you can stop worrying about extra tricks.

Getting Started

In the Settings dialog box for Spades, you have the option of setting how cards are ordered in your hand (ascending or descending rank order). Choose Settings from the Game menu to set these options.

Declare the number of tricks you intend to win (the object of the game is to fulfill the total bid with your partner). Click Show Hand to see the cards in your hand and decide on your bid (you cannot bid Double Nil once you see your cards). To make a bid, click a numbered square. You also can decide to bid Nil after you see your cards (click Bid Nil).

Choose Settings from the Game menu to set game rules and options.

You can access a game's Getting Started screen at any time during play by choosing Getting Started from the Game menu. Getting Started includes instructions on how to start and play the game, and options for changing the game rules and player settings.

You can customize game rules and options, game atmosphere, and player settings at any time during play by choosing Customize from the Preferences menu.

To play your cards
Click the card you want to play and drag it to its open spot on the table, then drop it there. Or, right-click the card to automatically place it on the table.

See also
How the game of Spades evolved

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War

How the game evolved

War is a game with no recorded history. Card scholars of the past three centuries are silent on this subject. Even the Hoyle books confine themselves to a recitation of the rules rather than an illumination of how War came to be.

Most children's card games are offshoots from adult games, and War seems to be no exception. The game is aptly named, as its mechanism of play replicates the single-warrior combat of an earlier time: instead of my knight versus your knight, in War it's my card versus your card, and only one card can win.

That's the adult element. The kid element is in the time required to play War. It takes a long time to win all 52 cards from your opponent -- just what a weary parent needs when two children must be kept entertained.

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How to play War

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How to play War

War is played between two players. They split a standard 52-card pack.

Each of the combatants turns up a card. The player whose card is higher (suits don't matter) wins both cards and places them at the bottom of his or her pack. Aces are high.

Play continues until a pair is turned up, at which point you declare war. The two cards of the pair are placed in the center, and each player plays three cards face-down ("W-A-R") and a fourth face-up ("spells War!").

The player who plays the higher face-up card wins all the cards in the war, unless the two cards again form a pair -- in that case, you must have another war. (A player with insufficient cards remaining to fill out this procedure puts down as many cards as he or she has left. The opposition matches this number.) The object of the game is to win all the cards.

Getting Started

In the Settings dialog box for War, you have the option of setting the appearance of your tanks, the background for battles, and how many battles must take place before the game can end (3, 6, or 9). Choose Settings from the Game menu to set these options.

Click the top of your card stack to play a card.

Tip You can play War against another person, instead of against a computer character. To do this, start a game of War and click on the computer character. The Players dialog box opens, listing all of the computer characters, and also all of the humans who have signed into Hoyle Card Games. Choose your human opponent from this list. If your human opponent is not yet on the list, you can click New to register the new player. You can then select the new player from the list. During the game, one player uses the mouse, the other player uses the spacebar.

Choose Settings from the Game menu to set game rules and options.

You can access a game's Getting Started screen at any time during play by choosing Getting Started from the Game menu. Getting Started includes instructions on how to start and play the game, and options for changing the game rules and player settings.

You can customize game rules and options, game atmosphere, and player settings at any time during play by choosing Customize from the Preferences menu.

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More bits on cards

A thousand years of playing cards

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

-- Dr. Samuel Johnson

The history of playing cards begins with sticks.

Imagine, for a moment, that you've gone thousands of years back in time. Not one brick of the pyramids has been laid. Metalworking doesn't exist. Electricity is something that happens only in lightning. The world is a big, scary place, and you don't understand much about it beyond hunting and gathering.

It's in this world that shamans (those members of your tribe whose job it is to interpret all the scary stuff) try to influence events and foretell the future. To do this, they throw sticks against a cave wall painted with special symbols, or drop them into a ring drawn on the ground, and then try to make sense of the patterns the sticks make. In time, symbols will be added to the sticks, representing animals, plants, gods, peoples, and the four compass headings. The sticks will evolve into ceremonial arrows.

Cultures around the globe employ the stick method to give themselves an advantage in the fight for survival. And all around the globe, people like you are borrowing those sticks to play games with. There's a simple, practical purpose for almost every other object in your life (knives, spears, clubs, etc.). You use these objects every day, and they hold no mysteries for you. The shaman sticks are different; the symbols, feathers, and other decorations appeal to your imagination.

Eventually special sticks were made just for gaming. And, as the stick games became more complicated, players recognized the need for a medium more convenient to work with than sticks. But what? And who took this first step?

See the following interesting topics for the history of playing cards:

The Chinese have a better idea
India's claim on cards
Playing cards invade Europe
"The stars foretell, they love you well"
The Church versus the card
Let them play cards
Deal the English in
Hitting the books
Ladies and gentlemen, Hoyle has left the building
Plagiarism is the sincerest form of flattery
In the zone
American contributions to playing cards
The evolution of playing-card design
A linguistic journey
The most unusual use of playing cards on record?
Further reading on card games

The Chinese have a better idea

The what was paper, and the who was most likely the Chinese. Printing and the use of paper money were both invented in China in the years 600 to 900. People began playing with the money (as well as spending it) almost immediately, probably because they were already familiar with the idea of a game played with symbols on sticks or some other instrument. (For several centuries Chinese paper money and Chinese playing cards looked almost exactly alike. What effect this had on the Chinese economy is beyond the scope of this book....)

This brings us to the most important evidence we have for the Chinese invention of playing cards: the first recorded mention of cards in world literature, dated 969 and written in one of the Chinese dialects. If we accept 969 as the birthdate of playing cards, then cards are well into their 11th century.

Chinese cards were long and narrow, as were cards in Korea and Japan. In Korea, cards bore on their backs the picture of their ancestor, a feathered arrow (and, remarkably, still do today). Korean suit symbols eventually included man, fish, crow, pheasant, antelope, star, rabbit, and horse. The Japanese developed a dozen suit symbols, although each suit only had three cards. All three of these cultures produced a card common around the world: the wild card, or what English-speaking nations call the "Joker."

India's claim on cards
Hoyle Card Games / A thousand years of playing cards

India can also claim it invented playing cards, though the evidence here isn't as strong as it is for China. No one has found a mention of playing cards in Indian literature that predates 969. There's no smoking gun.

But it's possible someone in India invented cards without bothering to write about it. The evidence to back the Indian invention theory comes from Chess, of all things. India invented Chess, or rather the ancestor of Chess; that we know. Chess then migrated westward to Persia and eastward to China.

Cards may have followed the same progression. Indian cards were long and narrow, like those elsewhere in Asia, but some kinds of Indian cards were circular and may have been used on chessboards. If the circular Indian cards came first, then perhaps the Chinese converted them into true playing cards after seeing them in action on Indian chessboards.

The consensus today leans toward China as the birthplace of playing cards, but the case for India isn't weak. More on this later.

Playing cards invade Europe

A monk living in the part of medieval Europe that would one day become Germany marked the arrival of playing cards in his corner of the world: "Hence it is that a certain game, called the game of cards, has come to us in this year 1377, but at what time it was invented, or by whom, I am ignorant." The cardplaying monk also noted that "in the game which men call the game at cards, they paint the cards in different manners, and play with them in one way or another." This observation may mean that playing cards had been in Europe long enough for different games, and different kinds of packs of cards, to have evolved. (As for the phrase "paint the cards," remember that the date of this writing is 1377. Paper is scarce, and the Germans have not yet invented printing with moveable type. Cards were handmade, or, if printed from wood blocks, hand-painted.)

But how did playing cards get to Europe? When last we saw them, they were heading westward from China (or India).

There are four theories to explain how playing cards arrived in Europe:

1. Brought back from China by the globe-trotting Marco Polo.

2. Brought back from the Holy Land by the slash-and-burn Crusaders.

3. Brought to Central Europe by migrating Gypsies.

4. Brought to Southern Europe by the invading Moors and Saracens.

The Marco Polo Theory: Marco Polo and his family traveled in China for 17 years in the late 1200s. When the Polos returned to Italy, they were instant celebrities, and Marco's best-selling account of their Asian sojourn has kept his name alive these past 600 years. It's an intriguing theory, but one without supporting evidence. Marco never mentioned playing cards in his book. (Then again, he never mentioned the Great Wall of China, either. Perhaps he wasn't very observant.) Since no record has come to light to connect any of the Polos with playing cards, this theory is most likely a myth.

The Crusader Theory: The Crusaders fought the resident Arabs for control of the Holy Land off and on from the 11th through the 13th centuries. They could've learned about playing cards from the Arabs during one of the many truces between Crusades. The time period is certainly correct, as the earliest written references to playing cards among the European kingdoms all date from the 1300s. Unfortunately for this theory, there's no evidence. If the Crusaders played cards, they didn't write home about it. (And we know, from their writings, that they did play Chess.)

The Gypsy Theory: Gypsies are usually associated with the Tarot, cards thought to foretell the future. The first playing cards to cross into Europe were indeed Tarot cards. However, the Gypsies arrived on the scene too late, more than a century after Europeans started writing about cards.

The Moor and Saracen Theory: "Moor" and "Saracen" are medieval-European names for Arabs. The Moors invaded the Iberian Peninsula (site of modern-day Spain and Portugal) in the 8th century and the Saracens invaded Sicily in the 9th century. These groups maintained a presence on the southern border of Europe for several hundred years, during which time there was considerable trading of cultures. (For example, the Pueblo Indians of the American Southwest learned how to make adobe bricks from the Spanish colonizers, who had learned this trick from the Moors.) We know that Chess came to Europe in this way, and it's most likely that playing cards did, too.

One last bit of evidence: The old Spanish and Italian words for "cards" were "naipes" and "naibi," respectively. Not only are these words nearly identical, they're also quite close to the old Arabic word for cards, "nabi." "Nabi" means "prophet" -- a reference to the use of cards to foretell the future.

"The stars foretell, they love you well"

The earliest cards known in Europe were called Tarot. We think of these cards today as being used strictly for fortune-telling, but in the 13th and 14th centuries the Spanish and the Italians were playing games with them, not peering into the future. By the 15th century, Tarot cards had taken on mystical associations, perhaps due to the Gypsy influence. The Europeans began to connect Tarot cards with their home-grown traditions of mysticism, alchemy, and magic. By 1540, when the first book appeared on fortune-telling with cards, the Tarot pack was not being used for anything else.

There are 78 cards in a contemporary Tarot pack: the 52 cards we're familiar with from our standard pack, four extra "court" or "face" cards (these 56 cards are called the "Minor Arcana"), and 22 special cards representing various personages, objects, events, and elemental forces (the "Major Arcana"). Early Tarot packs varied in number of cards and in suit markings, but were eventually standardized using an Italian model.

These are the Tarot suits (alternates used at various times and in various places are given in parentheses), and what each symbol is thought to represent:

Cups (a Chalice)	The clergy
Swords	The warrior class
Coins (Stars, Disks)	The merchants
Batons (Sticks, Wands, Rods)	The peasants or workers

This is a point that strengthens the case for India as the cradle of cards, as the four icons of Cups, Swords, Coins, and Batons are also held in the four hands of the Indian deity Ardhanari. Indian playing cards used three of these icons, replacing Cups with a Crown to represent the king. There are no such similarities between Tarot cards and cards from China.

The Church versus the card

European clergy, as a whole, did not graciously accept playing cards (though many men of the cloth were soon caught up in the enthusiasm for card games). The symbols on the cards, as well as the Major Arcana of the Tarot, particularly troubled the Church. Vernon Bartlett told the story in *The Past of Pastimes*:

"It seems reasonable to suppose that, if cards were brought to Europe by the Arabs...they may originally have been used to encourage Mohammedanism or some other Eastern faith; a French pack from the early 15th century has a Saracen as its king of diamonds. So it may be that for this reason, as well as the more obvious one of discouraging betting, the Christian church at one time strongly opposed cardplaying, for subsequently it went out of its way to counter any such heresy by encouraging the use of cards with Christian emblems on them...."

As we're about to see, we owe it to the French for preventing what might have become a holy war over playing cards.

Let them play cards

"However playing cards may have found their way into Europe, and whatever country may first have used them, it is in France that their actual history begins." So wrote Catherine Perry Hargrave in the 1930s in her ground-breaking *A History of Playing Cards*, and all card scholars are indebted to her sleuthing.

Though it's not known when playing cards first appeared in France, we know that the French brought to this new amusement the same enthusiasm they devoted to empire-building and fighting with the English. References to cards began turning up in French literature as early as 1328, when the pastime was given equal billing with "Tables" (Backgammon).

In 1392, during the reign of Charles VI, there appeared an entry in the royal account books for a sum of money paid to a local "painter" for three packs of cards "in gold and diverse colors, ornamented with many devices, for the diversion of our lord, the King." (Seventeen of these cards have survived the passage of the centuries and can be seen in the National Library in Paris; they are all "atouts," or trumps, from the Major Arcana of the Tarot.) That this transaction was recorded as just another everyday bit of budgeting indicates that playing cards were well-known by this date.

Given the relative scarcity of paper, the earliest European cards must've been similar to those painted for "our lord, the King": costly! At first, only the gentry would've been able to afford them, but pastimes have a way of filtering down. The demand for cards would've led enterprising artisans into setting up some sort of mass production of cheaper cards, using stencils and wood blocks. The odds that this happened seem good, as cardplaying in the last decade of the 14th century seems to have gotten out of hand -- at least in the eyes of the authorities. A decree issued in Paris in 1397 forbids working people from playing "tennis, bowls, dice, cards, or ninepins on working days."

The first great French contribution to playing cards

But remember, this is the 1300s. It'll be another century before Columbus sails in search of the Indies; two centuries before the Spanish Armada sails to conquer England; three centuries before the Pilgrims sail to America in search of religious freedom. "Mass production" in the 1300s would still entail a considerable amount of handwork. How to speed the process? How about reducing the number of cards per pack? The first great French contribution to playing cards, then, was to eliminate the Major Arcana of the Tarot (the Church's primary objection) and the fourth court or face card (it was called the Knight), creating a pack of 52 cards.

The second great French contribution

The French next turned their attention to the suit signs (another clerical sticking point). In Spain and Italy, cardplayers were still using the Cups, Swords, Coins, and Batons of the Tarot (and still do today). The Germans had adopted Hearts, Bells, Leaves, and Acorns. But the French invented the symbols that are now the standard in English-speaking countries and much of the rest of the world. Here they are in English, with their French equivalents and the groups they represent:

Hearts ("Coeurs")	Clergymen
Spades ("Piques")	Knights
Clubs ("Trefles")	Farmers
Diamonds ("Carreaux")	Peasants

Spades were taken from the point of a lance, though no one knows why it's called a "spade." It's conceivable that this is an English mistranslation of the Spanish "espadas," or swords, which suggests a Spanish influence on English cards.

Clubs are clover leaves, a symbol of farming.

Diamonds do not represent money -- they represent arrowheads, as used by archers and bowmen. In France at this time, archers and bowmen came from the peasant class.

The third great French contribution

Neither playing cards nor Chess had a Queen when they appeared in Europe. (There are women represented in the Major Arcana, including an empress and a female pope, but these are special cases. There are no women in the Minor Arcana, the cards most card players are familiar with.)

In India, the King in Chess was supported by a Counselor. In early playing cards, the Spanish, Italians, and French used the King, the Chevalier (a lower nobleman), and the Valet or Knave (meaning, in those days, an even lower nobleman) as the court or face cards. The Germans had a King, an "Ober" or chief officer, and an "Unter" or subordinate. The Spanish or the Italians replaced the Counselor in Chess with the Queen; however, since the French are the ones who shrank the standard pack and dropped the Knight, we can conclude that they're also the ones who replaced the Chevalier with the Queen. Perhaps French cardmakers were trying to make up for the lost women of the Major Arcana?

The French aren't done yet!

A Frenchman wrote the first history of playing cards (1704).

Deal the English in

We can make an excellent guess as to when playing cards crossed the English Channel. It's very probable that no one in England played games with cards before 1400, and our source for that statement is the poet Geoffrey Chaucer, who died in that year. He spent his writing years chronicling the everyday lives of the men and women around him -- and though he often mentioned games (Chess, Checkers, Backgammon), he never mentioned cards.

The earliest reference to playing cards in English comes in 1463, when the cardmakers of London petitioned the King to stop the import of foreign-made packs. This is particularly interesting for two reasons:

1. In 1463 the English weren't making their own paper. They weren't even making their own books -- William Caxton, the first man to print books in English, had yet to have his first lesson on the latest hardware (the printing press). And yet, not only were there English cardmakers, there were enough of them to form a political lobby!

2. H.T. Morley, writing in *Old and Curious Playing Cards*, noted that "this express mention of playing cards shows that there must have been a fairly large trade in their manufacture, and that their use was well-known long before." If the English weren't playing cards before 1400, but were buying every pack in sight by 1463, then this pastime had truly swept the kingdom (at a time when the pace of life, and the means by which goods, people, and pastimes were distributed, were considerably slower than they are today).

The English and the French had just finished fighting the Hundred Years War, leading Morley to theorize that playing cards entered the country by way of English soldiers returning from the front lines in France. The English gentry were no happier to see the "rabble" play cards than the French gentry had been decades earlier. Hargrave found that by 1484, card games had become a major activity among the upper classes, especially at Christmas, and they didn't want to share. In 1495, King Henry VII proclaimed cards off-limits to "servants and apprentices," except at Christmas. (Even then, as Morley discovered, if you occupied the low rungs on the social ladder, you could only play cards in your master's house, and then only with your master present.)

His Highness was ignored. Card games became so popular that in 1529 they even turned up in a sermon, delivered by Hugh Latimer, the Bishop of Worcester: "And where you are wont 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." (Latimer was burned at the stake some years later, though not as a result of his pro-card-playing stance.)

As for the English cardmakers who had petitioned for royal protection, they received that protection and prospered as a result. Hargrave, observing the English social scene less than a century after Latimer's sermon, found that a "fever of gaming" mesmerized everyone from the King on down. Somebody had to make cards for all those people. By 1628 there were enough cardmakers in London alone to form a guild, grandly named "The Master, Wardens, and Commonality of the Mystery of the Makers of Playing Cards of the City of London."

Hitting the books

While it was the French who turned out the first book on playing cards, it was the English who turned out books about playing cards and games in general into a publishing phenomenon that continues right through our own time.

The first English books on games with and without cards were part of a series called The Gamester, first appearing in 1674. On the world stage, the country that would be the United States was still a few tiny communities hugging the Atlantic coast. Boston was barely half a century old; New Amsterdam had been seized from the Dutch and renamed New York just a decade before; and Philadelphia was still just an idea that Quaker leader William Penn was kicking around in the back of his mind.

But England, meanwhile, had survived a brutal civil war and seen the Stuarts restored to the throne. A period of relative peace and increasing prosperity was beginning, and with that prosperity came more leisure time. Hence The Gamester series, which proved to be insanely popular. Printed books were still not common, and yet there were often two editions of the same book on games in one year.

The books in this series included The Court Gamester, The Compleat Gamester, The Gamester's Companion, and even The Polite Gamester. Many of these books were written by academics skilled in mathematics, and one, published in 1718, was dedicated "by permission" to Isaac Newton.

In his preface to The Court Gamester (1734), Richard Seymour provided a simple rationale for learning how to play these games: "Gaming is become so much the fashion among the Beau Monde, that he who in Company should appear ignorant of the games in Vogue, would be reckoned low bred & hardly fit for conversation."

Books on games brings us to the greatest name in gaming: Edmond Hoyle.

Ladies and gentlemen, Hoyle has left the building

"The only truly immortal human being on record is an Englishman named Edmond Hoyle, who was born in 1679 and buried in 1769 but who has never really died."

-- Richard L. Frey, in *The Fireside Book of Cards*

In the world of games, Edmond Hoyle's name is the equivalent of Noah Webster's. One means dictionary, the other means games and their rules. But Noah Webster compiled the first American dictionary. Edmond Hoyle revealed useful strategies for three card games and two board games. To what, then, do we credit Hoyle's immortality? To the lack of copyright laws in the 18th century and to a memorable phrase, "according to Hoyle."

What Hoyle did in the first 50 or so years of his life is not known. By the late 1730s he had become a tutor of the game of Whist, and, for the edification of his students, he wrote A Short Treatise on the Game of Whist (1742). Hoyle's little Whist book was an immediate sensation. It ran through more than a dozen editions in his lifetime, was translated into French and German, and gave Whist such a boost that it became the leading game in England. This forerunner of Bridge soon surpassed in popularity the French games of Piquet and Quadrille (both of which began a nose-dive toward extinction). Wherever Whist was played, people tried to execute the strategies Hoyle had spelled out: in other words, they tried to play the game "according to Hoyle."

Plagiarism is the sincerest form of flattery

Encouraged by this success, the enterprising Hoyle wrote four more "short treatises" and collected them in one five-game volume in 1746. This was the first edition of Hoyle's Games. Literary pirates immediately came out with their own books on games, and on each one they slapped the name "Hoyle" without bothering to pay him for the privilege. They also reprinted Hoyle's own book without paying him for that, either. Hoyle tried to fight this tidal wave of piracy, but by the end of the 1700s there were dozens of these books in print, all by writers not named Hoyle but all published under that name.

Hoyle crossed the Atlantic in 1796, not quite 30 years after his death, when the first book on gaming appeared in America: Hoyle's Games, published in Philadelphia. It was, of course, a theft of Hoyle's own book from 1746, with the addition of games that Hoyle probably had never played.

Surprisingly, Hoyle (and the other Gamester authors) never discussed the rules for playing the games described in their books. "There is a widespread belief that all card games have 'official' rules and that none is genuine that has not first been strained through a man called Hoyle," wrote card scholar David Parlett in *The Penguin Book of Card Games*. "But Hoyle never did lay down official rules. His specialty was guidelines to good strategy."

Richard Frey agrees: "There are countless millions who own one of the innumerable Hoyle books and in whose minds Hoyle is a living man, 'the man who wrote the book,' who probably lives in New York or Los Angeles or Miami or wherever authors live, to whom a letter may be addressed if a ticklish problem arises, and who might even be gotten on the other end of a phone call if the problem were sufficiently urgent."

And so Edmond Hoyle has achieved a curious immortality. His name means "games" and no evidence to the contrary will ever change that. When Ely Culbertson, the man who popularized contract bridge, wrote a book on games, he called it Culbertson's Hoyle.

Oh, and the five games Edmond Hoyle actually wrote about? They are Whist, Quadrille, Piquet, Backgammon, and Chess.

In the zone

The English may also be credited with the invention of the playing-card coach. Hoyle (the Whist tutor) wasn't alone, as seen in this passage from a London newspaper in 1753, in which the writer lamented the low state into which parenting had fallen:

"There is a new kind of tutor lately introduced into some Families of Fashion in this Kingdom, principally to complete the education of the Young Ladies, namely a Gaming Master; who attends his hour as regularly as the Music, Dancing, and French Master; in order to instruct young Misses in Principles of the fashionable Accomplishment of Card playing. However absurd such a conduct in Parents may appear to the Serious and Sober minded, it is undeniably true that such a Practice is now introduced by some, and will it is feared by many more."

American contributions to playing cards
Hoyle Card Games / A thousand years of playing cards

As befits a country of inventors and tinkerers and doers, the American contributions to playing cards are related to their manufacture. Making playing cards was a big business in Massachusetts in the first half of the 19th century, but the actual manufacturing process was still a slow one. Until 1840, the paper stock for the cardboard used to make cards was glued together by hand. In that year David H. Gilbert, an employee in a playing-card factory outside of Boston, invented a machine that pasted this paper together. Card production skyrocketed.

Card technology leaped forward again in the 1930s, when American manufacturers started printing cards on plastic. This greatly extended the useful life of a pack of cards.

By the way: when Americans speak of a set of 52 playing cards, they usually refer to it as the "deck." The English call it a "pack." When playing cards first came to American shores, people on both sides of the Atlantic were still saying deck. But as the two countries grew apart, the English began to say "pack" while the Americans kept saying "deck." Using "deck" to refer to playing cards connects you with the era of Shakespeare, and to a word the English themselves no longer use.

The evolution of playing-card design, or
Why is a Jack a Jack?
Hoyle Card Games / A thousand years of playing cards

Though playing cards as we in the West know them have traveled a thousand years and thousands of miles, the "look" of the cards has remained remarkably consistent, especially since the French standardized the suit signs.

In France, the King, Queen, and Jack have usually been based on medieval French figures. There were occasional diversions, as when artists tried to win the favor of the reigning monarch by painting the King of one suit to look like him. The French King of Hearts has also been painted or drawn to represent the biblical Adam, Julius Caesar, Constantine I (the first Roman emperor to convert to Christianity), and Alexander the Great. The King today is thought to be a likeness of Charlemagne.

Though the French Queen of Hearts has never been drawn as Eve or Mrs. Constantine, she has at times represented (or has been said to represent) Helen of Troy (the Jack of Hearts was her lover, Paris), the biblical Rachel, Elizabeth I of England, the goddess Juno, and Joan of Arc. Today the Queen of Hearts is thought to be Judith of Bavaria, the daughter-in-law of Charlemagne. Thus the King and Queen of Hearts in French packs are very possibly pictures of the two hottest celebs of 9th-century Europe.

There's less variety in face cards in English-speaking countries. Our face cards are all dressed in the style of Henry VII, the founder of the Tudor dynasty. (His years in power, 1485-1509, came a generation or two after the introduction of playing cards in England.) The King, Queen, and Jack represent no one specifically and don't vary from suit to suit.

Attempts to change or somehow improve "the bizarre old figures with which we are familiar" have always failed," Hargrave observed. "Many innovations have been offered from time to time, but they have been popular only as novelties....For serious cardplaying the unchanging old conventional cards have always been preferred."

A linguistic journey
Hoyle Card Games / A thousand years of playing cards

So what about that Jack? What exactly is a "Jack"? Remember, the first face cards were King, Chevalier, and Valet or Knave. The Chevalier became the Queen. In England, the lowest face card was called a Knave, which over time changed in meaning from a nobleman of middling birth to a man of humble birth to a rogue (the meaning most of us associate with "knave" today).

Now we go back to the final years of the Hundred Years War between England and France. We're approaching the middle of the 1400s and England is losing the land it had won in France in the beginning of the war. The English, looking for a scapegoat, turn on a gentleman named William de la Pole, a soldier and statesman. This de la Pole is to blame, they cried, and dubbed him "Jack Napis." Why they dubbed him that is obscure (it might have something to do with a board game played by the "lower" classes), but let's keep going.

The unfortunate de la Pole died in 1450. By 1526 the nickname Jack Napis had been blurred into "jackanapes," meaning a rogue, like the Knave in cards. Soon the Knave was being called the Jackanapes, and then that was shortened to Jack. So every time you play the Jack in a game of cards, you're making a connection with medieval England's doomed attempt to conquer France and one very unlucky individual.

The most unusual use of playing cards on record?
Hoyle Card Games / A thousand years of playing cards

The indefatigable Catherine Perry Hargrave unearthed this story, which she recounts at length in *A History of Playing Cards*. It seems that in the year 1685, the governor of France's Canadian provinces in North America found himself in a difficult position. He was broke, and so was everyone else in Canada. He explained his predicament and what he did about it in a letter to his superior back in France, dated September 24, 1685:

"I have found myself this year in great straits with regard to the subsistence of the soldiers....I have drawn from my own funds and from those of my friends, all I have been able to get, but at last finding them without means to render me further assistance, and not knowing to what saint to pay my vows, money being extremely scarce, having distributed considerable sums on every side for the pay of the soldiers, it occurred to me to issue, instead of money, notes on playing cards, which I have had cut in quarters....

"I have issued an ordinance by which I have obliged all the inhabitants to receive this money in payments, and to give it circulation, at the same time pledging myself, in my own name, to redeem the said notes. No person has refused them, and so good has been the effect that by this means the troops have lived as usual."

This card-money was issued again in 1686, in 1690, in 1691, and in 1708 (when an issue of card-money even replaced copper coins). In 1719 all card-money was withdrawn and actual French currency reappeared in Canada for the first time in 30 years; unfortunately, everyone was broke again by 1729. Special packs of playing cards were immediately sent from Paris to fill the gap, packs that used a special mark -- a coat of arms -- to make them hard to counterfeit. The French were getting good at this. Card-money remained in use until 1763, when the French surrendered Canada to the British after losing the French and Indian War. Losing Canada was a disaster for French dreams of empire -- and losing the Canadian currency market was equally catastrophic for French makers of playing cards!

Further reading on card games
Hoyle Card Games

Vernon Bartlett, *The Past of Pastimes* (1969)

Henry G. Francis, Alan F. Truscott, and Dorothy A. Francis (eds.), *The Official Encyclopedia of Bridge* (5th edition, 1994)

Frederic Grunfeld (editor), *Games of the World* (1975)

Catherine Perry Hargrave, *A History of Playing Cards and a Bibliography of Cards and Gaming* (1930)

Oswald Jacoby & Albert Morehead (editors), *The Fireside Book of Cards* (1957)

   The Fireside Book of Cards includes the essays "The Origin of Gaming and Cards" and "The Reign of Hoyle" by Catherine Perry Hargrave, "Designs of the Face Cards" by Robert Hutchings, "Who Is Hoyle?" by Richard L. Frey, excerpts from The Complete Book of Solitaire and Patience Games by Albert Morehead and Geoffrey Mott-Smith, and "The Origin of Contract Bridge" by Harold S. Vanderbilt.

Merilyn Simonds Mohr, *The Games Treasury* (1993)

Albert Morehead & Geoffrey Mott-Smith (editors), *Hoyle's Rules of Games* (1983)

H.T. Morley, *Old and Curious Playing Cards: Their History and Types from Many Countries and Periods* (1931)

Jack Olsen, *The Mad World of Bridge* (1960)

David Parlett, The Penguin Book of Card Games (1979) and A History of Card Games (1990)

Commands

Shortcut keys

The following shortcut keys are available to you in Solitaire games and War:

All Solitaire Games

Actions	Shortcut key
Undo	Command+Z

War

Actions	Shortcut key
Play Card	Spacebar

Actions menu commands

The Actions menu contains the following menu commands for Bridge, Solitaire games, and War:

Bridge
Review Auction
Redeal Hand
Rebid Hand
Replay Hand
Save Hand
Restore Hand
Solitaire
Undo
War
Play Card

Review Auction
Actions menu (Bridge)

Opens the Auction dialog box for you to see how the auction for the hand proceeded. Press Enter on your keyboard to close this dialog box.

See also
How to play Bridge

Redeal Hand
Actions menu (Bridge)

Deals a new hand for the game (and gives you a second chance to improve your rubber score). Any scores for the hand before redeal are thrown out.

See also
How to play Bridge

Rebid Hand
Actions menu (Bridge)

Opens the Select Call dialog box for all players to rebid. (All previous bids are thrown out.) To pass, press Enter on the keyboard.

See also
How to play Bridge

Replay Hand
Actions menu (Bridge)

Deals the same hand for the game (and gives you a second chance to improve your rubber score). Any scores for the hand before replay are thrown out.

Game play starts again from after the auction.

See also
How to play Bridge

Save Hand
Actions menu (Bridge)

Saves the current distribution of cards amongst the players. If you continue playing after saving the hand, then want to revert back to the hand when it was saved, choose Restore Hand.

See also
How to play Bridge

Restore Hand
Actions menu (Bridge)

Deals a new hand for the game using the hand that you saved using the Save Hand command (instead of a random deal). If you choose Restore Hand at the end of the hand, the next hand is dealt using the saved hand.

See also
How to play Bridge

Undo
Actions menu (Solitaire)

Returns the card (or match) most recently moved to its (or their) original position.

You can undo a move during play by:

{bmc blt.bmp} Pressing Ctrl+Z on the keyboard.

{bmc blt.bmp} Choosing Undo from the Actions menu.

See also
How to play Solitaire

Play Card
Actions menu (War)

Places the next card on the table.

You can play a card by:

{bmc blt.bmp} Pressing the Spacebar on the keyboard.
{bmc blt.bmp} Choosing Play Card from the Actions menu.

See also
How to play War

Seasons
Preferences menu

Opens the Seasons dialog box which you can use to change the view outside the cabin's window.

Choose System clock (Northern or Southern Hemisphere) to set the cabin seasons to match the Northern or Southern Hemisphere. Seasons are displayed automatically based on your system clock.

Choose Winter, Spring, Summer, or Fall to set the view to a specific season.

See also
Changing the game atmosphere