

CHANGE FOR A SOVEREIGN.

RULES OF THE GAME.

1. This game is played with 56 cards, which consist of one sovereign card, one half-guinea, two half-sovereigns, four crowns, eight half-crowns, ten florins, fifteen shillings, and fifteen pences.
2. There must be two pools—one, called the sovereign pool, the other the general pool. The dealer must stake in both; but the other players only in the general pool.
3. Five cards to be dealt to each player; the surplus cards to be placed in the centre of the table, *face downwards*.
4. The game commences by the player next the dealer, who sees if he can give out of his hand any number of cards which shall make change for a sovereign; as, for instance, two half-sovereigns, or one half-sovereign and two crowns, or in any other way; but the amount must be the exact sum required, and any mistake made in reckoning must be visited by a penalty.
5. Should the player not be able to make the sum required, he is then at liberty to first throw out a card from his own hand, keeping the face downwards, and then pick up another from the surplus cards on the table; and if still unable to give the change, the next player goes on, and so round until the change is given, which entitles the giver to the *general pool*.
6. After going round one, two, or three times, as may be agreed upon, and which should be governed by the quantity of surplus cards on the table, and no one being able to give the change, the players have then the option of either choosing from the surplus cards or drawing one from the preceding player's hand, and so on, until change is made.
7. If the winner of the general pool can at the same time play the sovereign card also, he then takes the sovereign pool, as well as the general pool; but if not, the sovereign pool is carried on to the next game, and so goes on accumulating until such can be accomplished.
8. The sovereign card is of no value without it is held by the winner of the general pool.
9. If there should be eleven players, as there will then be only one surplus card, it is at once at the option of the player to either take in the surplus card, or pick from the preceding hand.
10. When a card is drawn from any hand, the one from whom the card is drawn must make up his hand by taking one of the surplus cards.
11. Any mistake of taking up or drawing a card without *first* throwing one out, must be visited by a penalty, besides the player losing his chance for that round.

Published by J. EVANS AND SONS, 114 to 116, Newgate Street, London.

SEPTEMBER, 1865.

[ENTERED AT STATIONERS' HALL.]