

Game of "LOST HEIR."

For Two, Three, Four, or Six Players Only.

IMPLEMENTS.—Forty-eight cards, divided into four suits of eleven each, and four odd cards—"New York City," "Philadelphia," the "Wrong Boy," and the "Lost Heir."

RANK OF CARDS.—The "Mayor" of the City is the highest card of each suit; the "Policemen," the lowest according to their number. The "Wrong Boy" is the lowest card of all, and the "Lost Heir" is the highest, taking any trick. The "City" cards played into a trick containing the Lost Heir or the Wrong Boy prevents the counting of either of these cards.

OBJECT OF THE GAME is to find which Department of Police of the various cities can find the Lost Heir, for whose recovery a large reward has been offered, by scoring the greatest number of points through taking the most tricks.

TO BEGIN.—Choose a dealer, who shuffles the cards, and deals them all face downward. The dealer then asks, "How much am I offered for choice of Police to recover the Lost Heir?" (The choice of Police is the right to name the suit, or City, which will rank highest, or trump, during that game.) Each player must bid in turn, beginning on the left of the dealer. Each one bids what number of points he thinks he can make with his cards. He may "pass" if he has a poor hand.

RULES

1. Players may play each one for himself or partners.
2. No two players may bid the same number, nor bid more than once in a game. The dealer bids last.
3. Who names the trump plays first, and **must** lead trumps.
4. When all have played a card round, the one putting down the highest card wins the trick and leads again.
5. A player after the first round may play any card he chooses; except,
6. Each player **must** follow suit of the "City" lead if he has a card. If he has none, he may play a trump or throw away a low card of another City.

TO SCORE

Each trick is kept separate and counts "one."

The Lost Heir counts "one" for the trick and "five" extra.

The trick containing the Wrong Boy card counts "three off."

A player not following the lead when he has a card of the suit led, counts "three off."

TO WIN

If the player naming the trumps fails to make the number of points he bid, he cannot count anything.

The player who first makes twenty-five points or over, wins.