

Enlarged 122%

4 Pages

Cover

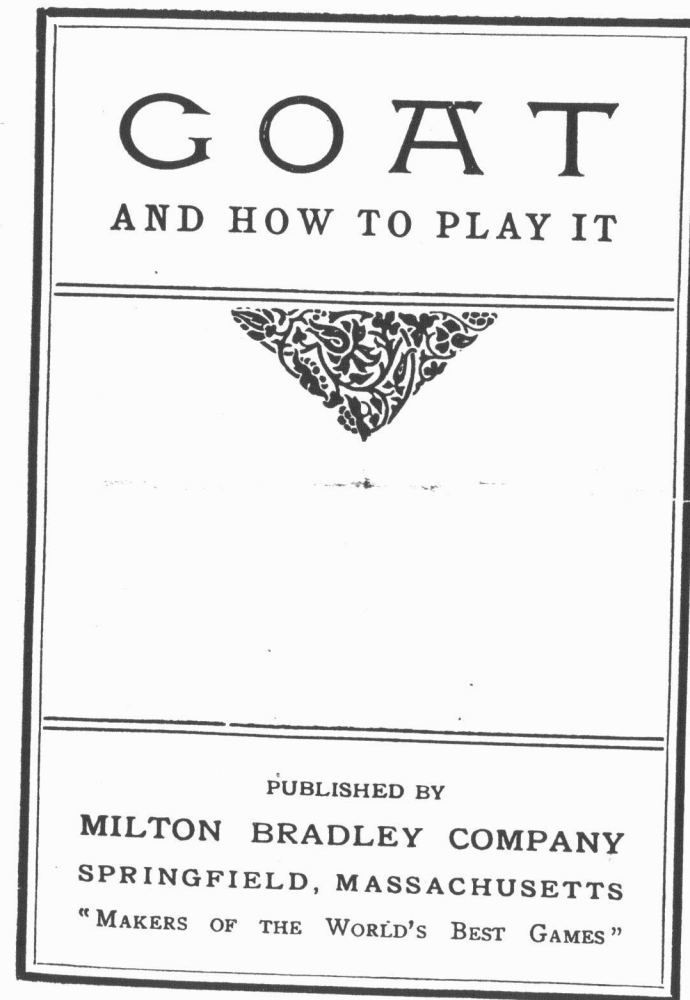
NOTE: E could safely play that Goat card because his opponent D had already played one.

Although it is generally best to get rid of the goat cards whenever it can be safely done, it is sometimes better instead to take a Book so as to get the lead, even if no red cards have been played, and the Book itself is worthless.

The lead is very important, indeed, and if other things are equal, the side that gets the most leads generally wins. The leader can not only select his own card to play, but he can very often have the right of search and can accordingly see an opponent's hand and force that opponent to play any card in it that he (the leader) pleases. In fact, the game presents many opportunities to exercise skill, and it is scientific as well as amusing.

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on BACK cover



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GOAT

AND HOW TO PLAY IT

THE GAME:—There are 60 cards; 12 having a picture of a goat, called “Goat Cards,” and 48 cards with numbers denoting their rank. Each red card counts as much as its number, and **the red ones are the only cards that count in the score.**

THE PLAYERS:—Four, six or eight can play. If eight are playing, leave out the four cards known as No. 6. Otherwise, use the whole pack. The players are divided into two sides, and should be so placed that no two partners are next to each other.

THE DEAL:—Shuffle the cards, and deal them all out, commencing at the dealer’s left, giving one at a time to each player. The cards should be dealt with the faces down.

HOW TO PLAY:—Each player takes up his four top cards, leaving his other cards on

Inside cover

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the table in front of him. The player at the dealer's left plays any card from his hand that he pleases, and draws a card from his pile. Each player plays a card from his own hand and draws a card from his pile. The cards thus played are called a book. Ordinarily the book belongs to the player who played the **highest card**, whether that card was red or black. If two or more of the cards played should tie for the highest number, the book would ordinarily belong to the player who first played one of those highest cards. The player who took the book then plays a card from his hand, and draws one from his pile, as before mentioned, and the other players similarly play. This drawing and playing is continued until all the cards have been played, and none are left in the hands of the players.

RULES OF THE GAME:—As above stated, a book ordinarily belongs to the player who played the highest card on it. If, however, a Goat card is played, the book belongs to the opponents of the player who played the Goat card, utterly regardless of any high cards that might have been played by that player's partners. If two or more Goat cards are played on a trick, the trick goes to the opponents of

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the player who first played a Goat card. Whenever a goat card is played, the next player to lead is the opponent that played the highest card.

RIGHT OF SEARCH:—If the player whose turn it is to lead, should have either a red card or Goat card in his hand, he may either lead a card in the ordinary way, as above mentioned, or he can have the "right of search." That is, he can display his red card or Goat card, and then demand to see the hand of any one of his opponents. Then he can lead any card of his own (except a Goat card) and command that opponent to play any card that is in the said opponent's hand, and that card must be played. The leader can search only one player's hand, however, at each lead.

Ordinarily the players play in turn,—the leader first playing, followed by the player at his left, and the others in turn. Whenever the right of search is exercised, however, the leader plays first, and then the player whose hand is searched must play, whether he is next to the leader or not. Then after that the player nearest the leader's left plays and the others play in turn. Under no circumstances can a player search his partner's hand.

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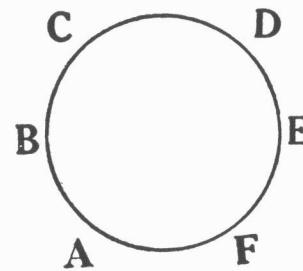
The right of search can never be exercised if the leader leads a Goat card. If the leader exercises the right of search he must lead some other kind of a card than a Goat card.

COUNTING:—Each red card counts as many points as its number. After the cards are all played, the points are counted up and marked on the score. The side that scores the highest number of points wins the game. If there is a tie, neither side wins.

THE OBJECT OF THE GAME:—Each side tries to score as many points as possible, and therefore it is desirable to take as many red cards as possible. As can be readily seen the Goat cards are very undesirable, and it is best to get rid of them as soon as it can be safely done. For example, if a player sees that a Book is inevitably going to his opponents and it cannot possibly be prevented, he had better play a Goat card if he has one. Of course it is never desirable to lead a Goat card, as that simply gives the trick to the opponents. Where the Book is already and safely in your partner's favor, it is best to play on it your highest red card if you have one.

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SAMPLE PLAYING:—Eight persons are playing, and therefore the four No. 6 cards



are left out, and the other 56 cards are dealt out. A, C and E are partners against B, D, and F. As F has dealt, A is to lead. If A should lead in the ordinary manner, then B, C, D, E and F would play in order. However, A has the red card No. 15, and exercises his right of search. He decides to search the hand of D. D has a Goat card. A leads his No. 15 (a red card) and then D, at the command of A, is forced to play the Goat card. B sees that the Book is against his side, and he also plays a Goat card to get rid of it. C is the partner of A, and plays his best red card. As D has already played, E then plays. E would play a red card if he had one, for the book is already his partner's, but as E has no red card, he plays a Goat card to get rid of it. F would also play a Goat card, if he had one, but as he has none, he plays his poorest black card, which is a No. 6 card.

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