

## THE SCORE

Neutral tricks count 2.

Belligerent tricks count 1.

Ruler cards in Neutral tricks count one each, that is, one in addition to the 2 allowed for the trick. This applies to the President Wilson Card as well as the Ruler cards of Belligerent countries.

If a player bids a certain number for the privilege of making trumps and fails to make all he bids, he counts nothing. Neither the Belligerent nor Neutral Tricks taken by his side count. He also has deducted from his score the amount he bid.

The side that does not make trumps, does not count the *Belligerent* tricks they may take. They only score for the **NEUTRAL** tricks they take, and for the **RULER** Cards these tricks contain.

**RULER** Cards in Belligerent tricks do not count.

A game consists of 50 points.

Neutral tricks should be placed on the table face up to distinguish them from the Belligerents.

### For Two, Three, Four, Five or Six Players.

"**NEUTRAL**" may be played singly or as partners and as a two, three, four, five or six handed game. *When convenient it will be played as a FOUR HANDED GAME and as partners.*

**TWO HANDED GAME**—Deal only 24 cards.

**THREE HANDED GAME**—Deal 13 cards each. Leave the remaining cards unexposed on the table.

**FOUR HANDED GAME**—Deal all cards.

**FIVE HANDED GAME**—Deal nine cards each, the player making trumps to have pick of remaining three cards. The player making trumps will choose his partner for the hand by naming a card, the player having the card being the partner, but the player will not declare that he has the card, the player making trumps being thus in doubt as to who his partner is until the partner has had an opportunity to play the card called for. The other three players will play singly. Points made or lost will score for each of the partners. Opposing players will score individually and only on neutral tricks.

**SIX HANDED GAME**—Deal all the cards.

## POINTERS ON BIDDING

Estimate the number of tricks you can take with trumps but give even more consideration to your United States cards and the number of tricks you can neutralize, as these count more. Then bid on the total number of points you believe your side can make.

If you feel reasonably sure of three belligerent tricks and three neutral tricks you can bid 9 points and if you have the President Wilson card you would be sure of one more and could bid 10. In bidding, you take chances on help from your partner.

By a trick is meant the cards of one play around, that is one card from each player.

In a four-handed game, 10 points will be found a fairly good score, though 15 or 20 may be made with an extra good hand or even more in extraordinary instances.

# DESCRIPTION AND RULES OF THE GAME OF "NEUTRAL" "THE GAME AMERICA'S PLAYING."

# "NEUTRAL" THE GAME AMERICA'S PLAYING

(PATENT APPLIED FOR)

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## TITLE "NEUTRAL" The Game America's Playing

### IDEA OF THE GAME.

"NEUTRAL" is a game consistent with current history. It is a game of the times. It is a new national game, the game America is playing.

It is different from any other card game yet produced; fascinating, giving ample opportunity for skill, and wholesome in its teachings, for amid the clash of hostile powers, peace appears as a triumphant force. In the great role of Peacemaker is the United States. Standing upon the shores of Free America, Uncle Sam views compassionately the scene across the waters and extends his hand in offer of his services as a restorer of tranquility to the disturbed people of the old world.

This is the conception of the Game of "NEUTRAL" which is fully described below.

The striking difference between NEUTRAL and other games in which tricks and trumps figure, apart from its feature as a game based upon current history, consists of the suit of Neutral Cards, representing the United States, played under certain restrictions as described in the rules, but which are supreme over trumps and all other cards.

### DESCRIPTION

In the pack are forty-eight cards, divided into six suits of eight cards each.

### THE BELLIGERENTS

Forty cards represent the five principal warring countries, *Britain, France, Germany, Russia and Austria*. The cards of the warring nations are termed "BELLIGERENTS."

The eight cards representing each Belligerent Nation are named and ranked as follows:—

The Ruler, 8	Captain, 4
General, 7	Lieutenant, 3
Colonel, 6	Sergeant, 2
Major, 5	Corporal, 1

These cards have a value in the game according to their rank and number.

### UNITED STATES—NEUTRAL.

The *United States*, represented by eight cards, plays consistently the role of "NEUTRAL," and Peacemaker to all the warring countries. Any trick in which a United States Card is played is neutralized and, theoretically, removed from the conflict.

The United States Cards are called NEUTRALS.

The NEUTRALS are numbered, as are the BELLIGERENTS.

Neutralized tricks, in which more than one United States Card is played, go to the player playing the highest NEUTRAL card.

The *Neutrals* are supreme in the game. Any trick into which they gain entry, is neutralized, and goes to the player playing the NEUTRAL card, regardless of the rank of the *Belligerents* which are played. The NEUTRALS, however, are restricted in their operation, as will be seen in the rules. They can only enter when an opening under certain conditions occur. This is a consistent rule. The United States, ready to render its services as Peacemaker, can only act as the opportunity offers.

### RULES

One of the players shuffles the cards, and beginning with the first player on his left, deals one at a time until all are distributed. The player at the left of the dealer has the right to bid first, basing his bid on the number of points he believes he can make. If the next on the left can offer more, he raises the bid, and so on round and round the table until the highest bid has been reached. The person getting the bid begins playing by laying on the table a card of any Belligerent suit he chooses, and the country represented is the TRUMP for that hand. The United States cards cannot be led nor made trumps. Their mission in the game is different.

Every player must follow (beginning with the first player on the left) and play a card of the same nation and suit as the one led. If he cannot follow suit, he may either trump or throw off, and so on with the other players. The NEUTRALS can be played only when a player cannot follow suit and cannot trump. If he has no trump higher than a trump already played, he may play a NEUTRAL. This rule regarding the play of the Neutrals must be carefully noted.

To repeat, a United States card can only be played when the player cannot follow suit or trump, as above.

After one Neutral has been played on a trick, succeeding players, if they cannot follow the suit led, may, if they desire, play higher NEUTRALS.

The card that ranks the highest takes the trick, but it will be remembered that any trump card, no matter how low in rank, will take any card of another suit, excepting a Neutral. A United States Card neutralizes any trick in which it appears and the trick goes to the player playing the highest Neutral card.

A Neutral may be led only when a player has no BELLIGERENT in his hand and other players are not obliged to follow suit when a Neutral is thus led.