

BÉZIQUE.

This Game is often played in single hands with only one pack of cards to each player, and in partnerships with only three packs for four players. But adopting the following directions, the pleasure of the Game is greatly increased by a more liberal count, which relieves it of any imputation of irksomeness, and no less skill is required than when played otherwise.

Use Two Euchre or Picket Packs for each player or partnership. Partnerships abridge the game and often add immensely to its enjoyment, particularly in large companies, for any even number of persons can play in partnership, (the partners sitting opposite each other).

Some one of the party will commence the game by shuffling the packs altogether and dealing first three cards, then two, and three once more. Now each hand consists of eight cards. Turn the next card on the pack for the *trump* of that hand. To obviate the liability of the trump getting mixed with the cards that are played, place it on the table in full sight with one edge under the balance of the pack, which, of course, is laid with faces down, to be drawn from by the players after each trick is taken; the person who takes the trick draws first, and leads the next trick.

Now play as in Whist, each player dealing in turn, no one being obliged to follow suit, until the pack is all drawn from the table.

DECLARATION.—A Declaration is an exhibition of any Card or combination of Cards which make game according to the rules and enumeration of Points.

The player who first declares a seven of trumps can exchange it for the trump card, which, if *one of a Sequence*, is always desirable. Should the *trump card* be a seven-spot, the exchange counts 20, and can be retained in the hand and declared *ad libitum*. But it must be borne in mind, that in the above and all cases, no declaration of points can be made until *after* a trick is taken by you or your partner, and *before* taking up the card just dealt to you from the pack. In partnerships, if a trick is taken by either one *in* partnership, both can declare any points they may hold; but the one taking the trick holds the precedence of declaration.

When a declaration is made, the cards composing it should be placed face up in a row before the player, on the table. (The object in keeping them exposed is to enable the adversary to see that they are not declared twice over). Whence play them as if in your hand, always bearing in mind that some combinations of cards, which you have declared and won points by can be used in making other combinations. For instance, you declare 4 Kings, which gives you 80 points; now if you hold any of the Queens of the same suit as the Kings, you can marry them; but you must have 5 Kings and 1 Queen to declare 4 Kings *and* a marriage at once. When a Single Béziqne is in hand, it may be declared and placed upon the table, and there remain until a Double Béziqne is acquired, which must be placed upon the table and played therefrom. The other cards in your hand will enable you to decide if worth the effort to make a duplicate or other combinations.

THE GAME OF BÉZIQUE COMPLETE,

PUBLISHED & COPYRIGHTED BY

A. B. SWIFT,

MANUFACTURER'S & PUBLISHER'S AGENT FOR
GAMES, PRINTS & PARLOR AMUSEMENTS.
No. 48 JOHN ST., New York.

To save great inconvenience to patrons of Béziqne in exchanging suitable packs, the "Game of Béziqne Complete" is furnished with four packs of cards, with backs of two colors, with two patterns in each color, thereby enabling the players to disunite the packs without difficulty, to be replaced in the box at the close of this game, or for the use of Euchre parties if desirable.

Several Rules for the Game of Béziqne have been published, nearly all in conflict. The author of "Béziqne Complete," having a practical knowledge of this fascinating game, publishes with it a new arrangement of Rules, in a more simple, clear and desirable form than any he has seen in English.

A. B. S.

Entered according to Act of Congress, in the year 1865, by ALBERT B. SWIFT, in the Clerk's Office, of the District Court of the United States, for the Southern District of New York.



The number of points in the Game is	1000
4 Aces count.	100
4 Kings "	80
4 Queens "	60
4 Knaves"	40
Royal Marriage "	40
Plebeian " "	20
Bézique "	40
Double Bézique " <i>235</i>	500
Triple Bézique "	1000
Sequence "	250
Double Sequence"	600

Seven of Trumps always counts 10 for the player (either party taking the trick.

Queen of Spades and Knave of Diamonds is a Bézique.

Two Queens of Spades and two Knaves of Diamonds is a Double Bézique: Three Queens and three Knaves a Triple Bézique.

The Ten of any suit is next in rank to the Ace, consequently higher than a King.

King and Queen of same suit is a Plebeian Marriage.

King and Queen of trumps is a Royal Marriage.

Ace, King, Queen, Knave and Ten of trumps is a Sequence.

Kings and Queens once married cannot be married again, but can be used (while they lie on the table) to make up four Kings, or four Queens, or a Sequence.

If four Knaves have been declared, the Knave of Diamonds may be used again for a Bézique, or to complete a Sequence.

If four Aces have been declared, the Ace of trumps may be used again to perfect a Sequence.

If the Queen of Spades has been married, she may be again used to form a Bézique, and again for four Queens.

After the pack is exhausted, the party who receives the trump card counts ten. If it be a seven-spot, he counts twenty.

Each player now holds eight cards, and whoever takes the last trick counts ten for it, and can make a declaration if he holds one.

Now the players take up their cards from the table and hold *Eight Cards* each. No more declarations can now be made, and you play exactly the same as at Whist, except that the Ten is still higher than the King. The Aces and Ten Spots are now the only points to gain.

After all the cards are played out, count the points in your tricks—every *Ace* and *Ten* spot counting 10 each. Record the aggregate until the game of 1000 is completed.

One person is selected to "Keep the Game," (with pencil and paper), who writes down the *aggregate* amount, as each player makes a declaration, or the counters can be substituted, if agreeable, each one keeping an account of the number of points won by them.

Bézique is a very pretty game, and very amusing, from the provoking difficulties it sometimes puts the players in as to what cards they shall play or retain, so as to do the least possible harm to their chance of scoring;—difficulties which often bring a good deal of skill into exercise.

There is always a danger of carelessness in beginners neglecting to take cards from the pack at the proper time; and there is a salutary punishment for this, in a rule that whenever a player, in order to make up his proper number of eight, requires to take cards from the pack at an improper time, he shall forfeit ten points for every card so taken.

We will conclude by a few rules for the guidance of beginners; although practice and intelligent observation are the best teachers in all games.

1. Do not part with either Sequence or Bézique cards while there is any chance of your making them, as the scores for these are so high.

2. Look out carefully for any exhibition on your adversary's part of three Sequence cards of the same kind, which will show you that you cannot make a Sequence, and will relieve your play. The same for Bézique cards.

3. Make your Tens and Aces in your tricks whenever you can, unless you have an opportunity of soon declaring four Aces. Every one you let go into your adversary's tricks is twenty points against you. Take any Aces or Tens he plays whenever you can do so without detriment to your hand, as each one taken is twenty points in your favor. Husband your small trumps, as they are useful for this purpose.

4. If in doubt whether to save up Kings or Aces, prefer the former, if you can by that means put your Aces into your own tricks; for though the four Aces count twenty more than the four Kings, the latter will marry, and may go freely, after declared, into your adversary's tricks without doing you harm. It is difficult, after having declared four Aces, to avoid losing some of them.

5. Avoid, if possible, showing your adversary that he cannot make the Sequence or Double Bézique: you will thus often hamper his game, and may save some of your Aces and Tens from being taken by him.

6. Be very careful in the play of the last eight tricks; notice what cards your adversary had previously lying on the table, and make what use you can of the knowledge, in order to try to save any Aces and Tens of your own, and to get any you can of your adversary's.

7. In this, as in all other games, keep your temper.

BÉZIQUE

Turning up seven of Trumps 10
Playing " " 10
Common Marriage 20
Royal Marriage 20

CARD GAME RECORDING DIAL.
A. B. Smith, NEW YORK.

<i>4 Deuces</i>	40
<i>4 Knaves</i>	40
<i>4 Queens</i>	40
<i>4 Kings</i>	20
<i>4 Aces</i>	100
<i>A Sequence</i>	250
<i>Double Bézique</i>	500
<i>Last Trick</i>	10

