

One and Thirty (1550s)

Equipment: deck of cards

Aim: to hit exactly 31; pip cards worth face value, court cards worth 10, Aces worth 1

Players: 2-10

All players agree on a stake.

Deal three cards each, face down. Players:

- (a) "stick" – keep with the cards they have
- (b) "have it" – take another card

If 31 exactly, they win a double stake from everyone; otherwise a single stake.

If all players are over 31 before back to the dealer, the dealer has won.

If no-one reaches 31 and more than one player is left, the nearest to 31 wins.

A tie gives the game to the nearest to the left of the dealer.

Bone-ace (1611)

Equipment: deck of cards

Aim: to hit exactly 31; pip cards worth face value, court cards worth 10, Aces worth 1

Players: up to 8

All players agree on a stake, called the bone.

Deal three cards each, first two face down, last one face up. Highest face-up card wins the bone. Aces high; Ace of Hearts (the Bone-Ace) beats all. Players choose to either :

- (a) "stick" – keep with the cards they have
- (b) "have it" – take another card

If 31 exactly, they win a double stake from everyone; otherwise a single stake.

If all players are over 31 before back to the dealer, the dealer has won.

If no-one reaches 31 and more than one player is left, the nearest to 31 wins.

A tie gives the game to the nearest to the left of the dealer.

Alouette

Equipment: deck of cards minus the tens

Aim: to win the most tricks; Kings high, Aces low

Players: four

Deal nine cards to each player and set the rest aside. The player to the left of the dealer leads the first trick. There is no trump suit, and no obligation to follow suit.

If there is a tie, the trick is set aside and taken by the winner of the next trick.

If the last trick is a tie, whoever won the first trick wins it.

All players agree on a stake which goes to:

- (a) whoever gets the most trick in a hand
- (b) whoever wins the three of diamonds

Ruff (1522 Italy)

Equipment: standard deck of cards

Aim: to score nine points

Players: four players

Players agree on a stake.

Deal 12 cards to each player and turn up remaining top card on deck to determine trump suit.

The player with the Ace of the trump suit declares "I have the honour", and scores a point for each of the four honour cards they hold (Ace, King, Queen, Jack)/

The player to the left of the dealer leads and all players follow suit. Aces high or trumps takes the suit.

If they cannot follow suit, they may play any card.

The winner of the trick leads.

The players gain one point for every trick taken.

Maw (1576 Scotland)

Equipment: standard deck of cards

Aim: win either three or five tricks, or prevent another player from doing so

Ranking: five of trumps, Jack of trumps, Ace of Hearts, Ace of trumps, King of trumps, Queen of Trumps
Then if trumps red, 10 high to 2 low; if trumps black, 2 high to 10 low

Players: 2-10 players

All players agree on a stake.

Deal five cards each, turn remaining top card for trump. Player left of dealer leads and other players match suit.

If no matching suit is available, players must play a trump if they have one,, not obliged to play the five of trumps, Jack of trumps or Ace of Hearts if they do not wish to.

If no trump is available, any card.

The winner of three tricks wins the pot. If they go on to win the fourth trick, they must win the fifth and final trick to win the pot. If they fail, they have to match the pot.

If there is no winner, another stake is required and another hand played.

Beast (1600 Germany)

Equipment: standard deck of cards

Aim: To win tricks; Kings high, Aces low, trumps available

Players: up to 8

All players agree on a stake and this is divided into three piles: the "king of trump" pile, the "play" pile, and the "triolet" pile.

Deal five cards to each player and turn up remaining top card on deck to determine

trump suit. Play through the tricks, with each player retaining the tricks they win.

Deal another hand, with play led by the person who took the last trick in the previous hand. Play through the tricks, and retain them.

Continue with this until you cannot deal a full hand to all players. The person with the most tricks wins the "play" pile; the person with the king of trump wins the "king of trump" pile; and the person with the highest triolet (three of a kind) wins the "triolet" pile.

If a tie results or no-one has a triolet, the pile remains until it is won.

Glückhaus

Equipment: two dice and 10 cards

Players: three or more

.....Ace (12)
...9...10...Jack (11)
...6.....7.....8
.....5.....3
.....2

Players agree on a base stake, and all players put a stake on 7.

The player rolls the dice.

A four is a null throw and the dice pass on.

If a 3, 5, 6, 8, 9, 10, 11 is rolled, the player win any stake on that card. If there are none, then the player puts a stake on it.

If a 7 is rolled, the player puts a stake on the card.

If a 2 is rolled, the player takes the stakes on all numbers except 7.

If the player rolls 12, the player takes all stakes.

After the player rolls, the dice are passed to the left