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THE GAME OF OMBRE.



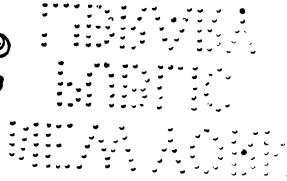


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# THE GAME OF OMBRE.

*Mariana.* ' . . . I muſt bring you to like dear Spadille.'  
FIELDING, *The Miſer*, Act ii. Sc. 2.



SECOND EDITION.

By Henry Hucke Gibbs, Baron Aidenham.

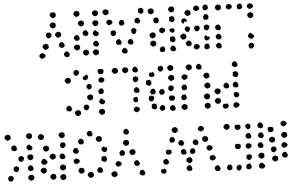
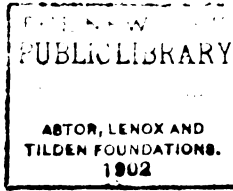
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1878.

*F.I.C.*

F. I. C.



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## PREFACE TO THE SECOND EDITION.

**R**PRINTED the First Edition of this work in 1874; and now that my friends have consumed the two hundred copies that were struck off, I have printed a few more with corrections and improvements, bringing the Supplementary Chapter into the body of the book.

‘The proper study of Mankind is Man;’ and there seems to have been in 1874 a current in the minds of Card-players leading them to think that, as the word *Ombre* meant *Man*, it was not too violent a change of Pope’s words to say, that ‘The proper study of mankind is OMBRE:’ for not only was my book put into type, but three other writers, apparently without any concert with each other, and certainly without having seen

these chapters, wrote articles in the public papers recommending the game to their readers.

Two such appeared in the "Field" newspaper of December 20th and 27th of 1874, contributed, it is understood, by 'CAVENDISH,' the well-known writer on Games.

Another writer gave an account of *Trefillo* (based on books published in Madrid and Bogotá) in the 'Westminster Papers' of October and November of the same year.

Lastly, an interesting article, the contribution, I believe, of a well-known writer on Whist, appeared in 'Macmillan's Magazine' of the first day of the year 1875. His paper was entitled 'Pope's Game of Ombre,' and in my Supplementary Chapter printed in the same year, I borrowed his idea, and played out BELINDA's Game; supplying any details which Pope had omitted. I cannot flatter myself that the card-playing world has been as yet moved by my exhortations; but this present edition will give it a further chance of learning a good game.

HENRY H. GIBBS.

*June, 1878.*

## ERRATA.

Page 5, l. 10, *for* "MANILLE," *read* "SEXTILLE."

Page 45, l. 6, *read*, "He will pay 23 points to each Adversary; in all 46 Points."

Page 54, l. 3, *read*, "before declaring to 'play' or 'pafs.'"

Page 54, l. 4 to 6, *delete* "If he plays . . . he must pay."

Page 54, l. 13, *add* "But if the Ombre plays the hand with more or less than nine cards, the hand is null if he wins; but if he loses, he must pay."

Page 55, l. 3, *for* "leads," *read* "plays."

Page 86, l. 21, *for* "to do this last," *read* "to take refuge in a Puesta."

Page 109, l. 7 to 8, *read*, "If he do not mention it before or whilst declaring to 'play' or 'pafs,' he pays a simple Puesta or Beste; but the hand is not annulled."

Page 109, l. 9, *for* "plays his hand," *read* "declares to 'play.'"

Page 109, l. 10, *delete* "in it."

Page 111, l. 2 to 3, *for* "if he lose . . . Puesta," *read* "if he lose he pays as in an ordinary game, and an additional Puesta of the Pool."





# THE GAME OF OMBRE.

## CHAPTER I.

THERE are some games which have survived the revolutions of Empires, like the Pyramids; but there are more which have been as short-lived as modern Constitutions. There may be some old persons who still remember how Ombre was played, and Tontine, and Lottery; but is there any one who has ever heard of Quintille, Piquemedrill, . . . the Beaft, the Cuckoo, and the Comet?

SOUTHEY, *The Doctor*, p. 366. Edn. 1865.

Card playing is greatly out of mode: very likely there are not six ladies of fashion in London who know the difference between Spadille and Manille.

W. M. THACKERAY, *The Virginians*, chap. xxiv.

**I**T is much to be regretted in the interest of all lovers of a good game of cards, that Ombre, the delight of our forefathers and foremothers, the most diverting and the most skilful of games, should have been almost forgotten in England; though in Ger-

many, in Spain its native country, and in South America it still survives and flourishes. This complaint is however an old one, for the author of the 'Académie des Jeux' (Paris, 1730) says in his 'Avertissement,' *'quoique ce Jeu soit aujourd'hui négligé, il est cependant sans contredit le plus beau et le plus sçavant que nous ayons; il aura sans doute quelque jour un retour plus favorable lorsque le beau Sexe cessera de prendre le parti du Quadrille avec tant de vivacité:'* but Quadrille also has faded away, or blooms only in some old-fashioned nooks of England (I played it at Oxford in 1840), and Whist reigns supreme, attended at a humble distance by Piquet and Ecarté. Yet good as Whist is, Ombre is as good. It needs as much skill, and possesses more variety; and while Whist, a game for four, must degenerate to 'Dumbie' if only three players are present, Ombre, a game for three, may yet accommodate four by a simple expedient, bringing no injury to the game; and can even be played by two persons only. See p. 78.

Most writers attribute its origin to Spain, and the fact that its terms are mostly borrowed or corrupted from the Spanish language makes this

almost certain. Barrington says in his 'Archæologia' that Ombre was introduced into this country by Queen Catherine of Bragança. We know that she played the game; for Waller wrote an epigram 'On a card that her Majesty tore at Ombre.' This must have been about 1680.

In the next century it was still in full vogue, and in the works of Steele and Addison, and others, the humourists and playwrights of the time, there is very frequent mention of it.

In later times it has disappeared not only from our drawing-rooms, but from our Books of Play. Hoyle ignores its existence: Bohn in his 'Handbook of Games'—otherwise so complete—devotes to Ombre only a very few lines, and a quotation from Pope's most admirable description of it in the 'Rape of the Lock;' but as the game is really worth reviving, I propose to write a short treatise on it, with a set of rules sufficiently complete to enable any one to play it without further instruction, though I must confess that to play it *well* demands—as what game of skill does not?—long practice and close attention.

Few people who read the word Ombre as the





name of a once popular game at cards know what is the meaning of the word, or what is its application to the game. It enters into the nomenclature of the daughter-game of *Quadrille*, and a writer in 'Macmillan's Magazine' of December, 1861, gives the true explanation of it. It is the Spanish word *Hombre*, that is, man, and it should be pronounced as that is, *Ŏm-brě*.

The 'Compleat [Court] Gamester' (1739) writes as follows—'The game of Ombre owes its invention to the Spaniards, and has in it a great deal of the gravity peculiar to that nation. It is called *El Hombre*, or the *MAN*. It was so named as requiring Thought and Reflection, which are qualities peculiar to man; or rather alluding to *HIM* who undertakes to play the game against the rest of the gamesters, and is called *The MAN*.'

The literal and not the sentimental explanation is of course the true one.

The game is now played in Spain under the name of *Trefillo*,<sup>1</sup> which has superseded the earlier

<sup>1</sup> Meaning a threesome game. It is a diminutive of *tres*, three; and is pronounced *Trě-fil'-yo*.

name of *Rocambor*, under which it is still known in Spanish America, and which has also the same signification as our word Rubber, that is to say, a set of games. The 'Court Gamester' says it is 'an improvement of a game called *Primero*,' but the likeness appears to have consisted less in the rules of the game than in the names of the cards and their sequence, which peculiarities are shared by many other games, such as *QUADRILLE*, *QUINTILLE*, *PIQUEMEDRILLE*, *TREDRILLE*, *MANILLE*, and *MEDIATOR*, which are all variations of the game of *OMBRE*; and *FRENCH RUFF*, *FIVE-CARDS*, and others, in which the cards have the same value, or nearly the same value, as in *OMBRE*.

In the succeeding chapters I shall describe the Materials of the Game, the Mode of Play, the Stakes, and the Terms of Art: I shall give a Code of Rules, some Hands and Games by way of specimen and example, and finally I shall play out the particular game described in the 'Rape of the Lock.'

I have myself found entertainment in the task,

*The Game of Ombre.*

and I hope my readers may find some interest in the result. If it be so, and they will acquire the experience and use the genius which Seymour recommends as the best aids to this game, Belinda need no longer fear lest she should dwell,

‘In some lone isle, or distant northern land ;  
Where the gilt chariot never marks the way,  
Where none learn Ombre, none e’er taste Bohea.’







'JUEGO MAS! VOLTERETA.'

[See page 59.]



## CHAPTER II.

### CARDS AND COUNTERS.

To pass our tedious hour away  
We throw a merry main,  
Or else at serious Ombre play.

LORD DORSET, 1665.

*Lord T.* Say you so, madam? have at you then.

Here! get the Ombre table and cards!

VANBRUGH and CIBBER, *The Provok'd  
Husband*, Act i., Sc. 1. A.D. 1727.



HE weapons which are used in this friendly fight are,

1. A pack of forty *Cards*,<sup>1</sup> having no eights, nines, or tens among them.
2. A small *Plate* or faucer to hold the Pool.

<sup>1</sup> I have shown Spanish Cards on the annexed Woodcut; but English Cards, as in the tail-piece, are of course equally appropriate. A friend suggests to me that the Spanish names involve a political meaning. The Suits standing for the four

3. A set of *Counters*. And I may add (though such an adjunct is of course not essential),

4. One of those three-sided *Tables* (such as one sees sometimes in old houses) with pits in them to hold the counters. One of them appears in the Frontispiece, which is taken from Seymour's 'Compleat Gamester,' 1734.

The COUNTERS should be of various shapes—round, oblong, and long (or fish-shaped), these last counting as one point each; the oblong as five; and the round, ten; but it is better, as the points at stake are often many in number, to have rounds of two sizes, the larger, which used to be called CENTS, counting as twenty, and the small ones, which used to be called MILLES, counting as ten.

It is convenient to have counters of several different colours, as yellow, red, green, and brown, so that each player may have his own colour, and may know clearly at the end of the game which of them he has to redeem. Thus a regular

orders in the body politic. The Cup for the Church; the Sword for the State; the Clubs for the Vulgar; and the Coins for the Men of Money.

Ombre-box has four trays within it, each with its several coloured counters ; one dozen apiece, let us say, of the twenties, tens, and fives, and a score of ones ; and in the middle the pool-dish.

In default of counters thus varied in colour, it is necessary to give the same number to each player ; and at the end of the game, any one finding himself deficient must buy of those who have more.

Even at low stakes one may lose or gain enough and more than enough to give interest to the game. Mrs. GODOLPHIN, recording in her Diary (about 1675) the loss of three pounds, says, 'I will never play this halfe year butt att 3 penny ombre, and then with one att halves.—I will not.—I doe not vow, but I will not doe it.'<sup>1</sup>

A penny a fish will be found sufficiently high play, and some will prefer to play at the rate of five fish a penny.

It is not always that these moderate stakes find favour ; and I have been told that in Lima, a player who sat down to play in the palace expecting to

<sup>1</sup> The Life of Mrs. Godolphin, by John Evelyn, p. 215, printed in London in 1848.



risk a dollar or two, has often risen from the table a poorer and, perhaps, a wiser man ; for General CASTILLA, the President, a great player at Rocam-bor, never liked playing for less than an ounce (£3 12s.) a fish !

I will mention an anecdote about him which will show the hold this game can take on a true lover of it.

A friend of mine was M. C. of a Ball given in Lima, and the President was there and sat down to Ombre. In due time the guests went away, but the President and his three friends played on. My friend, not liking to go, slept in the corner of the room ; when he woke the sun was high, but the gamesters were still at play. He left them in despair, and returned again in the evening, and there they were still. They played till two in the following morning, having supported nature with beef-steaks administered at intervals.

The order and value of the CARDS are as follows :

In the *Red Suits*, DIAMONDS and HEARTS, called in Spanish *Oros* and *Copas* (Coins and Cups), and so shown in the Spanish (and Italian)<sup>1</sup> cards,

<sup>1</sup> Called *Danari* and *Coppe*.

1st, King.

2nd, Queen (*Caballo*<sup>1</sup> in Spanish, *i.e.* Cavalier).

3rd, Knave (*Sota*<sup>2</sup> in Spanish, *i.e.* Subaltern).

4th, Ace.

5th, Deuce.

6th, Three.

7th, Four.

8th, Five.

9th, Six.

10th, Seven,

the smallest number of pips (in the plain cards) being of most value, and the Ace being inferior to the Coat (or Court) cards.

In the *Black Suits*, SPADES and CLUBS, called *Espadas*<sup>3</sup> and *Bastos*<sup>4</sup> (Swords and (very substantial) Clubs), and so depicted in the Spanish and Italian<sup>5</sup> pack of cards.

The first is the Ace.

2nd, King.

<sup>1</sup> Pronounced Că-băl'-yo.

<sup>2</sup> Pronounced Sō'-ta.

<sup>3</sup> Pronounced Ef-pah'-das. Hence our word Spade used in this sense. The figure on English cards is a pike-head. Fr. *pique*.

<sup>4</sup> Pronounced Baf'-tos.

<sup>5</sup> Called *Spade* and *Bastoni*.



*The Game of Ombre.*

3rd, Queen (*Caballo, i.e. Cavalier*).

4th, Knave (*Sota, i.e. Subaltern*).

5th, Seven.

6th, Six.

7th, Five.

8th, Four.

9th, Three.

10th, Two, or Deuce,

the Sequence being the same as in Whist.

The Spaniards call this, both in the Black and Red Suits, the Natural Order of the Cards; and they impress it on one's memory by the verse

*Oros y Copas las mas pocas ;  
Espadas y Bastos las mas altas ;*

meaning

'In Diamonds and Hearts the smallest,  
In Spades and Clubs the highest' [are the best].

The Order of the Cards in Trumps is different.

The Ace of Spades, called SPADILLE (*Espada*<sup>1</sup> or *Espadilla* in Spanish), is the First Honour in all Suits, and takes rank as a Trump always, even though another Suit be Trumps.

The Ace of Clubs, called BASTO<sup>1</sup> both in

<sup>1</sup> See the woodcut facing page 7 for the Spanish representation of these cards, as well as of the *Puntos* mentioned in the next page.

English and Spanish, is the Third Honour in all Suits, and ranks as a Trump always, even though another Suit be Trumps.

As soon as the Trump is declared, the following change takes place in the respective value of the cards of the Suit to which it belongs.

*First*, in all Suits, when Trumps, the lowest card takes rank as Second Honour, and of course second in value as Trump. It is called MANILLE.<sup>1</sup>

That is to say, in Diamonds and Hearts, the SEVEN, and in Spades and Clubs the DEUCE, is second Trump.

*Secondly*, in Diamonds and Hearts, when Trumps, the Ace takes rank before the King, and becomes the Fourth Honour in rank. It is called PUNTO<sup>2</sup> in Spanish and English.<sup>3</sup>

The three Superior Trumps (Spadille, Manille, and Basto) are called MATADORES (Slayers, in Spanish, *Matadores* or *Matës*), and when united

<sup>1</sup> Manille is in Spanish *Malilla* (pronounced Mă-lil'-ya), perhaps a diminutive of *Mala*, bad; *i. e.* the little bad one.

<sup>2</sup> Pronounced Pöön'-to.

<sup>3</sup> Quadrille-players sometimes call it, corruptly, *Ponto*; and an ingenious correspondent of 'Notes and Queries' (1871) suggests that as the Matadores point to the Bull-fight, *Espada* was the Sword, *Basto* the Club, and *Punto* the DOG!! PUNTO is



in the same hand they may be called Honours (*Eftuches*, in Spanish), and carry with them the next in sequence, entitling the holder to be paid for them all alike as Honours.

The inferior Trumps, if held in sequence with Spadille, Manille, and Bafto, are also sometimes called Matadores, or False Matadores.

The order of the cards, then, in the several Suits when Trumps is as follows :—

IN DIAMONDS and HEARTS,

Matadores.	{	1st, Spadille (Ace of Spades).
		2nd, Manille (the Seven).
		3rd, Bafto (Ace of Clubs).
		4th, Punto (Ace).
		5th, King.
		6th, Queen.
		7th, Knave.
		8th, Deuce.
		9th, Three.

of course, the single *point* or Ace; but it is not improbable that our old friend *Ponto*, the Spanish pointer, got his name from one of the best cards in their favourite game. The same contributor, misled by the French, imagined the Ombre to be a Shadow. I have presented him here in his proper substance.

10th, Four.

11th, Five.

12th, Six.

In SPADES and CLUBS,

Matadores.	{	1st, Spadille (the Ace of Spades).
		2nd, Manille (the Deuce).
		3rd, Basto (the Ace of Clubs).
		4th, King.
		5th, Queen.
		6th, Knave.
		7th, Seven.
		8th, Six.
		9th, Five.
		10th, Four.
		11th, Three.

Thus, then, as Diamonds and Hearts borrow each two Trumps for the other Suits, while Clubs and Spades borrow but one, each from the other, the Black Suits have but *eleven* Trumps, and the Red *twelve*; and they are called Short Suits (*palos cortos*), and Long Suits (*palos largos*), respectively.

Of the worth of the Honours or Matadores, I shall speak afterwards. Their peculiar privilege is, that, though Trumps, they need not be played

so as to follow suit when Trumps are *led*, unless, indeed, it be a superior Trump which is *led*, *i.e.* they cannot be forced by an inferior Trump. For example, Manille when *led* will necessarily force Basto if the latter be the other player's only Trump, but will not force Spadille in like case. Be it understood, however, that the superior Matador must be *led* in order to force an inferior one: so that if the eldest hand leads King of Trumps, and the second hand takes it with Spadille, Basto, in the third hand, is not thereby forced.

So much for the relative value of the cards.





## CHAPTER III.

### COURSE OF THE GAME.

Two Matadores are out against my game,  
Yet still I play, and still my luck's the same ;  
Unconquer'd in three suits it does remain,  
Whereas I only ask in one to gain.  
Yet she, still contradicting, gifts imparts,  
And gives success in every suit but Hearts.

M. PRIOR, *On Playing at Ombre with  
Two Ladies.* c. 1700.

I can only say that by these Directions any person can learn to play, but I cannot promise them that they shall play well, for that must depend upon genius and experience.

R. SEYMOUR, *Compleat Gamester*, p. 69. A.D. 1734.

**T**HE players are generally three in number, but a fourth may play. When this is the case, the Dealer (whom the Spaniards then call the Drone, *Zángano*, or, more politely, the Judge, *Alcálde*) holds no cards himself, and though he receives or pays

D



exactly as the others do,<sup>1</sup> his only office is to deal, and to see that there is no mistake in the cards dealt; for which purpose he should count the Stock (*Monte*<sup>2</sup>) after dealing, so as to assure himself that it contains the full tale of thirteen, or at once to discover any error. The deals are in this game very rapid, so that his period of office has no time to grow dull.

The course of the cards, in dealing and in play, is the reverse of that in Whist; being from right to left.

If there is but one lady playing, it is her place to deal; if but one gentleman, it is his: but if three gentlemen are playing, or three ladies, the cards are to be dealt round, one by one, and the first King deals.

The Dealer has the right to shuffle the cards after the other players.

<sup>1</sup> This is according as may be agreed before the game begins, and it must then be settled whether the vole be 40 points instead of 30. See p. 39.

<sup>2</sup> This word, pronounced Mön'tě, means literally a mountain or hill, and has the above signification perhaps from being a *Monte de Piedad*, a charitable establishment for the succour of the needy.

His left-hand player then cuts to him, lifting, and also leaving, at the least three cards.

The Dealer then, setting the pool-dish at his right hand, places in it five points, and deals nine cards to each player, beginning with the one at his right hand, and dealing them three by three.

The remaining thirteen cards he places before him near the middle of the table, taking care not to face or show any of them. They are called the **Stock**.

The players then, having sorted their cards, the one at the right hand of the Dealer, who is the eldest hand (*Mano*), has to say either 'I play'<sup>1</sup> ('*fuego*'<sup>2</sup>) or 'I pass' ('*paso*'), according as his hand shows, or not, a probability of his winning sufficient tricks to give him the game.

If he says 'I pass,' it becomes the choice of the Second Hand; and if he also passes, then of the Third; and if they all pass, the Deal is finished,

<sup>1</sup> Instead of 'I play,' the player who wished to stand the game used to say 'Do you give me leave?' and the others, unless either was prepared to play Solo, said 'Pass.'—*Seymour*.

<sup>2</sup> Pronounced *Hwā'-go*.

No. 3 may outbid both, claiming to play Solo.

And No. 1 may resume his right by also offering to play Solo.

In the SIMPLE GAME the Ombre proceeds as follows :—

‘ Let Spades be trumps ! she cries, and trumps they were.’

He declares which suit shall be trumps, making his selection, of course, according to the capabilities of his own hand, and the other players sort their hands anew, following the altered sequence which the chosen suit takes on being raised to the dignity of trumps.

The Ombre then discards from his own hand such of his cards as he desires to reject, keeping only the trumps and perhaps the Kings, or at most a protected Queen (*Caballo montado*), that is to say, a Queen with another of the same suit to support to the King ; and having placed his discard on a pool-dish and left his remaining cards on the table before him, he takes from the top of the ‘ Stock’ a number equal to his discard, and adds them to

the Man of the moment—the Champion who ‘stands the game.’ If he ‘passes,’ the Second and Third have, as I have said above, each in his turn, the opportunity of becoming the Ombre by peaceable succession; but even if he has claimed to play, and the Second player should think his own hand good enough for the undertaking, he may outbid the Eldest Hand, and take his place by usurpation, saying instead of ‘Good,’ the word ‘Better’ (‘*Mejor*,’<sup>1</sup> in Spanish, or ‘*Mas*,’ or ‘*Juego Mas*’), but he in this case compromises himself to play a more advanced game, *i. e.* VOLTERETA, or SOLO, to be described hereafter. See also ‘FAVOR,’ on p. 45.

If the Second Hand propose to play Voltereta, he may be in his turn outbidden by the youngest hand, who, however, must in that case play Solo; and an elder hand may always again outbid a younger by electing to play the game as declared by the latter.

Thus No. 1 may say ‘I play.’

No. 2 may say ‘Better; Voltereta.’

<sup>1</sup> Pronounced Mā-hör’.

No. 3 may outbid both, claiming to play Solo.

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‘ Let Spades be trumps ! she cries, and trumps they were.’

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The Ombre then discards from his own hand such of his cards as he desires to reject, keeping only the trumps and perhaps the Kings, or at most a protected Queen (*Caballo montado*), that is to say, a Queen with another of the same suit to fall to the King ; and having placed his discard on the pool-dish and left his remaining cards on the table before him, he takes from the top of the ‘ Stock ’ a number equal to his discard, and adds them to

his hand. The cards so taken are called his *Rentrée*.<sup>1</sup>

In this game, every player takes and keeps his own tricks, and, like Hal of the Wynd, 'fights for his own hand,' but at this stage of it, the second and third player find themselves allied against the Ombre, with the view of preventing him from getting an absolute majority of the nine tricks, or even a greater number than the most successful of themselves: but they are not such close friends as not each to endeavour to prevent the other from seizing for himself that position from which it is their common end to exclude the Ombre, and which each desires to make his own, to the exclusion of either of the others.

The aim of the Ombre (supposing him not to attempt the *VOLE*) is to get Five tricks, which are the absolute majority, or failing that, to get Four, which, if he so judiciously divide the other five among his adversaries as to give three to one and two to the other, will still give him the victory.

<sup>1</sup> In Spanish *Robo* (pronounced Rō'-bo): that is to say, the cards of which one *robs* the *Monte*.



**NOTE.** The great art in the game is judiciously to distribute among your adversaries the tricks which you cannot yourself win.

The aim of the adversaries is to make sure that the Ombre does not attain *his* aim; or, if they prevent him from getting five, but fail to prevent him from getting four tricks, then that one or the other of the two get four also; each having of course always an eye to the chance of getting five for himself; or at the least a dominant four.

If one of the adversaries perceives that his hand is weak, and that for himself winning is out of the question, and the making three tricks a doubtful matter, he will endeavour to make one trick only, and thus hold the balance between his friend and the Ombre; playing into the hand of one or the other, so as to divide the remaining tricks equally between them; and avoiding the making a second trick for himself, lest he should by so doing make it sure that either the Ombre should win and he himself lose, or that his friend should win, and the pool not be increased for next game, as it would be by an equal division of tricks.

**NOTE.** He is the ally of his friend till the

Ombre is disabled from winning; but his opponent, and even the ally of the Ombre, if his friend's game is becoming too good.

He would like best himself to beat the Ombre.

Failing that, he would wish the game to be drawn.

Failing that, he would wish his friend to beat the Ombre; but

What he least desires is that the Ombre should win.

To return to the Discard, p. 22.

The Ombre having completed his own Discard, his right-hand adversary settles with his friend which shall have the first choice of the remaining cards of the Stock, either discarding at once himself (as is his right) if he be so minded, or by some sign implying that he yields to his companion; and this he will gladly do if his own hand be such as not to promise him at least two or even three tricks certain; for by so doing he will give his companion more chance of beating the common enemy.

Or he may have a very good hand, and need to

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discard but few, and may not wish to draw attention to it.

Whichever, then, first discards, throws out and exchanges as many cards as he pleases (to the extent, of course, of the number left by the Ombre); and the other takes of those that remain as many or as few as seems good to him, taking none at all if he likes.<sup>1</sup>

After this beginning, the course of play is the same in Ombre as in Whist, the eldest hand leading, and the others (beginning with the right-hand player) following suit, or, if unable, either trumping, or throwing away a worthless card.

If either of the adversaries win the game, he is said to give CODILLE<sup>2</sup> to the Ombre.

If neither of the adversaries win more tricks

<sup>1</sup> If any remain in the Stock he may see them if he chooses; but if he sees them so must the other players also.

<sup>2</sup> *Codillo*, in Spanish (pronounced Cō-dil'-yo) means, primarily, the arm from the shoulder to the elbow (*codo*); secondly, in builder's language, a corner of a building; and lastly, from the sense in the text (which may be that one has driven the Ombre into a *corner*, or else that he has a blow from his adversary's *arm*), an artifice to get what one wants.

than the Ombre, but he does not get a majority of tricks, he is said in Spanish to lose a *Puesta*.<sup>1</sup> In French it is called a *Remise* (*Risposte* or *Repuesta*), and the Ombre is said to make *la Bête* (*Beste*). In English he makes a **BESTE**, or is **BESTED**.<sup>2</sup>

These same names, *Puesta*, *Beste*, &c., are used as well for the fine which the Ombre pays when he is **Bested**, as for other fines inflicted for various misdemeanours in the game.

If the Ombre is successful, the Spaniards call it a *Sacada*,<sup>3</sup> meaning a thing carried off; from *Sacar*, to take out.

The following is a table of the nine tricks as they may be distributed in either of these three cases :

<sup>1</sup> Pronounced *Pwéss-tá*. The word is difficult to explain: it means perhaps that which is *placed* on the table, the Stake. *Puesta* is the participle of *Poner*, to place or set.

<sup>2</sup> The older books adopt and translate the French word, and call this result of the game (and the penalty) a **BEASTE**, or being **BEASTED**. Quadrille-players call it a *Baste* or being *Basted*, not from any idea connected with *Basto*, or being *beaten*, but by corruption from the word *Beaste*. The word in the text seems a convenient compromise, unless *Puesta* is adopted.

<sup>3</sup> Pronounced *Sä-cah'-da*.



*The Game of Ombre.*

## CODILLE.

Ombre	First Adversary	Second Adversary
4 tricks	5 tricks	0 tricks
4	0	5
3	5	1
3	4	2
3	2	4
3	1	5
2	4	3
2	3	4
0	5	4
0	4	5

In these ten games one of the Adversaries has a majority, having won either five tricks or a dominant four, and defeats the Ombre.

## PUESTA.

Ombre	First Adversary	Second Adversary
4 tricks	4 tricks	1 tricks
4	1	4
3	3	3
1	4	4

In these four games no one has a majority, and the Ombre having challenged to win the greatest number of tricks, and having failed in doing so, loses the game and is bested.

**SACADA.**

Ombre	First Adversary	Second Adversary
5 tricks	4 tricks	0 tricks
5	3	1
5	2	2
5	1	3
4	3	2
4	2	3

In these six games, where the Ombre has won either five tricks or a dominant four, he clearly wins.





## CHAPTER IV.

### LOSS AND GAIN. EXTRAS.

. . . sometimes winning a great stake, laying down a *vole sans prendre*, may come up to the profitable pleasure you were speaking of.

VANBRUGH and CIBBER, *The Provok'd Husband*,  
Act v., Sc. 3. A.D. 1727.

*P. Henry*. What didst thou lose, Jack?

SHAKESPEARE, I. *K. Henry IV.*, Act iii., Sc. 3.



UPPOSING then the Simple Game played through correctly, what are the Payments, and how are they to be made?

I. When the Ombre wins, *i.e.* in the Sacada, he takes the contents of the Pool, and five fish from each player; besides the additional payments for Honours, Primeras, or the Vole, to be specified hereafter.

Thus, in the first hand of the Game, there being five fish in the Pool, that, with five from each player, makes a total of 15.<sup>1</sup> But the gain will often be much larger in subsequent deals when the Pool has increased.

II. When the Ombre is Bested—or loses a *Puesta* as they say in Spain—he places in the Pool an amount equal to what it contains, and five fish more for each player, including himself. That is to say, supposing it to be the first hand of the game, he will place 20 fish in the Pool; <sup>2</sup> and in any case his loss will be five more than he would have gained by a *Sacada*, and he will of course pay the extras, if any, to his antagonists.

III. When the Ombre loses Codille, his loss is the same as if he had been Bested, but the difference is that he pays it not to the Pool (where it would lie as common property until he or another wins it), but to him who gave him Codille.

<sup>1</sup> When there are four players, and it is arranged that the Dealer should pay and receive, the total will be 20.

<sup>2</sup> Or 25 if there are four players, and the Dealer pays.



OF SURRENDER AND DEFENCE.<sup>1</sup>

Now if, before the first card of the fourth trick shall have been played, the Ombre finds that from any cause his calculations were erroneous, and that instead of winning the game he will be engulfed in 'the jaws of ruin and codille,' he may propose to throw up his hand, saying, 'I surrender.'<sup>2</sup> If none forbid him, he is Bested and pays the Pool accordingly,<sup>3</sup> paying no other points, unless it be for Voltereta; and the other players have to show their hands, so that he may see that there has been no Revoke.

But if there be Defence, that is to say, if either of his adversaries undertake to forbid the Surrender,

<sup>1</sup> I have used this word, though it is scarcely good English in this sense, from the Spanish *defensa*, which, like the French *défense*, means prohibition.

<sup>2</sup> The Spaniard sometimes asks 'Who forbids?' (*Quien la defiende?*) instead of saying that he surrenders.

<sup>3</sup> Surrender was formerly not allowed in French and English play; but when, as now, it is accompanied with the possibility of being forbidden, it brings a new combination into the game, and is a great improvement.

No surrender is permitted when the game is Solo, and no defence when it is Voltereta.

he (the Ombre) must deposit his Puesta apart to await the result of the play; and the Defender has to fight out the game against the other two players, as if he had himself been originally the Ombre, engaging also to give Codille to the Ombre.

If he succeeds in doing so, by winning the majority of tricks, the Surrender is barred and takes no effect; and the Ombre pays the usual points for Codille, and the Extras, if any, as if he had not proposed to surrender, and takes back the Puesta which he had deposited;<sup>1</sup> the Pool remaining intact.

But if Codille be given to the Defender, he pays the points to the player who gives it him; the Ombre, whether winner or not, paying his own Beste to the Pool, and the Extras, if any, to his opponents.

If the Defender is bested, there are of course two Bestes to be paid—or reserved, as the case

<sup>1</sup> In other words, he pays the Puesta to the Defender; the points for Puesta and Codille being the same. For the same reason, if it be the Ombre who gives Codille to the Defender, the *result* is that the latter pays the Puesta in lieu of the former.



may be (of which presently)—one by himself, and one by the Ombre; and these are called Twins, and are always played for together. )

OF THE RESERVED PUESTA.

A Beste, or Puesta, is 'reserved' when to avoid increasing the Pool, and so making the stake too high, he who has lost it puts it not into the Pool, but apart; and this may occur several times, and the Pool having been once won, the several Bestes are then successively placed in it and played for, in their order, not of time but of magnitude, the largest first.

It is usual to determine at the beginning of the game how large the Pool shall be suffered to grow before the Puestas are reserved; but in case of no previous agreement, the reservation is at the option of the loser of the Puesta.

Supposing it to be 100 points, the first reserved Beste would be 115; and, inasmuch as the Dealer of the next game would put five points into the Pool, the second reserved Beste would be 120, and so on; but, when a reserved Beste is played

for, it is sometimes agreed that, to avoid overloading the stake, the usual five points shall *not* be paid; and it is always the Rule that the usual five points for each player are neither paid nor received by the Ombre.

Twin Puestas are never reserved, unless the Puesta in the Pool be itself a reserved one, in which case they also should be so treated.

#### OF THE EXTRAS.

The Extras, called by the Spaniards *Condiciones*, *Calidades*, *Dulces*, or *Confites*, are the following; PRIMERAS, HONOURS, VOLTERETA, SOLO, and the VOLE.

PRIMERAS.<sup>1</sup> If the Ombre win the first five tricks before either of the adversaries has won one, he receives from each one point additional, that is, six points instead of five.

HONOURS (*Estuches*<sup>2</sup> in Spanish). The Ombre is entitled to one additional point from each player for each of the three principal Matadores, if he win the game having them all in his hand, or

<sup>1</sup> Pronounced Prē-mār'-ās.

<sup>2</sup> Pronounced Ef-tōō'-chēs.

having none of them; and if he have any trumps in his hand which follow these Matadores in sequence, he receives from each player one each for as many as he has. Thus if he had Spadille, Manille, Basto, Punto, King, in Hearts as trumps, he would receive five points from each player for Honours.

But if he *lose* the game, having all three Honours (or none of them), he pays his adversaries the points (for Honours) which he would have won had he been successful, and this whether he lose by Puesta or Codille.

#### OF VOLTERETA.<sup>1</sup>

To explain this and the next Extra we must revert to the Discard (p. 22).

The Eldest Hand has said 'I play;' but the Second player having good cards, says 'Better,' outbidding the play of the eldest, and claiming to play VOLTERETA. He is indeed liable to be in his turn outbidden by either of the others offering to play Solo or the Vole (to be described presently); but we will suppose that he is not outbidden, but

<sup>1</sup> Pronounced Völ-tě-rā'-tă.

suffered to play *Voltereta*. If he wins, he receives two points more from each player, in addition to the ordinary Five; and if he loses, he is condemned to a like loss.

He proceeds, then, to turn up the top card of the 'Stock,' and the Suit so turned up will be Trumps. The turn-up card must be taken in by him (*i.e.* by the Ombre) as the first card of his *Rentrée* (or *Robo*).

A player may undertake *Voltereta*, either as out-bidding an antagonist (in which case he runs the risk of turning up a card of his opponent's good suit) or as being Eldest Hand with tolerably good cards, but no great preponderance in any (he may have, for instance, *Spadille*, or perhaps even *Basto*—and four *Manilles*), in which case his chance is better than in the former case, as there is no especial reason to think that either of his opponents has a good suit; but the safest *Voltereta* is that of the youngest hand, when the eldest and second hands have 'passed;' because their cards are confessedly weak, and the Stock, from which he will have first choice, proportionately strong.<sup>1</sup>

<sup>1</sup> VOLTERETA, though known in England (under the name

**NOTE.** If the Ombre when playing Voltereta choose to surrender at the proper time in the Game, no one can forbid him: *i. e.* no Defence is allowed.

**OF SOLO.**

**SOLO**, called in French, and sometimes in English, **SANS PRENDRE**, is an engagement on the part of the Ombre to win the game without Discard; and if successful it brings in eight points from each player (in addition to the ordinary five and any others which may be due), and of course subjects the Ombre to a corresponding loss of eight points to each in case of his failure.

The Ombre playing without Discard, the adversaries have the choice of the whole Stock; but the first who takes must leave at least five cards for his friend.

**NOTE.** In the case of a **SOLO**, no surrender is admiffible.

of the **WHIM**), was not appreciated there, and was, in practice, peculiar to the Spanish game (which I have chiefly followed in this treatise). It is however a great improvement to the game.

OF THE VOLE.<sup>1</sup>

The Ombre having won the first five tricks, the hand is over, unless he choose to play for the VOLE; but while he is at liberty at any time to challenge the Vole, his leading for the sixth trick, after winning five, is of itself a challenge, and he cannot then retract. If he succeed in winning all nine tricks, he receives, instead of Primeras and the ordinary five points from each player, thirty<sup>2</sup> points from each, and any other Extras which may be due. But if he fail (which is called ‘the

<sup>1</sup> *Bola* in Spanish (which also means a Bowl, and a Flight, neither sense suggesting a derivation) and *Vole* in French; almost certainly from the Latin *Vola*, the Palm of the Hand, from which sense that of Handful, and so of the whole Hand at Cards, might easily flow. Rabelais uses the word *Vole* in the sense of Palm. He also uses a verb *Voler* in the sense of (not to win, as one might think, but) to lose a Vole at Cards; *Pour ce jeu nous ne vullerons pas, car j’ai fait un levé*; and some have therefore cited him as an authority for the identification of *Vole* with another form of *Vol*, theft (compare *Robo*, p. 23); but there is no certainty that the word *Voler*, to steal, was present to his mind, and he may very likely have only made this strange verb for the nonce.

<sup>2</sup> The Spanish rules unreasonably prescribe forty points from each when there are four players.

Vole being barred'), he pays the thirty points to each player, receiving however from them all that he would have received had the game been a Simple one and not a Vole (excepting the five ordinary points in place of which the thirty of the Vole stand), and all Extras, such as Voltereta or Solo, if earned.<sup>1</sup>

Any player who chooses to challenge the Vole before discarding, may do so, in which case it is necessarily a Solo as well as a Vole, and no one can outbid him; and he, by so doing (*i. e.* by offering to play the Vole), can outbid any one else; but it is highly improbable, if one player has a hand so good as to enable him to venture a Solo, that another should have so good a one as to be able to play a Solo Vole.

We have seen what the Ombre gains or loses in a Simple game without Extras; and the following illustrations will show what his gain or

<sup>1</sup> The Rules of the *Académie des Jeux* allow the other players, when a Vole is being played, to show their cards to each other, and to concert how to bar it; but this is undesirable, and is not at present in use.

loſs will be *with* them—ſuppoſing the players to be three, and the hand the firſt of the game.

I. Say that he holds, after his diſcard, *Spadille, Manille, Baſto, King*, with three ſmall trumps in Clubs and two other Kings;

He draws all the trumps, and wins all the tricks, receiving

Contents of Pool . . . . .	5	Points
Honours, 4 from each . . . . .	8	,,
Vole, 30 from each . . . . .	60	,,
	<hr style="width: 10%; margin: 0 auto;"/>	
	73	Points.

II. Let him hold *Spadille, Manille, Baſto, King*, and the *Six* of trumps in Hearts, another *King*, and a trumping ſuit; he might not be able to win the *Vole*, but he could play *Solo*, and winning the five firſt tricks, would gain

Contents of Pool . . . . .	5	Points
Ordinary points, being 5 from each . . . . .	10	,,
Solo, 8 points from each . . . . .	16	,,
Primeras, 1 point from each . . . . .	2	,,
Honours, 3 points from each . . . . .	6	,,
	<hr style="width: 10%; margin: 0 auto;"/>	
	39	Points





Had he won the *Vole* in this case he would have received 12 lefs for *Primeras* and ordinary points but 60 more for *Vole*. In all  $39 + 48 = 87$  Points.

III. Now, supposing him to have *Spadille*, three *Manilles* (viz. the *Deuce* of Spades and Clubs, and the *Seven* of Hearts) and a *King* of Diamonds and four small ones of the same suit ;

He plays *Voltereta*, and turns up the *Seven* of Spades.

Then, discarding his Club, Heart, and four small Diamonds, he takes in, besides the turn-up card, *Basto*, the *King*, and *Three* of Trumps, and the *Five* and *Six* of Hearts.

His hand then is

<i>Spadille</i>	}	Spades being trumps
<i>Manille</i>		
<i>Basto</i>		
<i>King</i>		
<i>Six</i>		
<i>Three</i>	}	of Hearts
<i>King</i> of Diamonds		
<i>Five</i>		
<i>Six</i>		

He would probably win his first five tricks ; and his points would be

Contents of Pool . . . .	5	Points
Ordinary points . . . .	10	„
Voltereta, 2 points from each . . . .	4	„
Primeras, 1 point from each . . . .	2	„
Honours, 4 points from each . . . .	8	„
	29	Points

NOTE. Of course the Pool will often contain many more points than five, whether arising from Puestas, or from frequent passing.

IV. Again, taking the same hand, excepting that instead of the *Seven* he shall turn up the *Six* of Spades ; and instead of the *Three* of Trumps and the *Five* of Hearts he shall take in the *Queen* of Diamonds and the *King* of Hearts. He remains then with

<i>Spadille</i>	} Spades being Trumps
<i>Manille</i>	
<i>Basto</i>	
<i>King</i>	
<i>Six</i>	



<i>King</i>	}	Diamonds
<i>Queen</i>		
<i>King</i>	}	Hearts
<i>Six</i>		

He draws Trumps with his four Honours, but only 5 fall (4 from one adversary, and 1 from the other), the *Seven* remaining in hand. His *King* of Diamonds draws the *Knave* and a small one.

He has now won his five tricks; but he leads, perhaps inadvertently, for the 6th, and thus challenges the *Vole*. His *King* of Hearts wins the trick, but the best trump being in, he is sure to lose one trick, and so his *Vole* is barred.

Or supposing him to have turned up the *Seven* of Spades instead of the *Six*, and to have played determinedly for the *Vole*, yet he may have it barred by losing his *Six* of Hearts to the *Queen* or any other, if either adversary has a Heart left in his hand.

His loss then is as follows :

*Loss and Gain.*

The barred Vole (30 to each)      60 Points

But he has won by

Voltereta . . . . 4 Points

Primeras . . . . 2 „

Honours . . . . 8 „

————— 14

and he will pay each Adversary . 46 Points

taking for himself from the Pool . 5 „

—————

and so reducing his loss to . . . 41 Points

If we suppose the hand under No. IV. to have been *dealt* him, and that he plays *Solo* instead of *Voltereta*, his loss would be further reduced to 29 points, by his receiving 16 points for *Solo* instead of 4 for *Voltereta*.

OF FAVÓR.

Several other Extras have been sometimes in vogue, but the game appears to me to be simpler and much better without them.

The chief of them is FAVÓR,<sup>1</sup> which is still

<sup>1</sup> This used sometimes to be called 'PREFERENCE.'



sometimes used in Spain. This consists in a Preference given to one suit—usually Diamonds (*Oros*), so that if the eldest hand proposes to play the Simple game, having a fair hand, we will say in Spades, but one scarcely good enough to justify his playing *Solo*, one of his antagonists, having a good hand in Diamonds, outbids him, and demands *Favór*, intending to play the Simple game. The eldest hand takes heart, and outbids him again, saying ‘*Solo*.’ His enemy takes heart also, and challenges *Solo* in Diamonds, and becomes the Ombre.

If he wins he receives, and if he loses he pays, double of what is paid in ordinary suits, *i.e.* 10 points for each player instead of 5, and so on.

I have now spoken of six varieties of the Game, viz.—

1. The Simple game,
2. *Favór*,
3. *Voltereta*,
4. *Solo*,
5. *Solo Favór*,
6. *Solo Vole*,

and their order of preference is according to their

places in the above list, the latter of any of them always taking precedence of those before it.

Any player may outbid another by offering to play a more advanced game; but if more than one is willing to play the same game, the preference must be given to the elder hand.





## CHAPTER V.


### OF SUNDRY TERMS USED IN THE GAME.

PRAY, Mr. Dousterfwivel, . . . will you have the goodness to supply us with a few thumping bluffing terms of art, . . . ?

SIR W. SCOTT, *The Antiquary*, ch. xxiii.

The *French*, ever fond of novelty, and equally fickle in their Drefs and Diversions, have inoculated several Cyons upon the *Spanish* Root of this *Game* of OMBRE:

*Compleat Gamester*, p. 43.

 EYMOUR in the above passage is speaking of *Quadrille* and *Quintille*, and other regular varieties of *Ombre*; but it is equally applicable to other and smaller variations, of which the author of the “*Jeu de l’Ombre*” (Paris, 1713) says in his Preface: ‘*Au reste comme il y a des termes que tout le monde n’entend pas et qui font croire à ceux qui les ignorent que c’est la magie noire, on les a mis à la fin avec*

*Sundry Terms used in the Game.* 49

*l'explication, pour effacer l'idée que bien des gens ont que le Jeu de l'Hombre est un Jeu barbare, ou l'on ne parle pas chrétien.'*

Following his example, I will set down here a note of some of the HAZARDS, as they used to be called, which were used in the Game of Ombre, and which are recorded in the French book above quoted, and in the "Académie des Jeux" of 1730, and its English translation, as well as in other books; but it is useless to specify the number of points payable for each, because the greater part were rarely used, and the system of payment under which their respective points are fixed is different from that adopted in the present book.

They are either technical names for sundry phases of the Game which have been already mentioned, or variations of the Game itself, which have, for the most part deservedly, fallen out of use, and which would not have been worth recording but that a treatise on Ombre would have been incomplete without them.

CONSOLATION. The payment for the Game made by the Ombre when he lost, to the other players, was so called, and was sometimes made



not only for Codille but also when he was bested. The Points for Honours and Solo were also so called.

**FORCED SPADILLE** is where all the players having passed, the one who may chance to hold Spadille is compelled to 'Play.'

**GASCARILLE** is where all have passed, and one declares to play, by discarding eight cards, and naming the Trump after he has taken in from the Stock. He receives three points extra if he wins, and pays them if he loses.

**LE BON AIR** is playing Solo with the four Matadores.

**PARFAIT CONTENTEMENT**, the same, with five Matadores.

**GUINGUETTE**, playing without *Spadille* or *Basto*.

**MIRLIKO**, playing with the Black Aces, but without Manille: or, with Basto and the Red Aces, but with neither Spadille nor Manille.

**LES FANATIQUES**, playing with four Knaves in one's Hand.

**CHARIVARY**,—or the four *Queens*.

**DISCORD**,—or the four *Kings*.

*Sundry Terms used in the Game.* 51

LA PARTIE QUARRÉE DES DAMES DU TEMPS, playing with three *Kings* and a *Queen*.

LA TRIOMPHANTE was leading *Spadille*.

L'ESTRAPADE—a *Vole* won with *Solo*.

DÉGOUT. A Fine which the losers of the last Set of the Game had to pay to the winner.

LES YEUX DE MA GRAND' MÈRE, playing with the two *Puntos* and without *Spadille* or *Basso*.

LA CHICORÉE is playing without any *Mata-dores* and only with three or four trumps in sequence to them.

All these were called by the whimsical name of *Pretintailles*, and they could never be enforced without agreement to that effect before the beginning of the game. When they were in use the Ombre gained or lost the points they carried, according as he won or lost the game.

There were also other terms, now generally disused, such as *DEVOLE*, which was when the Ombre made not one trick, in which case he paid additional points. This was seldom used in Three-hand Ombre; but it has the merit of discouraging 'Playing' with an inadequate hand.

*GANO*, meaning in Spanish 'I win,' was a word

which the elder hand of the two Adversaries might say when playing his card, to intimate that he meant to win, and that his friend must let the card pass if he could, but this could only be done to 'defend the Pool,' that is, to beste the Ombre, but not to give him Codille.

Seymour says, 'He who aspires at *Codille* should play with Honour, and, as I observed before, never demand *Gano*, when he is sure of winning four Tricks; but as there is no penalty in this case, all the Defence we can have against such people, is to play with them no more.'





## CHAPTER VI.

### GENERAL RULES.

THEY taught him with address and skill  
To shine at Ombre and Quadrille.

1771, CAWTHORNE, *Birth and Education of Genius*, l. 323.

*1st Clown.* But is this law?

*2nd Clown.* Ay, marry is't.

SHAKESPEARE, *Hamlet*, Act v. Sc. I.

### THE DEAL.



HE penalty for a Misdeal is a payment of twenty points to the Pool.

II. In case of Misdeal the Dealer deals again. But by consent of the other players, any one having one card too few may take the top card from the Stock; or having one too many may rectify it in his Discard. No one who has more than nine cards dealt him can play Solo.

III. Any one having too many or too few dealt him, must mention the defect or excess before 'playing' or 'passing,' or must pay twenty points to the Pool. If he plays with more or less than nine cards, the hand is null if he wins, but if he loses, he must pay.

IV. If after the discard, but before the first card be played, any one be found to have too many or too few cards, the Dealer (or the right-hand Adversary, if it be the Dealer himself who is at fault) shall rectify it, either by drawing a card from his hand, or by giving him one at random from the discard, as the case requires.

V. If the Dealer face a card he loses twenty points and deals again.

VI. If any one deal out of his turn, he loses his five points, and the right Dealer deals; unless the cards have been all taken up, in which case the deal holds, but the Dealer cannot be Ombre.

#### THE PLAY.

VII. When a trick is being played, any player may desire the others to draw their cards; and

before the trick is turned and in place, any one may demand to see it and the previous trick.

VIII. If any one leads out of his turn, he pays twenty points to the Pool: but the trick is good if all the cards have been played; and if not, not.

IX. If any one play a card in error, or let it fall and it be faced, it must be considered as his play, unless it be a Revoke, in which case it may be rectified before the trick is turned and the first card of the next trick played.

X. If either Adversary by word or gesture indicate to his friend what cards he has, he shall pay twenty points to the Pool for each card shown, or for each offence.

#### THE REVOKE.

XI. The Penalty for a Revoke is a *Puesta*, whatever it be. See pp. 31 and 108.

XII. A Revoke may be rectified as provided in Rule IX.; and the *Ombre* (or, if he be the offender, the right-hand Adversary) must then direct him who made the Revoke what card he is to play to the lead.

XIII. If any one win after revoking, he gains nothing, not even the Extras; and if it be the Ombre and he wins the Vole, he pays as if it had been barred. See p. 40.

XIV. If the Ombre be bested after revoking, his Puesta is separated (or reserved) from that which he pays as Penalty (see p. 34). If he be given Codille, he pays the winner as usual, as well as his own Penalty and the Extras.

XV. If an Adversary revoke and bar the Vole thereby, he pays, besides his Penalty, the thirty points, not for himself but for his friend.

XVI. If a hand be annulled for any cause, no Revoke made in it counts.

Any one who wishes to be guided by the more elaborate and particular rules observed in Spain will find them in the Appendix; but irrespective of these, any matter here left undecided may be determined by the ordinary rules of Whist, so far as there is any analogy between the two Games.



## CHAPTER VII.

### SPECIMENS OF HANDS AND GAMES.

*Bru.* GIVE me your hands all over, one by one.

SHAKESPEARE, *Julius Cæsar*, A& ii. Sc. 1.

*Oth.* A liberal hand: The hearts of old gave hands:  
But our new heraldry is—hands, not hearts.

SHAKESPEARE, *Othello*, A& iii. Sc. 4.



IN the following chapter I mean to give a list of Hands with which one may fairly venture to 'Play,' but of course it will be understood that there are hundreds of other safe combinations, and that almost all combinations, however apparently safe, are liable to be overthrown by bad fortune—and by bad play.





This will be seen by several games, Simple and Solo, which I add in continuation.

The letters *A*, *B*, and *C*, represent eldest, second, and youngest hand, and I have in each trick distinguished the letter denoting the winner by a different type.

The following hands give a reasonable probability of success in a **Simple Game**. The Trumps only are noted here; but in the Solos other cards also.

*In the Black Suits:*

Manille, }  
 or . } Basto, King, Five.  
 Spadille, }

Spadille, Manille, { King, Four  
 or  
 Seven, Six.

Spadille, Basto, Queen, Seven.

Manille, Basto, Queen, Six, Five.

Spadille, }  
 Manille, } King, Queen, Knave, Seven.  
 or  
 Basto, }

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Manille, Bafto, Seven, Six, Five, Four.

King, Queen, Knave, Seven, Six, Five.

Spadille, King, Queen, Four, Three.

*In the Red Suits :*

Spadille, Manille, Punto, Four.

Bafto, Manille, Punto, Two.

Spadille, Bafto, Punto, Three.

Spadille, Manille, King, { Queen.  
Knave, Three.

Spadille, Bafto, }  
Bafto, Punto, } King, Queen, Knave.  
Manille, Punto, }

Manille, Bafto, { King, Queen, Three.  
Knave, Two, Three, Five.

Spadille, Bafto, King, Two.

For *Uoltereta* I may give as specimens Spadille, Three Manilles, and a King; and the hand of Spanish cards placed before p. 7.<sup>1</sup>

<sup>1</sup> Ace of Spades (Spadille or *Espada*), Ace of Clubs (Bafto), King and Ace of Hearts (*Copas*), King and Queen of Spades (*Espadas*), Queen and Ace of Diamonds (*Oros*), and Deuce of Clubs (*Baftos*).

For **Solos**; *In the Black Suits* :

Spadille, Manille,	{	Bafo, King, Six of Trumps, and a trumping Suit.
		King and Knave of Trumps, two other Kings, and a trumping Suit.
		Bafo, Three of Trumps, a Heart, and a trumping Suit.

Manille, Bafo,	{	Queen, Knave, Four, Three of Trumps, and another King.
		King, Six, Five, Four of Trumps, a Heart, and a trumping Suit.

Bafo, King, Queen, Knave, Seven, Six of Trumps, and a King of another Suit.

King, Queen, Knave, Seven, Six, Five, Four of Trumps, and a King of another Suit.

Spadille, King, Queen, Seven, Six, Four of Trumps, another King, and two trumping Suits.

Manille, King, Queen, Knave, Seven, Four of Trumps, another King, a red card, and a trumping Suit.

*In the Red Suits :*

Spadille, Manille, Bafto,	{	Three, Four, Five of Trumps, and a King of another Suit.
	{	King, Three of Trumps, and another King.
Spadille, Manille, Punto, Three, Manille, Bafto, Queen, Knave, Two,	{	Six of Trumps, an- other King, and two protected Queens.

Punto, King, Queen, Knave, Two, Three, Six of Trumps, and another King.

Manille, Bafto, Punto, Three, Four, Five of Trumps, another King, a black card, and a trumping Suit.

Spadille, Punto, King, Queen, Two, Six, of Trumps, and a King, Queen, Knave of another Suit.

Also the hand shown at the end of the Book—viz., Spadille, Manille, King, Queen, Three, Four of Trumps, King of Spades, Knave, and Seven of Hearts.

Here follow the games.

A **Solo** Game, Spades being Trumps, and the Ombre eldest hand.

*A.* (*Ombre*) Manille, King, Queen, Knave, Six of Trumps, King of Clubs.

King of Diamonds.

Queen and Three of Hearts.

*B.* Spadille, Seven, Five, and Four of Trumps.

Queen and Knave of Clubs.

Six of Diamonds.

King and Knave of Hearts.

*C.* Bafto and Three of Trumps.

Knave, Two, Three, Four of Diamonds.

Ace, Four, Five, of Hearts.

Trick

1	<i>A.</i> King of Clubs.	<i>B.</i> Knave.	<i>C.</i> Three of Trumps.
2	<i>C.</i> Ace of Hearts.	<i>A.</i> Queen.	<i>B.</i> King.
3	<i>B.</i> Knave of Hearts.	<i>C.</i> Four.	<i>A.</i> Three.
4	<i>B.</i> Queen of Clubs.	<i>C.</i> Bafto.	<i>A.</i> Manille.
5	<i>A.</i> King of Trumps.	<i>B.</i> Spadille.	<i>C.</i> Four of Diamonds.
6	<i>B.</i> Six of Diamonds.	<i>C.</i> Knave.	<i>A.</i> King.
7	<i>A.</i> Queen of Trumps.	<i>B.</i> Four.	} <i>C.</i> Any cards.
8	<i>A.</i> Knave of Trumps.	<i>B.</i> Five.	
9	<i>A.</i> Six of Trumps.	<i>B.</i> Seven.	

Where the Ombre is bested, having the same number of tricks as his first Adversary.

Or, let him pass the fourth trick; the play being

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**Trick**

4 <i>B.</i> Queen of Clubs.	C. Bafo.	A. King of Diamonds.
5 C. Ace of Hearts.	A. Knave of Trumps.	B. Six of Diamonds.
6 A. Manille.	B. Four of Trumps.	} C. Any cards.
7 A. King of Trumps.	B. Five.	
8 A. Queen of Trumps.	B. Spadille.	
9 B. Seven of Trumps.	A. Six.	

Where he is given Codille, having but three tricks to four of the second, and two of the third player.

On the other hand, if *B* had taken the 6th or 7th trick, the Ombre would have won four to his three.

**Trick**

6 A. Manille.	B. Spadille.	} C. Any cards.
7 B. Seven of Trumps.	A. King.	
8 A. Queen of Trumps.	B. Four.	
9 A. Six of Trumps.	B. Five.	

Or, if the Ombre had begun differently, with a view to get the command of Trumps, he would have won the game.

**Trick**

1 A. King of Trumps.	B. Spadille.	C. Three.
2 B. Queen of Clubs.	C. Bafo.	A. King of Clubs.
3 C. Five of Hearts.	A. Queen.	B. King.
4 B. Knave of Hearts.	C. Four.	A. Three.

Where the first Adversary, *B*, has three tricks, but wins no more, because the Ombre remains with Manille, Queen, Knave, Six of Trumps,

and the King of Diamonds, which are five certain tricks.

Another **Solo**, Clubs being Trumps, and the Ombre second hand.

*A.* Six of Trumps.

King and Six of Diamonds.

Six and Seven of Spades.

King, Knave, Ace, and Six of Hearts.

*B.* (*Ombre*) Manille, Bafto, King, Queen, Five, and Three of Trumps.

Knave of Diamonds.

Queen and Three of Spades.

*C.* Spadille, Knave, Seven, and Four of Trumps.

Ace, Two, and Three of Diamonds.

King and Knave of Spades.

Trick

1 <i>A.</i> King of Hearts.	<i>B.</i> Five of Trumps.	<i>C.</i> Seven of Trumps.
2 <i>C.</i> Ace of Diamonds.	<i>A.</i> King.	<i>B.</i> Knave.
3 <i>A.</i> Six of Spades.	<i>B.</i> Three.	<i>C.</i> Knave.
4 <i>C.</i> King of Spades.	<i>A.</i> Seven.	<i>B.</i> Queen.
5 <i>C.</i> Spadille.	<i>A.</i> Six of Trumps.	<i>B.</i> Three.
6 <i>C.</i> Knave of Trumps.	<i>A.</i> Six of Diamonds.	<i>B.</i> Queen of Trumps.
7 <i>B.</i> Manille.	} <i>C.</i> and <i>A.</i> any cards.	
8 <i>B.</i> Bafto.		
9 <i>B.</i> King.		

Where the Ombre is bested, having four tricks to *C*'s four.

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But he might have won the game in two ways :  
**First:** by throwing away his Knave of Diamonds to the King of Hearts, thus getting a trumping Suit.

**Trick**

1 <i>A.</i> King of Hearts.	2 <i>C.</i> Ace of Diamonds.	3 <i>B.</i> Manille.
4 <i>C.</i> King of Spades.	5 <i>C.</i> Knave of Spades.	6 <i>B.</i> Bafo.
7 <i>B.</i> King of Trumps.	8 <i>B.</i> Queen.	9 <i>B.</i> Five.
	10 <i>B.</i> Knave of Diamonds.	11 <i>C.</i> Four of Trumps.
	12 <i>A.</i> King.	13 <i>B.</i> Three of Trumps.
	14 <i>C.</i> Spadille.	15 <i>A.</i> Six of Trumps.
	16 <i>A.</i> Six.	17 <i>B.</i> Three.
	18 <i>A.</i> Seven.	19 <i>B.</i> Queen.
	20 <i>C.</i> Seven of Trumps. }	21 <i>A.</i> any cards.
	22 <i>C.</i> Knave. }	
	23 } <i>C.</i> and <i>A.</i> any cards.	

Where he must win five tricks.

**Secondly:** by putting a high Trump on the King of Hearts.

**Trick**

1 <i>A.</i> King of Hearts.	2 <i>C.</i> Ace of Diamonds.	3 <i>A.</i> Seven of Spades.
4 <i>C.</i> King of Spades.	5 <i>C.</i> Deuce of Diamonds.	6 <i>B.</i> Manille.
7 <i>B.</i> Bafo.	8 <i>B.</i> King.	9 <i>B.</i> Five of Trumps.
	10 <i>B.</i> Queen of Trumps.	11 <i>C.</i> Spadille.
	12 <i>A.</i> King.	13 <i>B.</i> Knave.
	14 <i>B.</i> Three.	15 <i>C.</i> Knave.
	16 <i>A.</i> Six.	17 <i>B.</i> Queen.
	18 <i>A.</i> Six.	19 <i>B.</i> Three of Trumps.
	20 <i>C.</i> Knave of Trumps. }	21 <i>A.</i> Any cards.
	22 <i>C.</i> Seven of Trumps. }	
	23 <i>C.</i> Four of Trumps. }	
	24 } <i>C.</i> and <i>A.</i> any cards.	

Where he wins five tricks.

Another **Solo** in Diamonds, the Ombre being Third Hand:

K



- A.* Punto, King, Knave, Seven and Three of Spades, Six, Five, Four, and Three of Clubs.
- B.* Spadille, Knave, Two and Five of Trumps, King of Clubs, King, Queen, Five and Six of Hearts.
- C.* (*Ombre*) Manille, Bafto, King, Queen, Three, Four and Six of Trumps, Knave of Clubs and Hearts.

Here the Ombre may lose, notwithstanding his brilliant hand, through the ill fortune of Punto being held by the eldest hand.

## Trick

1 <i>A.</i> Six of Clubs.	<i>B.</i> King.	<i>C.</i> Knave.
2 <i>B.</i> King of Hearts.	<i>C.</i> Knave.	<i>A.</i> Three of Clubs.
3 <i>B.</i> Queen of Hearts.	<i>C.</i> King of Trumps.	<i>A.</i> Punto.
4 <i>A.</i> Five of Clubs.	<i>B.</i> Knave of Trumps.	<i>C.</i> Queen of Trumps.
5 <i>C.</i> Bafto.	<i>A.</i> Four of Clubs.	<i>B.</i> Five of Trumps.
6 <i>B.</i> Five of Hearts.	<i>C.</i> Six of Trumps.	<i>A.</i> Three of Spades.
7 <i>C.</i> Three of Trumps.	<i>A.</i> Seven of Spades.	<i>B.</i> Two of Trumps.
8 <i>B.</i> Spadille.	<i>C.</i> Four of Trumps.	<i>A.</i> Knave of Spades.
9 <i>B.</i> Six of Hearts.	<i>A.</i> King of Spades.	<i>C.</i> Manille.

So *B* and *C* win four tricks apiece, and the latter is bested: but he would certainly have won if he had trumped the third trick with a small card, leaving the King to take the place of the Three in the seventh trick.

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I will now set down a few **Simple Games** as instances of how they may be won or lost.

*First*, in Spades ; the Ombre being Eldest Hand.

*A.* (*Ombre*) Spadille, Manille, Six, Five, Four, and Three of Trumps.

He takes in also a Heart, a Club, and a Diamond.

*B.* Bafto and Seven of Trumps.

Ace of Diamonds.

King, Seven, and Six of Clubs.

Knave, Three, and Six of Hearts.

*C.* King, Queen, and Knave of Trumps.

King, Knave, and Two of Diamonds.

Queen of Clubs.

King and Seven of Hearts.

Trick

1 <i>A.</i> Spadille.	<i>B.</i> Seven of Trumps.	<i>C.</i> Knave.
2 <i>A.</i> Four of Hearts.	<i>B.</i> Three.	<i>C.</i> King.
3 <i>C.</i> Queen of Clubs.	<i>A.</i> Five.	<i>B.</i> Six.
4 <i>C.</i> King of Diamonds.	<i>A.</i> Three.	<i>B.</i> Ace.
5 <i>C.</i> Knave of Diamonds.	<i>A.</i> Three of Trumps.	<i>B.</i> Bafto.
6 <i>B.</i> King of Clubs.	<i>C.</i> Queen of Trumps.	<i>A.</i> Manille.
7 <i>A.</i> Six of Trumps.	<i>B.</i> Six of Hearts.	<i>C.</i> King of Trumps.
8 <i>C.</i> Seven of Hearts.	<i>A.</i> Five of Trumps.	<i>B.</i> Knave of Hearts.
9 <i>A.</i> Four of Trumps.	<i>B.</i> Seven of Clubs.	<i>C.</i> Two of Diamonds.

Where *C* takes four tricks, *B* one, and the Ombre four, and is bested.

The Ombre should have led off Spadille and Manille, and thus drawn all *B*'s Trumps and two out of *C*'s Three, and he would have almost infallibly won.

*Second*, in Hearts, the Ombre being Second Hand.

*A.* Manille, Bafto, King, and Five of Trumps.

King and Queen of Clubs.

Queen, Knave, and Three of Spades.

*B.* (*Ombre*) Spadille, Punto, Queen, Two, Three,

Four, and Six of Trumps.

King of Diamonds.

Knave of Clubs.

*C.* Knave of Trumps.

King, Seven, Six, and Five of Spades.

Six of Clubs.

Queen, Three, and Five of Diamonds.

Trick

1 *A.* King of Clubs.

*B.* Knave.

*C.* Six.

2 *A.* Queen of Clubs.

*B.* Two of Trumps.

*C.* Knave of Trumps.

3 *C.* Three of Diamonds.

*A.* Five of Trumps.

*B.* King of Diamonds.

So that *A*, having two tricks certain in his hand, is sure to make a *Puesta* of the game.

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But if the Ombre had trumped the second trick with his Queen, he would have won the trick, and the third trick would have been

Trick

3 *B.* Six of Trumps.

*C.* Knave.

*A.* King.

leaving him a much better chance of winning the game.

*Third*, in Clubs, the Ombre being Youngest Hand.

*A.* Manille, King, Knave, and Four of Trumps.

Knave, Ace, and Two of Hearts.

Two of Diamonds.

Seven of Spades.

*B.* Seven and Three of Trumps.

Knave, Ace, Three, and Six of Diamonds.

King, Six, and Three of Spades.

*C.* (*Ombre*) Spadille, Bafto, Queen, Six, and Five of Trumps.

King, Three, and Seven of Hearts.

King of Diamonds.

Trick

1 *A.* Two of Diamonds.

*B.* Six.

*C.* King.

2 *C.* King of Hearts.

*A.* Two.

*B.* Seven of Trumps.

3 *B.* Three of Trumps.

*C.* Queen.

*A.* King.

and the Ombre's game is a bad one; but if he had led the Six of Trumps in the second trick, he would have probably won.

## Trick

- |   |                         |                     |                     |
|---|-------------------------|---------------------|---------------------|
| 2 | C. Six of Trumps.       | A. Knave.           | B. Three.           |
| 3 | A. Knave of Hearts.     | B. Seven of Trumps. | C. Seven of Hearts. |
| 4 | B. might lead Diamonds. |                     |                     |

in which case the Ombre would throw away another Heart; or he might lead Spades, and the Ombre would trump it; and in either case his game would be good.





## CHAPTER VIII.

### BELINDA'S GAME.

THINK not when Woman's transient breath is fled  
That all her vanities at once are dead:  
Succeeding vanities she still regards,  
And tho' she plays no more, o'erlooks the cards.  
Her joy in gilded chariots, when alive,  
And love of *Ombre*, after death survive.

POPE, *Rape of the Lock*, Can. 1.

Have I not here the best cards for the game,  
To win this easy match?

SHAKESPEARE, *K. John*, Act v. Sc. 2.

**T**HE games detailed in the last chapter are such as suggested themselves to me as typical examples of our game; but I will borrow as the subject of the present chapter the idea of another writer, a master of the theory and practice as well of *Ombre* as of *Whist*, and play out *Belinda's game* as

sketched by Pope, filling in the colours and all the lights and shades, and making, as well as I can, a complete picture.

Here follows the passage from the 'Rape of the Lock,' to which I have above referred: it contains a perfectly accurate account of the game, and shows that, in its main features at least, it was precisely the same in England in the reign of Queen Anne as it is now<sup>1</sup> in Spain in the reign of King Mob. It is also interesting to see from Pope's description that the Court (or Coat) cards of his time were figured precisely as are those which are at present in use in England, or rather which *were* in use until the ugly but convenient fashion of double-headed Kings, Queens, and Knives came up.

The lines are—

Belinda now, whom thirst of fame invites,  
 Burns to encounter two adventurous knights,  
 At Ombre singly to decide their doom:  
 And swells her breast with conquests yet to come.  
 Straight the three bands prepare in arms to join,  
 Each band the number of the sacred Nine.  
 Soon as she spreads her hand, the aerial guard  
 Descend, and sit on each important card:

<sup>1</sup> 1874.

First Ariel perch'd upon a Matadore,  
 Then each according to the rank they bore;  
 For sylphs, yet mindful of their ancient race,  
 Are, as when women, wondrous fond of place.

Behold, four kings, in majesty revered,  
 With hoary whiskers and a forky beard;  
 And four fair queens whose hand sustain a flower,  
 The expressive emblem of their softer power;  
 Four knaves in garb succinct, a trusty band,  
 Caps on their heads, and halbets in their hand;  
 And party-colour'd troops, a shining train,  
 Draw forth to combat on the velvet plain.

The skilful nymph reviews her force with care :  
 Let Spades be trumps ! she said, and trumps they were.

Now move to war her sable Matadores,  
 In show like leaders of the swarthy Moors.

- i. Spadillio first, unconquerable lord !  
 Led off two captive trumps, and swept the board.
- ii. As many more Manillio forced to yield,  
 And march'd a victor from the verdant field.
- iii. Him Basto follow'd, but his fate more hard  
 Gain'd but one trump and one plebeian card.
- iv. With his broad sabre next, a chief in years,  
 The hoary majesty of Spades appears,  
 Puts forth one manly leg, to fight reveal'd,  
 The rest his many-colour'd robe conceal'd.  
 The rebel knave, who dares his prince engage,  
 Proves the just victim of his royal rage.  
 Ev'n mighty Pam, that kings and queens o'erthrew,  
 And mow'd down armies in the fights of Loo,  
 Sad chance of war ! now destitute of aid,  
 Falls undistinguish'd by the victor Spade !
- v. Thus far both armies to Belinda yield;



Now to the Baron fate inclines the field,  
 His warlike Amazon her host invades  
 The imperial consort of the crown of Spades.  
 The Clubs' black tyrant first her victim died,  
 Spite of his haughty mien and barbarous pride:  
 What boots the regal circle on his head,  
 His giant limbs, in state unwieldy spread;  
 That long behind he trails his pompous robe,  
 And, of all monarchs, only grasps the globe?

- vi. The Baron now his Diamonds pours apace;  
 The embroider'd King who shows but half his face,
- vii. And his refulgent Queen, with powers combined,  
 Of broken troops an easy conquest find.  
 Clubs, Diamonds, Hearts, in wild disorder seen,  
 With throngs promiscuous strow the level green.  
 Thus when dispersed a routed army runs,  
 Of Asia's troops, and Afric's fable sons,  
 With like confusion different nations fly,  
 Of various habit, and of various dye;  
 The pierced battalions disunited fall,  
 In heaps on heaps; one fate o'erwhelms them all.
- viii. The Knave of Diamonds tries his wily arts  
 And wins (oh shameful chance!) the Queen of Hearts.  
 At this the blood the virgin's cheek forfook,  
 A livid paleness spreads o'er all her look;  
 She sees and trembles at the approaching ill,  
 Just in the jaws of ruin and codille.
- ix. And now (as oft in some distemper'd state)  
 On one nice trick depends the general fate;  
 An Ace of Hearts steps forth, the King unseen  
 Lurk'd in her hand, and mourn'd his captive Queen:  
 He springs to vengeance with an eager pace,  
 And falls like thunder on the prostrate Ace.

The nymph exulting fills with shouts the sky;  
The walls, the woods, and long canals reply.

The ingenious author<sup>1</sup> of 'Gryll Grange' (1861) has the following comment on this passage:—

'MISS ILEX.

'The variety of the game called Tredrille—the Ombre of Pope's "Rape of the Lock"—is a pleasant game for three. Pope had many opportunities of seeing it played, yet he has not described it correctly: and I do not know that this has been observed.

'THE REVEREND DOCTOR OPIMIAN.

'Indeed, I never observed it. I shall be glad to know how it is fo.

'MISS ILEX.

'Quadrille is played with forty Cards; Tredrille usually with thirty: sometimes, as in Pope's Ombre, with twenty-seven. In forty cards, the number of trumps is eleven in the black suits, twelve in the red; in thirty, nine in all suits alike [Seven

<sup>1</sup> Mr. Peacock.

cards in each of the four suits in addition to Spadille and Basto]. In twenty-seven they cannot be more than nine in one suit and eight in the other three. In Pope's Ombre spades are trumps, and the number is eleven: the number which there would be if the cards were forty. If you follow his description carefully, you will find it to be so.'

In this criticism there is the error of supposing that Tredrille was the same as Ombre. The former is a variety of Quadrille (just as Quadrille was a variety of Ombre), and is thus described by Seymour:—

'There are some people who will play at this branch of Ombre' [Quadrille] 'by dealing out *Ten* cards apiece between *Three*, and this, in downright *Irish* phraseology, they call *Three-handed Quadrille*; which in plain English is *Four-handed Ombre* played by *Three* persons. But this silly manner rather deserves our ridicule than any other notice.'

To play it, one leaves out one whole suit of an Ombre or Quadrille pack—the French leave out the Six of Hearts, and all the Diamonds but the King—thus making a pack of thirty cards; and

the game is played, as nearly as may be, according to the laws of Quadrille.

The game which Pope describes is, as I have said before, none other than our Ombre, and could not be played with twenty-seven cards. 'Mifs Ilex' has omitted to take the Discard into account, which in Ombre always contains (or else makes up with any of the cards left in the Stock by the players) thirteen cards; these thirteen, with the twenty-seven held in the three hands, making in all forty. There is, I believe, no variety of this game which is played with twenty-seven cards<sup>1</sup> only; but Pope mentions no greater number, because he does not detail *all* the incidents of the game, but passes at once to the marshalling of the Forces, the word of Command, and the Battle itself.

<sup>1</sup> It would not be easy to devise a mode of treating a pack so as to deal and use only twenty-seven cards. If one dealt with a full pack, one might be playing with neither Spadille, Manille, nor Bafsto in any hand, which would be absurd. If one rejected all numerically below a certain point, the red suits would lose some of their better cards and the black suits some of their worse; and besides, the suits being four in number, it seems quite necessary that the pack should consist of a number divisible by four, which twenty-seven is not.

Seymour, in his 'Compleat Gamester,' written in 1734, about twenty years after the 'Rape of the Lock,' quotes Pope's description as entirely applicable to the Game of Ombre, the rules for which he had just been laying down. I should add that this book of Seymour's is by far the best English account of the game as played in his day.

I may observe here that there was also a TWO-HANDED OMBRE, played, like Tredrille, with 30 cards, one of the red suits being put aside. If each player has nine cards the Stock would be 12; but sometimes each had eight, dealt first by threes, and then two apiece, in which case the Stock is 14. The game proceeds, as nearly as may be, like the three-handed Ombre: but, as Seymour says,

'Now after all that is said, the *Original Ombre* by *Three* is much more agreeable than any of these new *Grafts* with which the *old Stock* has been loaded.'

We will place the combatants at their table; Sir Anonym (as the above-mentioned writer calls

the third player) being at Belinda's right hand, and the Baron at her left.

Sir Anonym makes the cards, and hands them to Belinda, who has already, being of right the Dealer, placed five fish in the Pool; and she, after a slight supplementary shuffle, sets them before the Baron to be cut, and that done, she deals them, three by three, beginning with Sir Anonym, giving nine to each player, and leaving thirteen in the Stock.

Let us suppose the Game to be carried on with varied fortune, and let us take it up at a point when the Pool is empty, and it is the Baron's turn to deal.

He pays his five points to the Pool, and deals the three hands as follows:—

SIR ANONYM.	THE BARON.	BELINDA.
Six of Spades.	Queen	Spadille.
Four of Spades.	Knave	King
Seven } of Clubs.	Five	Two } of Spades.
Six } of Clubs.	Three	King } of Clubs.
Five } of Clubs.	King } of Diamonds.	Three } of Clubs.
Knave } of Hearts.	Seven } of Diamonds.	King } of Hearts.
Two } of Hearts.	Five of Hearts.	Seven } of Hearts.
Three } of Hearts.	Four } of Clubs.	Two } of Diamonds.
Six	Two } of Clubs.	Three } of Diamonds.

The following is the Stock, in the order in which it would be taken by the Players.

Belinda, p. 81, 4 cards.	{ Bafo. Four of Diamonds. Five of Diamonds. Queen of Hearts.	Sir Anonym, p. 92, 5 cards.	{ The Baron, p. 96, 4 cards.	{ Sir Anonym, p. 102, 7 cards.	{ Belinda, p. 81, and The Baron, p. 104, 4 cards.
The Baron, p. 82, 4 cards.	{ Seven of Spades. Queen of Diamonds. Knave of Diamonds. Ace of Hearts.	Belinda, p. 92, 4 cards.	{ Belinda, p. 96, 4 cards.		
Sir Anonym, p. 83, 3 cards.	{ Knave of Clubs. Four of Hearts. Six of Diamonds. Ace of Diamonds. Queen of Clubs.	{ The Baron, p. 92, 4 cards.		{ The Baron, p. 102, 4 cards.	{ Sir Anonym, p. 104, 7 cards.

Belinda, having '*reviewed her force with care,*' finds that she has a very promising hand in Spades. It is scarcely so strong in trumps as those mentioned on page 63, but with two Kings,—of Clubs, that is, and Hearts,—it is more than sufficient to justify the venture; so she says, 'I play.'

Sir Anonym, the next player, cannot choose but acquiesce. If he were to outbid Belinda, it must be, of course, by playing Voltereta or Solo. The first is out of the question, as he has but one suit; and the second still more so, for his one suit of Hearts is hopeless even for a simple Game

where he would have the advantage of discarding ; much more than where he must play without discard : He therefore says ' Well.'

The Baron wisely wastes no time in considering a Solo : But shall he venture to play Voltereta ? His hand in Spades is good, and in both Diamonds and Clubs he has a Manille ; and he knows that he can but surrender if fortune fails him in the discard. But a perverse fate might give him a Heart<sup>1</sup> as the turn-up card, and then defeat or surrender would be inevitable, while in no case but Spades would his chance be good. So with valorous discretion, he also leaves the field clear for his fair adversary, and says ' Well.'

Belinda then, crying '*Let Spades be Trumps!*' discards the Three of Clubs, the Two and Three of Diamonds, and the Seven of Hearts (which last, had Sir Anonym played on his best suit, would have borne an honoured place as Manille, but is now the feeblest of his race), and places them on the pool-dish ; then laying down her own hand, she takes up the Stock, deals herself

<sup>1</sup> In fact he would turn up Basto ; and, having but three trumps and no renounce, would of course surrender.



four new cards, and waits to know what her opponents will take.

Sir Anonym, having a miserable hand, will not run the risk of spoiling his friend's chance by taking the first choice, and besides, desires to give him the legitimate advantage of knowing that *he* makes no pretensions to beat the Ombre, between whom and the Baron the contest practically lies. Sir Anonym, therefore, says to the latter, 'Will you take?' The Baron bows, and discards his Clubs, Hearts, and the Seven of Diamonds, receiving four new ones from the Dealer. Five then remain for Sir Anonym: What will he do with them? He cannot hope to win, for Belinda must have a good hand, or she would not have been Ombre; the Baron must be presumed to have a fair hand, or he would not have accepted his offer to precede him in the Discard. The chances are then that the five remaining in the Stock would be worth, as an addition to his hand, little or nothing. He might therefore, very properly, refuse to discard at all, fearing lest a too kind fate might send him Spadille and Manille, or Spadille and a making king, and thus cause him *nolens volens* to make two tricks, and ensure

to the Ombre either victory over himself and the Baron, or Codille at the hands of the latter (see p. 24); and had he taken this course there might have been some hope of safety; for Diamonds might have been led, which would have brought in one of his two trumps, and thus given the single trick he desired. As the cards lie, Belinda being eldest hand, this would not have happened; for she would not in any case lead a small Diamond; and, in fact, she wisely draws both his trumps in the two first tricks. But I will examine later on (see p. 89) how this play would have answered, had the Baron been eldest hand.

Sir Anonym, however, is an 'adventurous knight,' and rashly tries, having a renounce already in Diamonds, to clear his hand of Clubs, and so, having a renounce in that suit also, to give himself a better chance of winning the one trick which it is his interest to make. He discards, therefore, his three Clubs, asking for three new cards; and exercising (or not) his right of turning up the remaining two, to gratify his own curiosity and that of the other players, he places them (the Ace of Diamonds and the Queen of Clubs they turn out to be) face downwards on

the pool-dish, where already lie the eleven cards before discarded. In the list of the Hands I have italicized the rejected cards, and will do the same in the new lists by those taken in their stead.

BELINDA finds her hand, as recruited and re-arranged, to consist of

Spadille.

Two of Spades (Manille).

*Bafo.*

King of Spades.

King of Clubs.

King } of Hearts.

*Queen* }

*Five* } of Diamonds.

*Four* }

an excellent hand, and giving promise of '*conquests yet to come.*'

But the BARON's hand is also excellent, and he sees already in his grasp the twenty points which must be his if he can but give Codille to '*the skilful nymph,*' besides the points which he may claim for Honours, if, as seems likely, from his holding none himself, she should hold them all, and yet should lose the game.

He holds

Queen }  
Knave } of Spades.—Five trumps out  
*Seven* } of the eleven.  
Five }  
Three }  
King }  
*Queen* } of Diamonds.  
*Knave* }  
*Ace* of Hearts.

The hapless Sir ANONYM has taken the Four of Hearts, the Knave of Clubs, and the Six of Diamonds, spoiling his hopes of a Renounce.

His hand is

Six }  
Four } of Spades.  
*Knave* of Clubs.  
Knave }  
Two }  
Three } of Hearts.  
*Four* }  
Six }  
*Six* of Diamonds.

The Trenches are now open, and the last Parallel complete, and Belinda gives the order for the advance.

‘Now move to war her fable Matadores.’

*Trick 1.* **She** leads Spadille, Sir Anonym the Four, and the Baron the Three, of Spades.

*Trick 2.* **Belinda** leads Manille, drawing Sir Anonym’s one remaining Trump, the Six, and the Baron’s Five.

*Trick 3.* **Belinda** plays Basto, Sir Anonym anything (his cards are all ‘*plebeian*’ now), and the Baron the Seven of Spades.

*Trick 4.* **Belinda** leads her last trump, the King of Spades, and draws the Baron’s Knave, and Sir Anonym’s Knave of Clubs.

Belinda must now be getting anxious: she has made her four certain tricks; but to win the game she must either make another trick, or dexterously divide the five remaining tricks between her opponents. Gladly would Sir Anonym help her to do this last, but he is powerless. The Baron has the eleventh trump, and may take whichever King she leads, and if he holds the

King of Diamonds and no card of her remaining King's suit, her fate is sealed.

*Trick 5.* She plays the King of Clubs, Sir Anonym the Four of Hearts, and the Baron triumphantly, the Queen of Trumps.

*Trick 6* is won by the Baron's King of Diamonds, Belinda following suit.

*Trick 7.* By his Queen, Belinda playing the Five.

*Trick 8.* His Knave of Diamonds wins, Belinda throwing away the Queen of Hearts.

No wonder now that '*the blood the virgin's cheek forsakes!*' The tricks are equally divided between her and the Baron, and the ninth must give the majority and the game to one or the other. There is no hope even of Sir Anonym's winning one and making a Puesta, if her own card is not successful; and if the Baron holds another Diamond, as he well may, no skill can save her from '*ruin and codille.*' She has shown four honours, and her loss will be twenty-eight points.

But fortune favours the fair; and now, in

*Trick 9,* the Baron plays the Heart, and Belinda's King falling '*like thunder on the prostrate Ace,*' gives her the game; the five points of

the pool are hers, and each player pays her five points for the game, and four for honours; so that her winnings are twenty-three in all.

Sir Anonym had had sufficient experience to cause him to refrain from discarding before his ally the Baron (p. 82), but the temptation of trying his luck with what was left in the stock was too strong for him. Let us see what his case would have been had he yielded to the stronger temptation of taking the discard in his turn, instead of yielding it to the Baron, throwing away all his bad cards while he could, for the chance of getting better.

He would have discarded, then, his Clubs and Hearts, and remained only with the Six and Four of Trumps, taking in but one more trump, the *Seven*, the *Queen*, *Knave*, and *Six* of Diamonds, the *Ace* and *Four* of Hearts, and the *Knave* of Clubs; a feeble hand, which itself can make no resistance to Belinda, and by forestalling the Seven of Trumps which would otherwise have fallen to the Baron, makes his hand also hopeless.

But if Sir Anonym resists temptation at both

stages, we have seen the result, Belinda being Ombre and eldest hand, on p. 83: let us now see what it would be under the circumstances which I will now suppose, viz., Belinda being Ombre, himself Dealer, and the Baron therefore having the lead.

The hands would be—as well here as in the case supposed on p. 83—for Belinda as on p. 84, for the Baron as on p. 85, and for Sir Anonym that originally dealt him (p. 79).

If the Baron leads Trumps, either in the first or second trick, the game falls at once into Belinda's hands, as in the Poem. But if he leads the King of Diamonds, the tricks fall thus:—

1. The Baron leads the King of Diamonds, Belinda the Four, Sir Anonym trumps with the Six.
2. Sir Anonym Four of Trumps, the Baron the Five, Belinda the King.
3. Belinda Spadille, Sir Anonym the Knave of Hearts, the Baron the Three of Trumps.
4. Belinda Manille, Sir Anonym the Seven of Clubs, and the Baron the Seven of Trumps.
5. Belinda Basto, taking Sir Anonym's Two of Hearts and the Baron's Knave of Trumps.



And she has the game in her hands; for either the next trick is

6. **BELINDA** the King of Hearts; securing the game, or,

6. **Belinda** King of Clubs, the **BARON** Queen of Trumps, and **Sir Anonym** the Six of Clubs.

7. The **BARON'S** Queen of Diamonds takes the trick, **Belinda** playing her Four of Diamonds, and **Sir Anonym** the Five of Clubs.

8. The **BARON** leads the Knave of Diamonds, **Belinda** plays her Queen of Hearts and **Sir Anonym** his Three.

9. The **BARON** the Ace of Hearts, **BELINDA** the King, winning by Five to Four.

Or if **Sir Anonym** has permitted the **BARON** to discard first, and in this case, as in the case of **Belinda** having the lead (p. 83), cannot himself refrain from discarding, the only difference is, that he trumps the **BARON'S** Queen in the Second Trick, instead of his King in the first; but no material difference takes place in the play.

Now let us suppose the Game to have been taken up at a point where it is **Belinda** who deals,

and not the Baron, the cards being dealt as on p. 79. Sir Anonym then would be eldest hand and would have had the first say; but his hand is hopeless, even in Hearts, though he has already got his fair share of the twelve trumps in that suit, and he therefore says 'I pass.'

The Baron's turn comes next; but we shall see presently (p. 95) what his fate would be if he should venture to play on his only good suit, his Spades; so we will now suppose that he 'passes,' that Belinda is Ombre as before, and that Sir Anonym has the lead.

It is scarcely necessary to report the tricks; for there could be no difference in the fortunes of the game; but the tricks would not have fallen in the manner described in the 'Rape of the Lock.'

I said above that Sir Anonym's hand was hopeless, even in Hearts; but in order to show this, let us again suppose that Belinda is dealer, and he eldest hand, and that, finding himself already possessed of a fair share of Hearts, he rashly demands to play. Neither of the other players feels in a sufficiently secure position to dispute his claim,

and therefore, naming Hearts as Trumps, the adventurous Knight throws away his Spades and his three cards in Clubs, and takes in exchange the Seven of Spades, Basto, and the Queen of Trumps, and the Four and Five of Diamonds. The Baron having but one small trump offers the discard to Belinda, and she throwing away the Two of Spades, the Three of Clubs, and the Two and Three of Diamonds, takes in the Knave of Clubs, the Queen and Knave of Diamonds, and Punto. The Baron discards his Clubs, the Seven of Diamonds, and the Three of Spades, and takes in the remaining four cards.

The hands then stand thus :—

SIR ANONYM. *Basto, Queen, Knave, Two, Three,  
Six, of Trumps.  
Four and Five of Diamonds.  
Seven of Spades.*

That is to say, six trumps out of the twelve, and a renounce. A splendid hand, and beyond what he could have hoped.

THE BARON. *Four and Five of Trumps.  
Queen, Knave, and Five, of Spades.*

*Belinda's Game.*

93

King, Six, and Ace, of Diamonds.

Queen of Clubs.

**BELINDA.** Spadille, Manille, *Punto*, King of  
Trumps.

King of Spades.

King and *Knave* of Clubs.

Queen and *Knave* of Diamonds.

Being four Trumps, two other Kings, and a  
protected Queen.

Sir Anonym is eldest hand, and leads, for

*Trick 1.* Basto, the Baron following with the Five  
of Trumps, and Belinda with Manille.

*Trick 2.* Belinda plays Spadille, Sir Anonym the  
Six of Trumps, and the Baron the Four.

*Trick 3.* Belinda leads *Punto*, Sir Anonym plays  
the Three of Trumps, and the Baron the Ace  
of Diamonds.

*Trick 4.* Belinda leads the King of Trumps, Sir  
Anonym follows with the Two, and the  
Baron plays the Knave of Spades.

*Trick 5.* Belinda has now four tricks, and leads the  
King of Clubs; Sir Anonym trumps with  
the Knave, and the Baron plays the Queen  
of Clubs.

*Trick 6* is taken by **Sir Anonym** with the **Queen** of **Trumps**, **Belinda** playing the **Knave** of **Clubs**, and the **Baron** the **Six** of **Diamonds**.

*Trick 7.* He leads the **Four** of **Diamonds**, the **Baron** the **King**, and **Belinda** the **Knave** of the same suit.

*Trick 8.* The **Baron** leads the **Queen** of **Spades**, and **Belinda** takes it with the **King**, winning her fifth trick, and giving **Codille** to **Sir Anonym**, who plays the **Seven**.

Or supposing **Sir Anonym** to lead off his lowest trump, so as to draw the **King**, and perhaps a stronger card as well, and so improve the position of his superior **Trumps**, the cards would fall probably thus:—

*Trick 1.* **Sir Anonym** leads the **Six** of **Trumps**, the **Baron** taking it with the **Five**, and **Belinda** winning with the **King**.

*Trick 2.* **Belinda** plays **Spadille**, the **Baron** the **Four**, and **Sir Anonym** the **Three**, of **Trumps**.

*Trick 3.* **Belinda** leads the **Knave** of **Diamonds**,

the Baron secures his one trick with the King, Sir Anonym playing the Five.

*Trick 4.* The Baron leads the Queen of Clubs, Sir Anonym trumps with the Knave, and Belinda follows suit with her Knave.

*Trick 5.* Sir Anonym plays the Two of Trumps, Belinda Punto, and the Baron the Ace of Diamonds.

*Trick 6.* Belinda leads her King of Spades, the Baron and Sir Anonym following suit with the Knave and Seven.

*Trick 7.* Belinda wins with Manille.

Had Belinda led the King of Clubs, *Trick 6* would have been won by Sir Anonym with the Queen of Trumps, and whether he leads a Diamond or Basto he must lose the two next tricks to her.

To carry the game out completely, we ought to examine what would be the result if in Belinda's Deal, Sir Anonym having 'passed,' the BARON, rejoicing in his hand of Spades, should venture to play on that suit. He has but four to

discard, and can scarcely hope to add more than one trump to his hand, and his chances of that one being a Matadore are very feeble.

We know indeed that he *will* get a Matadore, and his hand will be—

*Basto*, Queen, Knave, Five, Three, of Trumps.

King, *Four*, *Five*, of Diamonds.

*Queen* of Hearts.

An excellent hand, showing five trumps out of eleven, a King and a renounce.

Belinda discards the Three of Clubs, the Seven of Hearts, and her two Diamonds; and remains, after taking in her four new cards, with

Spadille, Manille, King, *Seven* of Trumps.

The King of Clubs.

The King and *Ace* of Hearts.

The *Queen* and *Knave* of Diamonds.

Four trumps, two Kings, and a protected Queen.

Sir Anonym should remain as he is; but if he changes at all he would throw away his Clubs or Hearts. In either case he would spoil his renounce. But let him play without change, and the tricks would fall as follows:—

*Trick 1.* Sir Anonym the Seven of Clubs, the Baron trumps with the Three, and Belinda follows suit with the King.

*Trick 2.* The Baron the King of Diamonds, Belinda the Knave, and Sir Anonym trumps with the Six.

*Trick 3.* Sir Anonym the Six of Hearts, the Baron the Queen, and Belinda the King.

*Trick 4.* Belinda Spadille, Sir Anonym and the Baron the Four and Five of Trumps.

*Trick 5.* Belinda Manille, Sir Anonym anything, and the Baron the Knave of Trumps.

Belinda now knows how the Trumps lie. She has King and Seven, and the Baron Basto and Queen. He will doubtless win two tricks; but she has already three to his one, and can scarcely fail to give him Codille. She has little fear that he can himself win, for as she has the best diamond she can ensure a fourth trick.

But he may hold cards which, if she plays ill, may possibly give him the game, and easily save his Codille. He must hold either two Diamonds, a Heart and a Diamond, or two Hearts.



Supposing him to hold the Knave of Hearts, then, if, in the second case, she leads Trumps or Hearts, a Puesta follows. And, in the third case, whatever she leads, she cannot win, and may fail to make a Puesta.

We know that he does not hold the Knave, but she has no such knowledge, and it behoves her therefore to be careful.

As the cards lie she would be safe in leading Trumps; for though the Baron would win the first two tricks, she would win the two last, and the Game.

But if he should hold the Knave of Hearts and a small one of the same suit, he could win the Game by drawing the last Trump and leading his Knave. Therefore, of necessity, in

*Trick 6.* Belinda leads the Queen of Diamonds and wins her fourth trick.

*Trick 7.* A lead of Trumps would make a Puesta certain; so she leads the Ace of Hearts and loses it to the Baron's Trump; but as she has now two Trumps to his one she must win one more trick, and the Game.

Sir Anonym's more natural game would have been to lead the Knave of Hearts in Trick 3; because by keeping it back there might have been the risk of his winning a second trick, and so making it inevitable that either the Baron should win, or that Belinda should give him Codille.

But had he led the Knave in that Trick, the other cards would have fallen as follows:—

*Trick 3.* Sir Anonym the Knave, the Baron the King, and Belinda the Queen of Hearts.

*Trick 4.* Belinda Spadille, drawing the Four and Five of Trumps.

*Trick 5.* Belinda Manille, Sir Anonym anything, and the Baron the Knave of Trumps.

And whatever Belinda leads for *Trick 6* she must give him Codille; for even if, instead of leading the Queen of Diamonds, she leads Trumps, and thus loses both King and Seven, yet the Baron must lead a Diamond, and so bring in her Queen of Diamonds and Ace of Hearts.

Or if she leads her Ace, she forces him to trump and thus answers the command.

Or had he opened with the Knave, the tricks would have been :—

*Trick 1.* Sir Anonym the Knave of Hearts, the Baron the Queen, and Belinda the King.

*Trick 2.* Belinda Spadille, the Baron and Sir Anonym the Three and Four of Trumps.

*Trick 3.* Belinda the King of Clubs, Sir Anonym the Five, and the Baron wins with the Five of Trumps.

*Trick 4.* The Baron plays the King of Diamonds, Belinda follows suit with the Six, and Sir Anonym trumps.

*Trick 5.* Sir Anonym the Two of Hearts, the Baron the Knave of Trumps, Belinda the Ace of Hearts.

*Trick 6.* The Baron Basto, Belinda Manille, Sir Anonym anything.

*Trick 7.* Belinda draws the Baron's remaining Trump with her King, and wins with the Seven.

Had Sir Anonym discarded, and so had no renounce,

*Trick 2* would have been won by the Baron,

who, if he leads his Queen of Hearts, loses it to Belinda's King, and the other Tricks fall as before.

Or if the Baron leads off Trick 3 with Basto, Belinda takes it with Spadille, and the next three tricks with Manille and King, and the King of Hearts, loses Trick 7 as before, and wins Trick 8, and the Game.

Belinda then should win in any case; but if her hand is so good that she cannot fail of the game, ought she not to consider whether she might play Solo, and so win 16 points more? Prudence would counsel moderation; for if 5 or 6 of the 8 remaining trumps should be in one hand the tug of war would be severe.

But if, as on p. 90, she herself were the dealer, and Sir Anonym should 'pass;' or if he were the dealer, and in either case the Baron should 'play' (p. 94), she might choose, or think herself driven, to 'play more.'

If she did not, we have seen the course of the game on p. 95. If she did, she would not venture to play Voltereta, for her Diamonds are too

weak, though in fact she would draw Basto, and have a good trump hand.

But SOLO, though a risk, would not be hopeless, and might be ventured: Her hand would then remain as on p. 79.

Sir Anonym would discard all but his two trumps, and would hold,

*Basto, Seven, Six, Four of Trumps.*

*Queen, Knave, Four, Five of Diamonds.*

*Queen of Hearts.*

The Baron discards his Clubs, Hearts, and Seven of Diamonds as on p. 82, and his hand is,

*Queen, Knave, Five, Three, of Trumps.*

*King and Six of Diamonds.*

*Ace and Four of Hearts.*

*Knave of Clubs.*

Supposing, then, the Baron to have been dealer, and Belinda, therefore, eldest hand, the tricks would fall

*Trick 1.* Belinda, the King of Clubs, Sir Anonym the Four of Trumps. The Baron the Knave of Clubs.

*Trick 2.* Sir Anonym the Queen of Diamonds.  
The Baron the King. Belinda the Three.

*Trick 3.* The Baron the Queen of Trumps. Belinda Manille. Sir Anonym the Six.

*Trick 4.* Belinda the King of Hearts. Sir Anonym the Queen. The Baron the Four.

*Trick 5.* Belinda leads the Three of Clubs. Sir Anonym plays the Seven of Trumps, and the Baron the Knave.

*Trick 6.* The Baron the Ace of Hearts, Belinda follows suit with the Seven, and Sir Anonym takes the trick with Basto.

*Trick 7.* Sir Anonym plays the Knave of Diamonds, the Baron the Six and Belinda the Two.

*Trick 8.* Sir Anonym the Four of Diamonds. The Baron the Five of Trumps, and Belinda the King.

*Trick 9.* Belinda wins with Spadille.

The Baron might have varied the game, but without changing its fortune.

*Trick 5.* Belinda leading the Three of Clubs, to which Sir Anonym would play the Seven

of Trumps, and the Baron the Ace of Hearts.

*Trick 6.* Sir Anonym the Knave of Diamonds. The Baron the Six, and Belinda the Two.

*Trick 7.* Sir Anonym led the Four of Diamonds, the Baron trumps with the Five, and Belinda with the King.

*Trick 8.* Belinda Spadille, Sir Anonym Basto, and the Baron follows suit with the Three. Then the Knave of Trumps being in the Baron's hand,

*Trick 9* must fall to him, and not as a Fourth Trick to Sir Anonym, so that Belinda wins by Four, Three, and Two.

If she had played her Seven of Hearts in

*Trick 8.* Sir Anonym would have won his Fourth Trick with Basto, and in

*Trick 9.* Spadille would have only saved Belinda from Codille, but left her liable to the Pool in the amount of 20 points for Puesta, and to the Baron and Sir Anonym in 16 points apiece for Solo.

Had Belinda been the Dealer (p. 101), Sir

Anonym would probably have led his Queen of Diamonds as in Trick 2, on p. 103; and Trick 1 on page 102 would have become Trick 3.

Or had Sir Anonym been Dealer, the Baron's most probable lead would have been his King of Diamonds, Sir Anonym getting rid of his Queen. The Baron's second lead would be the Queen of Trumps, losing it to Belinda's Manille; and Trick 1 of p. 102 would have been Trick 3, as before. In either case the remaining Tricks would fall as on page 103.

Sir Anonym would be most unlikely to permit the Baron to go first to the Discard, and there is no reason why he should do it in a Solo Game; but if with unwonted modesty he should think well so to do, he makes but one Trick himself, and is rewarded by the defeat of Belinda, who, however well she plays, ends the game by paying a Puesta.

The Baron takes the Four first from the Stock, and Sir Anonym the Seven next; and the Hands are as follows:—

Sir Anonym.

Seven, Six, and Four of Trumps.

P



The *Knave* of Clubs.

The *Queen*, *Knave*, and *Six* of Diamonds.

*Ace* and *Four* of Hearts.

The Baron.

*Basto*, *Queen*, *Knave*, *Five*, *Three* of Trumps.

King, *Four*, *Five* of Diamonds.

*Queen* of Hearts.

The Tricks would probably fall thus :

*Trick 1.* Belinda might lead the King of Clubs, Sir Anonym would follow with the Knave, and the **Baron** trumps with the Three.

*Trick 2.* The Baron plays the Queen of Trumps, **Belinda** Manille, and Sir Anonym the Four.

*Trick 3.* **Belinda's** King of Hearts takes Sir Anonym's Four and the Baron's Queen.

*Trick 4.* She plays the Three of Clubs, Sir Anonym throws away the Six of Diamonds, and the **Baron** trumps with the Five.

*Trick 5.* The **Baron** wins with the King of Diamonds, Belinda and Sir Anonym playing the Three and Knave.

*Trick 6.* The Baron leads the Knave of Trumps,

**Belinda** the King, and Sir Anonym the Six.

*Trick 7.* Belinda plays the Two of Diamonds, **Sir Anonym** the Queen, and the Baron the Five.

*Trick 8.* Sir Anonym's Ace of Hearts and Belinda's Seven fall to the **Baron's** Basto; and

*Trick 9* is **Belinda's** fourth, the two remaining cards falling victims to her Spadille. But the Baron has four tricks also, and Belinda's game is lost.

The Game has now, I think, been thoroughly played out, and the conclusion is that under any circumstances, and with moderately good play, Belinda cannot but win.

I have now said all my say about Ombre; and Crabbe's Dolly Murrey shall finish the chapter:

'A vole! a vole! she cried, 'tis fairly won,  
My game is ended, and my work is done.'





## APPENDIX.

### RULES IN GREATER DETAIL,

i.e., Laws and Penalties of the Game, collected from the old French and English books on the subject, and from the modern Spanish books.

We have strict statutes and most biting laws.

SHAKESPEARE, *Measure for Measure*, Act i. Sc. 4.

#### I.

**I**F any Player have less than eight cards dealt to him, or more than ten, the hand is null, and the dealer deals again.

II. If any Player (not being the Dealer) have but eight cards dealt to him, he may annul the hand by at once calling attention to it, else not; and if not, he must take the top card from the 'Stock.'

If it be the Dealer himself who has only eight cards, he may not replace the missing card

from the Stock, but must make his numbers good when it comes to his turn to discard.

- III. If any Player (not being the Dealer) have ten cards dealt him, but not more, he may 'play,' mentioning the fact, and rectifying the error when he comes to discard. He may not, however, play Solo.

If he do not mention it before 'playing' or 'passing,' he plays a simple Puesta, or Beste.

If he plays his hand, having more than ten cards in it, the hand is null, and he pays the Puesta of the Pool, whatever it be.

NOTE. A simple Puesta is Twenty points.<sup>1</sup>

The Puesta of the Pool is Fifteen<sup>2</sup> plus the number of points in the Pool.

- IV. If it be the Dealer himself who has ten cards, he cannot be the Ombre; but if either of the others become Ombre, he will draw one card from the Dealer's hand, and shuffle it with the Stock before discarding.
- V. If it be found that there is a card short in the Pack, and the Dealer do not discover it before the Players declare their game, he, or whoever first dealt that Pack, shall pay a Puesta.
- VI. If the Dealer give *himself* more than nine cards, he shall pay the Puesta of the Pool whatever it be (i.e., twenty points at the least), unless he mention it be-

<sup>1</sup> Or Twenty-five if there be four Players.

<sup>2</sup> Or Twenty if there be four Players.

*The Game of Ombre.*

fore he sees his cards, in which case he has only to pay a simple Puesta, however many he may have. But if he do not mention it, he pays a simple Puesta in addition, for every card above ten.

- VII. If the Dealer give *any* one more than nine cards and do not rectify it on the instant, before continuing the Deal, he must pay a simple Puesta.
- VIII. If any one in dealing shall face a Matadore, or a King, or any two other cards, he must pay a simple Puesta and deal again.
- IX. If there should be a faced card in the Stock, and it be perceived before any one has declared to Pass or Play, there must be a new Deal; but if it be not perceived till later, the hand may be played, but the Dealer cannot be Ombre.
- X. If any one deal out of his turn, and discover his error before the cards have been seen, he loses the five points which he has put into the Pool, and the right Dealer proceeds. But if the cards have been seen, the hand has to be played, but he who has dealt cannot be Ombre.
- XI. If after the Discard, but before the first trick be played, any one be found to have too few cards, the Dealer (or the eldest hand if it be the Dealer who is short) must take at random from the Discard and supply the deficiency.<sup>1</sup>

<sup>1</sup> According to the rules of the Académie des Jeux, the player whose cards are too few pays a Puesta.

- XII. If any one win the game, having more than nine cards, he gains nothing; but if he lose it he pays an additional Puesta.
- XIII. If the Ombre takes up his 'Rentrée' before naming the Trump, either of the adversaries, if they observe it and speak before he does, may name the Trump (the right-hand Adversary having the preference if both speak at once), but the Ombre may in that case reform his Discard, if he has not mixed his rentrée with his hand.
- XIV. If the Ombre names a wrong Suit as trump, by mistake, he may rectify it at any time before taking up the Stock to take out his 'Rentrée,' but if he does not find out his mistake before taking the Stock into his hands, he must play on the suit he first named; but he may then rectify his discard, taking back from it any cards he chooses.<sup>1</sup>
- XV. If it be Solo that he is playing, he cannot rectify his mistake after either of the Adversaries has taken in his rentrée.
- XVI. In any case of error he may surrender if he pleases, paying the prescribed penalty.
- XVII. If any one has once said 'I pass,' or 'I play,' he cannot alter it, nor can he elect to play a different game (such as Voltereta or Solo) except as outbidding others.

<sup>1</sup> According to some players, he should at any time be permitted to correct an error in the name of the Suit.

**XVIII.** If any one takes by mistake another's cards after seeing six of his own, he pays the Puesta, whatever it be ; but if he has seen but three of his own, only a simple Puesta.

**NOTE.** This rule is necessary, because the Players are permitted to take up and sort their cards while they are being dealt.

**XIX.** Any Player may ask what is led, and may, before the trick is turned, require the others to draw their cards. He may also at any time in the game, but only when he is about to play, examine any trick, turned or not.

**XX.** If either of the Adversaries lead out of his turn he pays a simple Puesta, but the trick is good if all the cards be played ; if only two be played, then at the option of the Ombre ; if but one, the trick must be withdrawn.

**XXI.** If the Ombre lead out of his turn, he pays nothing, but must withdraw his card, if it be the only one played : but if two or all have been played, the others will decide whether the trick shall hold good. But if the trick be turned, and the first card of the next played, before the error is discovered, it *must* hold good, and the Ombre pays a simple Puesta.

**XXII.** If a trick be won by Spadille, and any Player not the winner take it up, he pays as for a Revoke ; but unless the succeeding trick be not turned, the trick cannot be restored.

- XXIII. If any one let fall a card by accident, and it be faced, or if he play a card in error, the card must remain as played, unless it be a Revoke, in which case it may be remedied before the trick is turned, *and* the first card of the next trick played. If two be let fall, and both be visible, the lowest in position is to be played.
- XXIV. If either of the Adversaries by word or gesture or look let his friend know what card or cards he has, he shall pay a simple Puesta for each card shown, or for each offence.
- XXV. If the Ombre looks again at his Discard after having taken in his 'Rentrée,' he cannot win the Vole.

## LAWS OF THE REVOKE.

- XXVI. The Penalty for a Revoke is the Puesta, whatever it may be; that is to say, in the first game it might be 20 or 25 points, according to the number of players.
- XXVII. The Penalty is due as soon as the Revoke is discovered, and consequently, as many Penalties may be paid as there are Revokes in a hand, but if the Revokes are only detected at the end of the hand, but one Penalty can be demanded from a player, however many he may have made.

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- XXVIII.** A Revoke may be rectified till the third trick is turned after that in which it was made, but not later. The Ombre (unless he be the culprit, and in that case his right-hand Adversary) is then to direct him who made the Revoke what card he is to play to the lead.
- XXIX.** If the Ombre win a game by a Revoke he gains nothing, and if he be bested, his Puesta is separated or reserved from that which he pays as his Penalty. If he be given Codille he pays the winner his Penalty, and the extras.
- XXX.** If either Adversary win by a Revoke or after making a Revoke he gains nothing, and pays his Puesta, the Ombre likewise paying as if he had been bested.
- XXXI.** If the Ombre have surrendered, and yet by a Revoke gives Codille to the Defender, he gains nothing, but pays the Defender Codille to the Pool as well as his own Puesta.
- XXXII.** If the Defender should, by revoking, give Codille to the Ombre, he gains nothing, but pays the Penalty for himself and also for the other.
- If after revoking the Defender is bested, he pays his own Puesta and that of the Ombre, as well as the Penalty.
- If the Ombre give him Codille he pays him accordingly, and also his own Penalty.
- But if the third player give him Codille, he pays

him of course, and pays also the Ombre's Puesta and his own Penalty for his Revoke.

**XXXIII.** If in a case of Surrender, the third player (not the Defender) revoke and give Codille, he pays his own Penalty, and the Puesta of him who surrendered, gaining nothing himself.

If, notwithstanding the Revoke of the third player, the Ombre, or Defender, give Codille one to the other, the third player pays it, and also his own Penalty. If they be bested neither of them pays if the third player has revoked, but *he* pays a Puesta and his own Penalty.

**XXXIV.** If the Ombre revoke, and win the Vole, he pays it as if it had been barred, receiving no Extras, and paying also his Penalty.

If the Vole be gained by the Revoke he pays each player the Extras as well.

**XXXV.** If either of the Adversaries revoke, and bar the Vole thereby, he pays his Penalty, and also the thirty points of the Vole not only for himself but for his friend.

But if the barring of the Vole was not caused by the Revoke, the only effect is that he who revoked pays his Penalty and receives nothing from the Ombre.

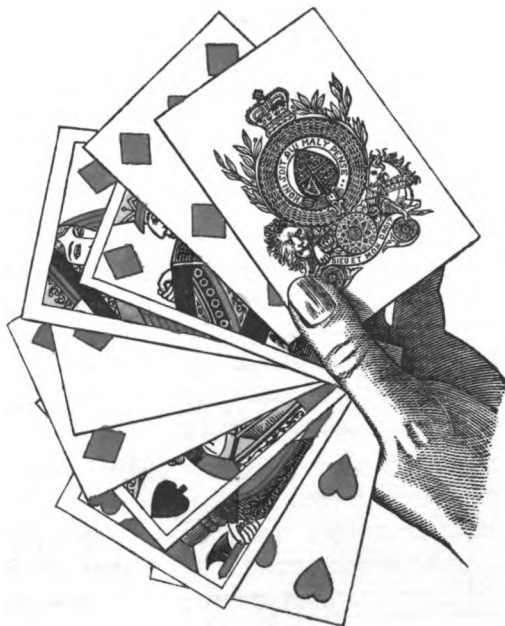
**XXXVI.** If a hand is for any reason annulled, any revoke which may have been made in the course of it counts for nothing.

**XXXVII.** If the same player make more than one Revoke in the same hand, he shall pay for each, after the first, only a simple Puesta.

**XXXVIII.** If two players revoke, the first pays, besides the Puesta, the Extras there may be; and the second only the Puesta.

In this case the two Puestas go together, but ordinarily those which arise from Penalties are to be reserved.





SOLO IN DIAMONDS.

[See page 61.]







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