

— IMPROVED EDITION —

Rules for Playing the Game of

SHERLOCK HOLMES

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PARKER BROTHERS, (Inc.), Salem, Mass., U. S. A.
NEW YORK AND LONDON



IDEA of the GAME

The play of the game is simple and very exciting, and is entirely new. Any number, from three to eight, can take part. The object is to capture as many "Burglars," "Robbers," and "Thieves" cards as possible, and to obtain the valuable "Sherlock Holmes" cards. ALL PLAYERS PLAY AT ONCE and there is not a dull moment. A large part of the fun of the game consists in making "a sweep" by turning up the card "Sherlock Holmes," and seizing the playing piles of opponents.

RULES

- (1) Shuffle the cards and deal the entire pack.
- (2) Take the cards dealt to you in one hand, *without looking at them, keeping them faces towards the palm.*
- (3) The Dealer begins the game by calling "READY-PLAY." When he calls "**PLAY**" each player, the dealer included, must take the upper card from his hand, and quickly play it, face up, upon the table in front of him, without glancing at face of the card until it is on the table

Players must not rest hands or arms upon the table, AND MUST PLAY THEIR CARDS AT LEAST EIGHT INCHES IN FROM THE EDGE OF THE TABLE, so a "SWEEP" may be possible. THE CARDS THUS PLAYED BY EACH PLAYER ARE CALLED HIS "PLAYING PILE." Those in his hand are called his "hand."

Play cards on top of *your own playing pile*. Only the *top card of each person's playing pile should show*. Do not let the cards "straggle."

NOTE. Each player must play a card when the word "**PLAY**" is called, (*not when the word "READY" is called.*) If the player plays onto the table *before* the word "PLAY" is called or if he does not play promptly, he forfeits a card from the top of his pack to the middle of the table, known as the "pool," the card lying there until it is "matched" or until someone turns up a Sherlock Holmes card and seizes it.

The dealer continues calling "**READY—PLAY**"; everyone playing a card face up on his playing pile whenever the word "PLAY" is called.

(4) **As soon as a player plays a card**, he looks hastily to see if some one else has played a card which **MATCHES** his (i. e., bears the same word). **If so, he calls the word** (i. e., the word on his top card and on opponent's top card, and **TAKES his opponent's PLAYING PILE** (but not the cards his opponent holds in his hand). **EXAMPLE**; if A and B should both at the same moment play the card "**RUN**" the first player either A or B who **CALLS** the word "**RUN**" takes the playing pile of the other. Or if a player's card *Matches a card in the Pool he may call and capture that card.*

If a player's card matches more than one top card, he takes all the piles matched. All piles *not matched remain on the table.*

IMPORTANT. When you capture a player's playing pile (whether one card or many), pick up both the captured playing pile and your own playing pile, and place them both under the pack in your hand, face towards the palm. The dealer waits a moment for you to do this, and then play is resumed.

The dealer continues calling "ready—play," all players playing one card each time and matching and capturing when the game allows, until some one turns up a "Sherlock Holmes."

(5) **When a player turns up a "SHERLOCK HOLMES" card** he must **CALL "SHERLOCK HOLMES"** and the excitement becomes animated, for as he calls, HE QUICKLY REACHES FOR THE "PLAYING PILES" OF HIS OPPONENTS, WHICH HE MAY TAKE, provided his hand reaches a playing pile before it is protected by its owner's hand. THIS IS CALLED A "SWEEP."

If there are any cards in the "pool," the player turning up Sherlock Holmes is entitled to them and takes them.

NOTE. A pile is safe from Sherlock Holmes if its owner places his hand upon the top card, and then none of the cards of his playing pile can be taken, but the person who plays (and calls) "Sherlock Holmes" may take any playing pile which his fingers reach before it is thus "protected."

It is to allow the opportunity for a "sweep" that playing piles are played eight inches or more in from the edge of the table.

After a "sweep" has been made, if your playing pile was *not* captured, pick it up and put in your hand.

(6) **When a player runs out of cards**, (having played the last card from his hand onto the table), he must call "**OUT OF CARDS!**" **PLAY IMMEDIATELY STOPS.** Each player then picks up his own playing pile putting same with the cards in his hand. Players then examine their cards, counting them out on the table to take the score.

Cards score as follows:

EACH SHERLOCK HOLMES card counts **FIVE**.

EACH "ROBBER," "BURGLAR" or "THIEF" card counts **ONE**.
(Other cards do not count).

Record the score made by each player.

(7) The pack is then shuffled and redealt, the game continuing until one player obtains 50 points or over.

THE FIRST PLAYER GETTING 50 POINTS WINS THE GAME.

"SCOTLAND YARD." Frequently during the game players should call "**SCOTLAND YARD.**" When a player calls "Scotland Yard," each player must pass THREE CARDS to the player at his left.

The **OBJECT** of calling "Scotland Yard" is to keep the Sherlock Holmes cards in circulation and to prevent a player from continually holding Sherlock Holmes cards in his hand.

If when "Scotland Yard" is called a player does not have three cards in his hand he waits until his neighbor passes him three cards, and then passes them on.

"SCOTLAND YARD" can be called by any player, as frequently as he chooses, but not more than two calls can be made *in succession*. If two calls are made *in succession*, they must be made this way—"Scotland Yard, and Scotland Yard Again." This will result in the passing of six cards, two lots of three each.

FORFEITS

The Dealer must see that forfeits are paid to the Pool, as follows: (The names of all cards in the POOL should always be in plain sight).

Cards paid into the POOL remain in the middle of the table until "matched," or until captured by a player turning up a SHERLOCK HOLMES card.

1. If you rest hand or arm upon the table, excepting when Sherlock Holmes is called, forfeit your *entire playing pile to pool*.

2. If you call the name of top-card when it does *not* match the top-card of some other playing pile, forfeit *entire playing pile to pool*.

3. For not withdrawing hand *quickly* behind the edge of the table after playing card on playing pile, *forfeit one card*.

4. If you play *before* the word "PLAY" is called, forfeit *one card*, or for *not playing promptly* when "Play" is called, forfeit *one*.

5. When playing Sherlock Holmes card, call "SHERLOCK HOLMES" loudly and promptly, *otherwise forfeit Sherlock Holmes card*.

6. If you call "SHERLOCK HOLMES" when you mean SCOTLAND YARD, or "SCOTLAND YARD" when you mean SHERLOCK HOLMES, pay *two cards* to the POOL.

IMPORTANT NOTES

1. If two players turn up a "Sherlock Holmes" card at the same time, **both** may call and reach to capture other players' "playing piles."

2. A "sweep" takes precedence over matching; i. e., when Sherlock Holmes is played no "matching" is allowed.

3. After a sweep pick up your playing pile **if it was not** captured.

4. A player must withdraw his hand quickly beyond the edge of the table after playing a card. He cannot keep his hand hovering above his playing pile in order to protect it. When "Sherlock Holmes" is called, however, he should at once put his hand on his playing pile as quickly as possible.

5. Always *play the upper card in your hand* and on to the *top* of your playing pile. Always put *cards captured underneath* the cards you hold in your hand.

6. **When you capture a playing pile pick up both the captured pile and your own playing pile putting both in your hand.**

7. The Dealer must always act as **referee** in cases of doubt.

8. The Dealer in calling "READY-PLAY" should endeavor to trap the players occasionally, so that they will have to forfeit cards to the pool, i. e., he may sometimes call "READY" without immediately following with the word "PLAY" and sometimes in consequence of this several players may play their cards before the word "PLAY" is called, in which case each in error must forfeit a card to the pool.

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