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Rules for Playing  
The Game of  
**SOMERSET**  
(Single)

Trademark

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## IDEA OF THE GAME

SOMERSET is a card game having seven suits, no one suit having the same number of cards as another. The purpose of the players is to gain an advantage in the play by bidding and to play so that they take as many

The /4 suit consists of five cards 0/4, 1/4, 2/4, 3/4 and 4/4.

The /5 suit consists of six cards 0/5, 1/5, 2/5, 3/5, 4/5 and 5/5.

The /6 suit consists of seven cards 0/6, 1/6, 2/6, 3/6, 4/6, 5/6 and 6/6.

Remember carefully that a **Suit** is each set of cards carrying the same lower **Denomination number** — thus all cards with /6 as the lower denomination number are in the 6 suit. Also, to help you remember the card values in the suits, no card in any suit has a value in excess of the suit number. Examples — The 2/2, the 4/4 and the 6/6 are the highest cards in their respective suits.

## Object of the Game

In the play of the game the object is to take **TRICKS AND COUNT CARDS**. A total of 14 points may be scored in each deal of the four handed game. The five red cards are count

cards and should be carefully played for, to be saved or captured whenever possible. The total count value of these Red cards is seven points, their individual values being shown in the circle to the right of the numerals on these cards. In addition each trick counts one point for the side capturing it. In the four handed game a trick consists of one card played to the table, by each of the players, in rotation, a total of four cards. In the two and three handed games the number of cards to a trick and number of tricks will vary.

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## THE FOUR HANDED PARTNERSHIP GAME

**THE DEAL** — Any one player is first chosen as dealer, by cutting for high card or by agreement. After the first hand is played the deal passes

The  $\frac{1}{4}$  suit consists of five cards 0/4, 1/4, 2/4, 3/4 and 4/4.

The  $\frac{1}{5}$  suit consists of six cards 0/5, 1/5, 2/5, 3/5, 4/5 and 5/5.

The  $\frac{1}{6}$  suit consists of seven cards 0/6, 1/6, 2/6, 3/6, 4/6, 5/6 and 6/6.

Remember carefully that a Suit is each set of cards carrying the same lower Denomination number — thus all cards with  $\frac{1}{6}$  as the lower denomination number are in the 6 suit. Also, to help you remember the card values in the suits, no card in any suit has a value in excess of the suit number. Examples — The 2/2, the 4/4 and the 6/6 are the highest cards in their respective suits.

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in rotation to the left around the table.

The Dealer shuffles the cards thoroughly and deals **one card at a time** to each player starting with the player at his left until each of the four players **has seven cards.** (Each set of seven cards is called a hand.)

## Bidding

There is a total of fourteen points in each deal of the four handed game, seven points in tricks (one point for each trick) plus the seven point total of the red scoring cards.

After examining his hand each player determines in his mind how many of the fourteen possible points he can make with the assistance of his partner. The player at the dealer's left bids first and bidding passes to the left around the table until the high bid has been made by one player, and all others have passed.

**Example** — The player to the left of the dealer may open with a bid of six points. The next player bids seven, the third player passes. The dealer raises his partner's bid of seven to eight. The player to the left of the dealer now passes. The next player passes. The third player, who has previously passed, bids nine. The dealer now passes and so do the other two. The third player is, therefore, the high bidder.

**Note.** If a player does not care to bid he says, "I pass," but has the right to bid later when the turn comes around to him again. If no player cares to bid the first time around, the hand is not played and the deal passes to the left.

**NAMING THE TRUMP.** The high bidder has the right to name the trump (he does not name it while bidding) and usually will find it best to name his longest and strongest suit, saying, for example, "Number five suit is trump," or, "Fives are trumps."

A trump suit is any one of the seven suits that may be named by the highest bidder and the highest trump card played on any trick takes that trick. For example, if the  $\frac{7}{2}$  suit is trump and the cards played on one trick are  $\frac{4}{6}$ ,  $\frac{6}{6}$ ,  $\frac{4}{5}$  (discarded) and the  $\frac{0}{2}$  (the lowest trump) the  $\frac{0}{2}$  card takes the trick. Note carefully, however, that if a player has in his hand a card of the suit led he must play it ("follow suit"). If he has no cards of the suit led he may play a trump or discard from any other suit.

## The Play

The highest bidder always starts the play of the hand and he must lead a trump card for the first trick. After the first trick the winner of that trick and the winner of any succeeding trick may lead any card from his hand. High card of a suit led takes the trick unless one or more

trumps are played. In this case high trump takes the trick.

## "Double" Cards and the "Rover"

Any card having the same denomination number as its suit is called a "Double" that is  $\frac{0}{0}$ ,  $\frac{1}{1}$ ,  $\frac{2}{2}$ ,  $\frac{3}{3}$ ,  $\frac{4}{4}$ ,  $\frac{5}{5}$ ,  $\frac{6}{6}$ .

The  $\frac{0}{0}$  card is called the "ROVER." At any time, when no regularly named trump is played, the  $\frac{0}{0}$  card, ("Rover") played on a trick with any Double makes that Double trumps for that trick only. For example, if cards  $\frac{4}{6}$ ,  $\frac{5}{6}$ ,  $\frac{0}{0}$  and  $\frac{2}{2}$  were played the  $\frac{0}{0}$  card would make the  $\frac{2}{2}$  a trump and the  $\frac{2}{2}$  card would take the trick. Or, if  $\frac{5}{6}$ ,  $\frac{0}{0}$ ,  $\frac{2}{2}$  and  $\frac{4}{4}$  were played,  $\frac{4}{4}$  being a higher double card than  $\frac{2}{2}$  would take the trick. The  $\frac{0}{0}$  card is a double in itself and when played on a trick where no regular trumps or "doubles" are played it becomes a trump

and takes the trick itself. **Note carefully**, however, that the 0/0 card is not a regular trump. It does not have to be played when a trump is led and it will not take a trick over any regular trump, nor will it cause a double to take a trick over a regular trump card. Any named trump card has greater capturing power than the 0/0 card or any double.

In bidding, if desired the 0/0 card may be named the Trump. If the 0/0 card is named as Trump it loses its power to make other doubles trumps but becomes, itself, the highest card in the pack.

## No Trumps

A player may hold a hand of high cards on which he wishes to make a No Trump bid. The 0/0 card in No Trump has no power to make "doubles" trumps. However, since it is the only card in the /0 suit it will always take the trick when led.

## Scoring

When the entire hand is played out, the score is counted. If a bidder has made good his bid, or bettered it, he and his partner are credited with the number of points made and the opponents do not score. For example, if the high bid was nine and the high bidder and his partner scored ten points against the opponent's four they would be credited with ten points and the opponents with nothing.

However, if the high bidder does not make the points bid he is said to be "set" and double the difference between the points he bid and the points he made is deducted from his total score. In addition to that his opponents are credited with double the amount of the points they have scored.

For example. If the bid was eight and each side scored seven the bidder has made one point

less than his bid. Double this is two which is deducted from his total score. In addition the opponents have made seven points and they get two times this, or fourteen points, added to their score. Deductions against a player are applied even if it causes a minus score.

### **The Winners of the Game**

Fifty (50) points constitute a game. The first set of partners to make this score **Wins the Game**.

**Note.** Four players may play single handed instead of as partners. In this case the same general rules apply and the winning score is still fifty points. The differences are (1) the bidding should be less. (2) The player scores for himself so that should he be "set" the other three players add double the points they have made to their individual scores.

## **SOMERSET**

### **For Two Players**

Deal 8 cards to each Player and turn the rest of the Pack Face Down in the center of the table as a Drawing Pile.

After each Trick taken (which, in this case, will be Two Cards Instead of Four) the Winner of the Trick takes the TOP CARD from the Drawing Pile and his opponent the next card before playing for the next trick and so brings the number of Cards in each Hand back to eight. This procedure continues until the Drawing Pile is exhausted. The remaining eight Cards in the hands are then Played Out.

In this Game the number of Trick Points will be 14, and the Red Card Points 7, making a Total of 21 Points for each Deal. 12 is an average bid for this game and 50 Points is the Winning Score. The Same Rules for

Bidding and Play are maintained, as described in the Directions for the Four-Handed Partnership Game.

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## SOMERSET

### For Three Players

When three persons are to play Some'r'set, one card must be discarded. Usually the 0/0 is the card not used however if it is desired to retain the "rover" play discard the 1/0 instead. Deal the remainder of the cards one at a time. Play as with four players, only each player keeps a separate score, and there will be 16 points in each deal, made by nine tricks of three cards each and the seven points on the counter cards.



Any questions arising will be gladly and promptly answered upon request by addressing the publishers of this game.

**PARKER BROTHERS, Inc.**  
Salem, Mass.

