

Mr. CROWE's  
GAMES  
OF

Brag  
Cribbage  
Piquet

Reverse  
Speculation  
and Hazards

COMPLETE

In which are contained,  
The Method of Playing and Wagering  
AT THOSE GAMES

INCLUDING  
The LAWS of the several GAMES

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The FIRST EDITION

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# To Play at Brag

Brag is played with a deck of fifty-two cards in French suits, and is best suited to between four and eight players.

## The Conventions for Wagers

Before starting it is essential that the players agree on the stake and have a common understanding of the rules. It is necessary to agree:

- the initial stake - which is the amount, if any that players must put into the pot before each deal;
- the minimum and maximum initial wagered - the amount that the first player wagers in order to stay in the hand;
- the limit, if any, on the amount by which the wager can be increased by each subsequent player.

A common limit on raising is to agree that no-one can raise the pot by more than its current contents. Thus, in a five-player game, the maximum initial stake would be five times the ante.

## The Ranking of Hands

The order of the possible three-card Brag hands, from highest to lowest, is as follows:

- **Préal, or Pair Royal** – Three cards of equal rank, the best of which is three threes, and then descending from aces to deuces in the usual order
- **Running Flush** – Three sequential cards of the same suit, with the ace serving as either high or low.
- **Run** – As a running flush, but of mixed suits
- **Flush** - Three non-sequential cards of the same suit.
- **Pair** – Two of a kind.
- **High Card** – in any other hand that does not fit the above cases, the highest card from aces to deuces determines its rank.

The highest card in a run, flush, etc. is used to determine which of the same type of hand is better. There is no order of suits, so it is possible for two hands to be equal in rank. In a contest between two equal hands the calling player loses.

## The Stake and Deal

Before each deal, each player must pay the place the agreed initial stake. Deal and play are clockwise. Players may pass the deal, or the deck may be held by an impartial dealer who also serves as a referee. The latter is recommended when the play is at high stakes. In either case the deal passes or is made by the Elder hand of the previous deal.

If it is the first deal of the session, the dealer shuffles. For subsequent deals, the cards are only shuffled if the previous hand was seen and won by a player. In all other circumstances the cards are not shuffled between hands, the previous hands being added to the bottom of the deck.

The cards are dealt out one at a time, face down to the players, until everyone has three cards. Players may look at their own cards, or may choose not to, if they wish to play *blind*. Cards must at never be shown to any player other than the person to whom they were dealt, unless the wagering ends with a *fee*. In that case the cards of the two players involved (but none of the others) are exposed for everyone to see.

## On Wagers

When the cards have been dealt, the betting begins with the player to the left of the dealer. This person can fold, taking no further part in the hand, or can wager any amount from the agreed minimum to the agreed maximum. If all the players except one fold, the last remaining player takes all the money in the pot, and the next hand is dealt.

If any player wagers, every player after that must either fold or wager at least as much as the previous player wagered. A player may wager more than the previous player, but there may be an agreed limit to the amount by which the wager can be increased. The betting continues around the table as many times as necessary.

When there are only two players left in the game, all the others having folded, a third option becomes available. Either player can see the other. Seeing costs twice as much as the previous player's wager. When you pay to see another player, they expose their three cards first. If your cards are better than your opponent's, you expose your hand to prove this and win the pot. If your cards are equal to your opponent's or worse, your opponent wins the pot - you do not have to show your cards in this case. Note that if the hands are equal, the player who paid to see loses.

The following rules of etiquette should be assiduously adhered to:

- The cards should not be shown to anybody
- Do not say anything about your hand
- Never fold out of turn
- Never look at a blind hand until it is your turn to wager

## **Insufficient Funds**

A player who does not have sufficient funds to wager the full amount required must either fold or borrow money from another player or bystander to make up the wager. For this purpose, the player is allowed to show his cards to a player who has already dropped out, who might be prepared to back him financially.

## **Playing Blind**

In addition to the play described above, a player may choose to play any hand blind. Those playing blind do not look at their cards, but leave them face down on the table. They take part in the betting in the normal way, except that all their wagers are worth double. In other words, at each stage they only have to put in half the amount of money they would should they look at their cards.

A blind player may, upon their turn to wager, choose to look at their cards before deciding whether to wager or fold. From that moment on they are no longer considered to be blind, nor benefit from the advantages thereof.

Should all the other players fold - which I am assured does happen – a blind player does not win the pot. Instead, the pot is carried forward to the next deal and the blind player retains his hand.

When just two players remain, one or both of whom are playing blind, the possibilities for one player to see the other are as follows.

- A blind man cannot be seen, and his opponent must wager or fold.
- A blind man can see a blind man may see a blind man. In this circumstance the players turn their cards face up one at a time, alternately, beginning with the player who was seen.
- A blind man can see a open man.

## **Retaining a Blind Hand**

A player who holds a blind hand when all other players have dropped out may retain the blind hand on the table. The next hand is then dealt, so that he now has two sets of cards. He may either look at the new hand, old hand, or neither. Should he look at one of the hands, he must immediately decide whether to keep it or fold it. If he should keep it, he must fold the other without looking at it. He is no longer blind, and plays the next hand in the normal fashion. Should he decide to fold looked at hand, he may play the remaining hand blind by the usual rules; looking at it immediately or later, should he so desire.

If neither hand is looked at, both may be played 'blind' until the holder chooses to look at one of them, in which case the procedure above is followed. Should a player with two blind hands win the pot again, he must choose to retain only one of the two hands, fight unseen, before the next deal.

Note that at no stage when playing two hands 'blind' can both be examined so that the better hand may be chosen.

# To Play at Cribbage

Cribbage is a game for two players played with a deck of fifty-two cards in French suits. A board with which the players may mark their scores with pegs or a small booke in which they may note their score are essential to the play of the game.

## The Stakes

Players may choose to make stakes in a number of fashions. They may fix on a flat stake for the play of the game, or a stake based on the difference in the final score. The amount may be great or small according to their humours.

## The Deal

The dealer is determined in a manner agreeable to the players. He in turn deals five cards to each player, then turns up the topmost card of the deck, which can be used by both players. The Knave Noddy is the Knave of the suit turned up; if it is the card turned up, the Dealer scores two points immediately.

Once the cards have been dealt out each player selects two cards, which are put into a common "crib", which counts for the dealer. Note that this leaves you with three cards plus the card turned up.

## Play

The Eldest hand leads the first card, followed by one from the Dealer, etc. Any time the top cards of the pile form some kind of scoring combination, the player of the last card scores it. All scoring combinations below count. Additionally, if a player makes exactly thirty-one, they score two points. If they score below thirty-one, and their opponent can not make any score of thirty-one or less, they score one point. When thirty-one is reached or surpassed like this, play ends.

## Scoring the Hand

Both players score all the combinations they can make from their three cards plus the card turned up by the dealer. Scoring combinations are:

- Pair -- two points
- Pair Royal -- six points
- Double Pair Royal -- twelve points
- Fifteen -- two points
- Sequence of Three -- two points
- Sequence of Four -- four points
- Sequence of Five or more -- one point each.
- Flush of Three -- three points
- Flush of Four -- four points
- Flush of Five or more -- one point each.
- Knave Noddy other than as the card turned up -- one point

Eldest scores first; however, if Knave Noddy is turned up after the deal, Dealer scores that before any other scoring. After scoring his own hand, the Dealer scores for the crib, counting in the turned-up card.

## Winning

The game is played to 61. If you should score get 61 before your opponent reaches 45, it is called a *lurch*, and counts for a double stake.

## Four-Player Cribbage

This is played in a manner similar to Cribbage, except the players are partnered, two and two. Partners may not sit next to each other. Partners score as if they were a single player. If you should play four-player cribbage, deal only four cards to each player; each places one card in the crib.

However, single hand Cribbage are generally considered as the better game.

# To Play at Piquet

Piquet is a game for two players, using 36 cards from a French deck, from Aces through Sixes.

## The Parts

Each hand of piquet is divided into five parts:

- Blanks and Discards,
- Ruffs,
- Sequences,
- Sets, and
- Tricks.

The parts are played in that order. Scores are counted in each part of the hand; the first player to score 100 points is the winner. This may take several hands. A score sheet or a cribbage board is useful for keeping the score.

The players cut for the deal of each hand, and the holder of the low card deals. Each player is dealt 12 cards in increments of 2 to 4 cards. The remaining stock of 12 cards is placed between the players.

The dealer's hand is called the younger; the others the elder.

## The Stakes

Players may choose to make stakes in a number of fashions. They may fix on a flat stake for the play of the game, or a stake based on the difference in the final score. The amount may be great or small according to their humours.

# Playing the Five Parts of Piquet

## Blanks and Discards

Each player may discard up to 8 cards, and draw as many from the stock. The elder discards and draws first, followed by the younger. Both players must discard and draw at least one card.

A hand with no face cards is called a blank. If the elder has a blank, he may declare the blank and the number of cards he is going to discard. After declaring, he shows his hand to the other player. The younger discards and draws his new cards if he does not have a blank. Then the elder discards, draws and receives 10 points. However, if the younger also has a blank, he declares and shows it. No points are awarded, and play continues as though neither had a blank. The younger may not declare a blank independently.

## Ruffs

A ruff is the total number of points in a suit. Aces count 11 points, face cards count 10 points, and number cards count their number. The elder declares the number of points in the largest ruff. If the younger has an equal or higher ruff, he declares he points, too. If the ruffs are equal, then neither player scores. If not, the high ruff receives points for all cards in the hand. 1 point is scored for each 10 points in the hand. 1 to 4 points are rounded down, and 5 to 9 points are rounded up. The loser may ask to see the winning ruff.

## Sequences

A sequence is a group of three or more consecutive cards in a suit. The elder declares the number of cards in the longest sequence. If the younger has an equal or higher sequence, he declares it. If the sequence sizes are equal, both declare the largest card in the sequence. If both sequences are of equal length with the same high card, then neither player scores. Otherwise, either the longest sequence, or the sequence containing the largest card receives points for all sequences in the hand. Sets of three and four score 3 and 4 points, respectively. Sets of five and

up score 10 points plus the number of cards in the sequence. The loser may ask to see the winning sequence.

## Sets

A set is three or more tens, Jacks, Queens, Kings or Aces. The elder declares the number of cards in the largest set. If the younger has an equal or higher set, he declares it. If the set sizes are equal, the set card is declared. The largest set, or, if both have sets of equal size, the set with the highest card receives points for all sets in the hand. Sets of three score 13 points, and sets of four score 14 points. The loser may ask to see the winning set.

## Tricks

Tricks are played like no-trump tricks in bridge. For the first trick, the elder leads a card, and the younger tries to play another, higher card in the same trick. The highest card in the "lead" suit wins the trick. The winner of the trick leads for the next trick, and so on until all cards are played. Tricks are scored both during and after play. Players receive 1 point for leading a ten or larger, 1 point for winning a trick, 2 points for winning the last trick with a ten or higher, or 1 point for winning the last trick with a nine or lower. After all tricks are played, each player counts the number of tricks they have won. A player with seven through eleven tricks receives 10 points; a player with all twelve tricks (known as a capet) receives 60 points.

## Repique and Pique

Players may also score points for preventing the other player from scoring during a hand. A player gets a pique if he reaches 30 points during the tricks, and the other player has no points. A pique is worth 30 points.

A player gets a repique if he reaches 30 points during the first four parts of the hand, and the other player has no points. A repique is worth 60 points. Players must declare that they have a pique or repique, or else they do not receive any points for them.

# To Play at Whift

Whift is a game for four players in two partnerships with the partners fitting opposite each other, and played with a French-fuited deck.

## The Stakes

Players may choose to make stakes in a number of fashions. They may fix on a flat stake for the play of the game, or a stake based on the difference in the final score. The amount may be great or small according to their humours.

## The Deal

The players then cut for the first deal. Once this is done the cards can be shuffled by any player, though usually the player to dealer's left. The dealer has the right to shuffle last if they wish. The cards are cut by the player on dealer's right before dealing. The dealer deals out all the cards, one at a time, face down, so that each player has thirteen cards. The final card, which belongs to the dealer, is turned face up to indicate which suit is *trumps*. The turned up trump remains face up on the table until it is dealer's turn to play to the first trick. The deal advances clockwise.

## Play

The player to the dealer's left leads to the first trick. Any card in his hand may be led. The other players, in clockwise order, each play a card to the trick and must follow suit by playing a card of the suit led if they have one. A player with no card of the suit led may play any card either discarding or trumping. The trick is won by the highest card of the suit led, unless a trump is played in which case the highest trump wins. The winner of the trick leads to the next trick. This continues until all thirteen tricks are played, at which point, the score is recorded. If no team has enough points to win the game then another hand is played.

Once the trick is played, the cards are turned face down and kept in a stack of four near the player who won the trick. Before the next trick starts, a player may ask to review the cards that were in the very last trick only. Once the lead card is played, however, no previously played cards can be reviewed by anyone.

## Scoring

After all 13 tricks have been played, the side which won more tricks scores one point for each trick won in excess of six. These tricks are known as the called the *odd tricks*. A game is over when one team reaches a score of ten.

## Some Comments on the Play

- For the opening lead, it is best to lead your strongest suit, which is usually the *longest*. A *singleton* may also be a good lead, trying to trump in that suit as a partner normally returns the suit led.
- 1st hand: It is usual to lead the king from a sequence of honours that includes it, including ace-king, as the lead of an ace therefore denies the king.
- 2nd hand usually plays low, especially with a single honour. However, it is often correct to split honours, or play the lower of two touching honours, and to cover a knave or 10 when holding queen and cover a queen when holding the ace.
- 3rd hand usually plays high, though play the lowest of touching honours.
- Discards are usually low cards of a suit you do not like, however, when the opponents are *drawing trumps* a suit preference signal is given by throwing a low card of your strongest suit.

# To Play at Speculation

Speculation is a game for several, played with a French-suited deck. Cards increase in value from deuces lowest to aces highest.

## The Stakes

The players must agree on the value of funds each player brings to the table, and the portion of that amount to be wagered on each hand. The dealer's stake on each hand is half again as much as the other players.

## The Deal

The players then cut for the first deal. Once this is done the cards can be shuffled by any player. Like Brag, the cards are not shuffled between hands unless the dealer wins by an ace. Three cards are dealt to each player face down. Players must not look at these cards except as detailed below. Finally, the dealer draws a fourth card for himself face up, and its suit is trump.

## Play

If an ace is not drawn, the dealer may choose to keep it, or, alternatively, auction it to the other players. Once one of these things has been done, play passes to the player to the left. This player turns up his top card. If it is not trump, or lower than the dealer's trump, play passes to the left. Should it be a higher trump, the player may keep or auction is as they choose. Should a card be fold, play restarts at the purchaser's left, and when play comes to the player with the highest trump, his turn is passed.

## The End

Play continues until all of the cards have been turned except the holder of the highest trump, in which case the player with the highest trump wins the pot, or the ace is drawn, in which case that player wins immediately. Should no trump be revealed except the dealer's, the pot remains for the next hand.

# To Play at Hazards

Hazards is an ancient game for several players played with a pair of dice.

## Wagers

A player is determined to be the *shooter* in a manner agreeable to the players. The other players, or *setters*, act in concert to match the shooter's wager. Once a *chance point* is rolled the shooter may continue or retrieve his wager as pass the dice. The setters may offer odds to encourage the shooter to keep the dice.

## The Play

The shooter first tries to roll a *main point*, a total between five and nine inclusively. Any other point total is re-rolled. After a main point has been established, the shooter then tries to roll a *chance point*, a total between four and ten inclusively, which is not the main point.

However, it is possible for the shooter to win (*nick*), or lose (*throw out*) while establishing a chance point, as follows:

- If he rolls the main point again, he wins.
- If he rolls a two or three, he loses his wager but retains control of the dice and may play again.
- If he rolls a twelve and the main point is even (a six or eight) he wins.
- If he rolls a twelve and the main point is odd (five, seven, or nine) he loses.
- If he rolls an eleven and the main point is seven, he wins.
- If he rolls an eleven and the main point isn't seven, he loses.

Once the chance point has been established, no other roll matters except the main point and the chance point. The shooter continues rolling until he rolls the chance point and wins, or the main point and loses his wager and passes the dice to his left, excepting the case listed above.