THE 1980

ACADEMY Milliam OF Polle PLAY;

Containing, a full Description of,

And the Laws of Play,

Now observed in the several Academies of Paris,

RELATIVE TO

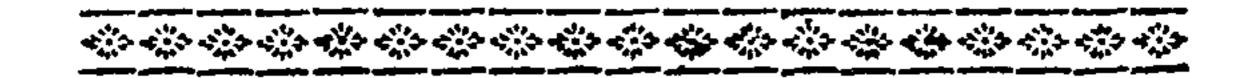
The following GAMES, viz.

Romestecq, Piquet, Lottery, Quadrille, Ma Commere, Sizette, La Mariée, Guinguette, Ombre, Le Sixte, Triomphe, Quintille, Vingt-quatre, Piquemdrill, The Beast, La Belle, Imperial, La Mouche, Gillet, Man D'Auvergne, The Reverse, Cul-bas, Papillon, The Farm, The Game of Hoc, The Cuckoo, L'Ambigu, Brusquembille, L'Emprunt, Commerce, The Comet. Le Poque, Tontine,

From the French of the Abbé BELLECOUR.

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T H E

G A M

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TONTINE.

HE rules we here give for playing this Game, are entirely new; nothing of this fort having yet been published; for the Game is almost unknown at *Paris*; though much play'd in some Provinces; and as it is highly entertaining, there is reason to expect that it will be well received.

Tontine may be play'd by twelve or fifteen per-

fons; the more the merrier.

All the small Cards are here used, that is, it is

play'd with an entire Pack of fifty-two Cards.

Before they begin, every one is to take a Stake, confisting of twelve, fifteen, or twenty Counters, more or less: each of which they value as they please: and at the beginning of the party, each Player puts three Counters into a box, which is on the middle of the table; then he who is to deal, being cut to by him on his lest hand, turns up a

Card from the Stock, or each Player, according to his rank, and gives at the same time one to himself.

The Player whose Card turn'd up is a King, draws three Counters from the box, for his own prosit; if it is a Queen he draws two; and for a Knave one; he that has a Ten, neither draws or pays any thing; he that has an Ace, gives one Counter to his lest hand neighbour; he that has a Duce, gives two, to his second lest hand neighbour; and he that has a Three, gives three to his third lest hand neighbour: as for him that has a Four, he puts two of his Counters into the box; a Five puts one there; a Six two; a Seven one; an Eight two; and a Nine one; observing to pay, and to be paid, exactly what is due.

Then he who is on the right of the first Dealer, takes up the Cards and deals; and this Deal is play'd in the same manner as the first; and each

Player deals in his turn.

They who have lost all their Counters are dead; but they do not die without hope; seeing that any one of them may revive again, by the assistance of an Ace, which may be in the hand of his right hand neighbour, for which he receives a Counter; or by means of a Two, that may be in the Hand of his second right hand neighbour, for which he receives two Counters; or by a Three, in the Hand of his third right Hand neighbour, for which he receives three Counters.

The Player who has a fingle Counter only, has the same right to play, as he that has ten or twelve; and if he should lose two or three Counters that Deal, he can only pay what he has got, and has his discharge.

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The deceas'd Players have no Cards before them, nor do they deal, though it comes to their turn, unless they are lucky enough to come to life again, then they play on, just as if they had never died.

He who outlives all the rest, by having Counters left, when theirs are gone, wins the party, and en-

joys what all the others have deposited.



THE

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LOTTERY.

Without doubt, the most amusing, and the Game of the greatest commerce. A great excellence of this Game is, that it is most agreeable when there is a great number of Players; for it may be play'd by ten, twelve, or more; but not well with less than four or sive Players.

They play with two entire Packs of Cards, one of which serves for the Tricks, and the other for

the lots or prizes.

Each Player should take a certain number of Counters, more or less, that, and their value depending on the will of the Players.

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