

**Rules**

*Rules for playing*

# **THISTLE**

**PARKER BROTHERS  
CARD GAME**

**For 2, 3, 4, or Partnership Play**

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**Rules**



# Rules for playing THISTLE

## OBJECT:

The object of this game is to be the player who scores the most points in four rounds of play.

## EQUIPMENT:

The equipment consists of a pack of 108 cards and a special card tray. As players read the rules they should look at the various cards and familiarize themselves with them. Two of the cards contain type only, and are designed to provide easy reference for scoring. These cards should be removed from the pack before playing. The actual playing cards used in the game are shown in illustration on next page.

There are ten suits of cards in the game as follows: MacArthur, Scott, Grant, etc. etc. Each suit consists of nine Clan Cards and one Coat of Arms Card. Thus the MacArthur suit has nine MacArthur Clan Cards and one MacArthur Coat of Arms Card. In addition, there are six Castle Cards. These do not belong to any suit.

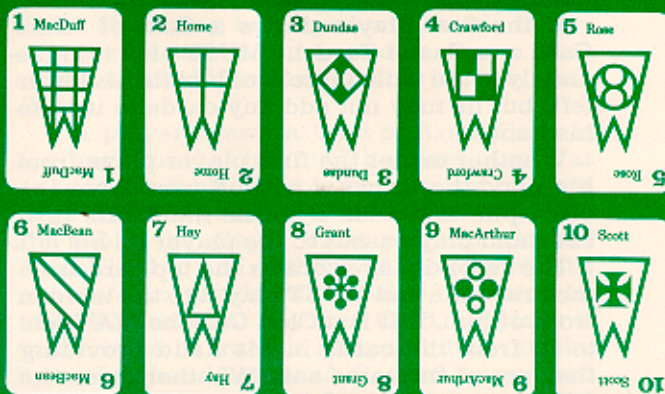
## PREPARATION:

Place the card holder in the center of the table. Select one player to be the dealer. He shuffles all the cards and deals six cards, face down, to each player. He places all the remaining cards face down in the card holder. Players pick up their cards and hold them without allowing their opponents to see them. The player to the left of the dealer plays first.

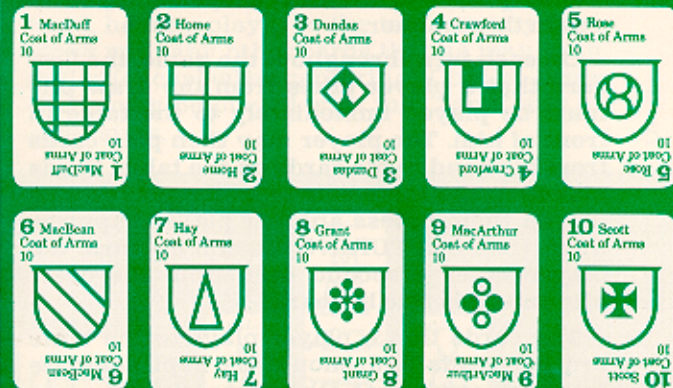
## PLAY:

The first player draws the top card from the draw pile and **MUST** play it immediately to the table in front of him. If it is a Clan Card, he **MAY** play to it one or more cards of the same Clan if he has any in his hand. He may also play from his hand ANY one Coat of Arms Card of the same or a different suit or ONE Castle Card to the Clan Card he drew from the draw pile. (Generally, it is not to a player's advantage to play cards from his

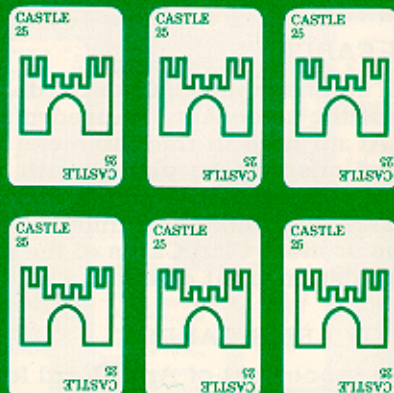
## 10 CLAN CARDS



## 10 COAT OF ARMS CARDS



## 6 CASTLE CARDS









## CASTLE CARDS:

There are six Castle Cards in the pack. These cards have no relationship to the Clans but may be played on the cards of any Clan to increase the players' scores. Castle Cards are played in the same way that Coat of Arms Cards are played and may be played with any Clan Card.

## CAPTURING:

A player may capture cards from his opponents in the following manner:

At the beginning of every turn, a player should look carefully at the cards that his opponents have played to the table. If he sees that one of his opponents has either 2 or 3 cards of the same Clan (either with or without a Coat of Arms or Castle Card), and if he has the same number of cards of that Clan in his own hand, he may make a Capture. He picks up his opponent's 2 or 3 Clan Cards, as the case may be (Plus the Castle or Coat of Arms Card if there is one), and adds to them the same number of Clan Cards of the same suit from his hand, and plays all of the cards to the table in front of himself. When a player captures **THREE CARDS** he automatically forms a book of six cards and it must be set aside for scoring.

If a player has any Coat of Arms or Castle Cards on the table which he has been unable to play with Clan Cards, he may add any one of them to his captured cards. He may not, however, do this if the **CAPTURED CARDS** included a Coat of Arms or Castle Card.

The player who elects to make a capture must do so in place of his regular turn. The player cannot draw a card from the draw pile and he cannot play any cards from his hand to the table except those cards used to complete the capture. A player may make only one capture on his turn.

Remember that a capture may be made only when an opponent has two or three cards of the same Clan on the table. A capture **may not** be made when an opponent has one, four, or five cards of the same Clan played together in front of him. A player with one, four, or five cards of the same Clan on the table is safe from capture as far as these cards are concerned.

## BOOKS:

A player should try to form books. A regular book consists of six cards of the same Clan and a special book consists of six cards of the same Clan plus a Castle Card or a Coat of Arms Card. A player may start a book by drawing a Clan Card at the beginning of his turn which must be played to the table. On that turn and on any future turn, the player may add cards from his hand to Clan Cards of his own on the table. (A player may not **START** a new book by playing a card from his hand unless he has a card of that Clan on the table. For the one exception **SEE CAPTURING**.) If a player has a Clan Card on the table in front of him and he draws a second Clan Card of the same suit at the beginning of a turn, he must add it to the first thus making these two Clan Cards subject to capture.

When a player has six cards of the same Clan either with or without a Castle or Coat of Arms Card, he has a book. The book must be set aside for later scoring and **no other cards may be added to it** on a later turn.

## ENDING THE GAME:

If at any time during the hand, a player, on his turn, is able to play all of the cards in his hand to the cards in front of him on the table, the hand ends. The player going out doubles the entire score for his hand. Each player has one more turn after the last card has been drawn either to capture or play his cards to the table, the last play going to the player who drew the last card. After each hand, the players' scores are recorded. Four hands make a game.

## SCORING:

At the end of each round, players score as follows:

For each book .....	100 points
Book with a Coat of Arms Card that is not of the same suit ...	150 points
Book with Castle Card .....	200 points
Book with a Coat of Arms Card of the same suit .....	300 points

Next, each player counts all of the cards which have been played to the table in front of him not including the cards in any of his



books. The cards count as follows:

Clan Cards .....	5 points each
Coat of Arms* .....	10 points each
Castle Cards* .....	25 points each

*These do not count unless they are played with one or more cards.*

For each card held in the hand at the end of the game and for Coat of Arms and Castle Cards on the table but not with Clan Cards DEDUCT as follows:

For each Clan Card .....	5 points
For each Coat of Arms Card .....	10 points
For each Castle Card .....	25 points

### SUMMARY OF PLAY:

On any turn a player may elect to make a capture or take his regular turn. These two plays are summarized below.

If a player elects to make a capture, he does NOT draw a card from the draw pile on that turn. To make a capture, he must have 2 or 3 Clan Cards in his hand of the same suit as the 2 or 3 Clan Cards which an opponent has on the table. If the opponent has a Castle or a Coat of Arms Card with his vulnerable Clan Cards, it goes with the capture. Once the capture has been made, his turn ends.

If a player elects to take his regular turn, he draws the top card from the draw pile and MUST play it immediately to the table in front of him. He may then play other cards from his hand to his cards on the table. Lastly, he draws a second card from the draw pile and adds it to his hand. This ends his turn.

### WINNING THE GAME:

After four rounds have been played, the player having the highest total score wins the game.

### PARTNERSHIP GAME:

In this game, the rules are the same as in the single game with the following exceptions:

Partners sit opposite each other.

Partners may play cards from their hand to the cards on the partner's side.

Partners may capture from each other if it is to their advantage.

One score is kept for both partners.

Score is doubled for the hand if one partner goes out.

## THISTLE

### Sample Partnership Game

Arrange the four hands as follows:

#### A's HAND:

4 Coat of Arms, 4, 4, 6, 2, Castle

#### B's HAND:

7, 6, 1, 1, 8 Coat of Arms, Castle

#### C's HAND:

9, 6, 6, 4, 1, 1

#### D's HAND:

10, 8, 5, 3, 2, 9 Coat of Arms

### THE PLAY:

A and C are partners. B and D are partners.

### I ROUND I

- A draws a 3 Coat of Arms Card, and, as he has no Clan Card with which to play it, he must place it to his left near the edge of the table. (This card will count against him at the end of the game unless he is able to make a capture. If he does, he can add this card to the captured cards. This is the only way this card can come back into play.) He then draws a second card from the draw pile (a 6) and adds it to his hand.
- B draws a 10 and must play it to the table in front of himself. He then draws a second card (a 3) adds it to his hand, and his turn ends.
- C draws a 6 and plays it to the table before him. He could also play either, or both, of the 6's in his hand to the table, but he elects not to as they would be subject to capture. Two or three cards of the same clan can be captured. He draws a 3 to his hand and his turn ends.
- D draws a 2 Coat of Arms and must play it to the table to his left, as A had to do. He then draws a 10 to his hand.

### ROUND II

- A draws a 4 and plays it to the table in front of him. He could add the two 4's in his hand to it but elects not to. He draws a 4 to his hand, thus ending his turn.
- B draws a Castle card and must play it to the

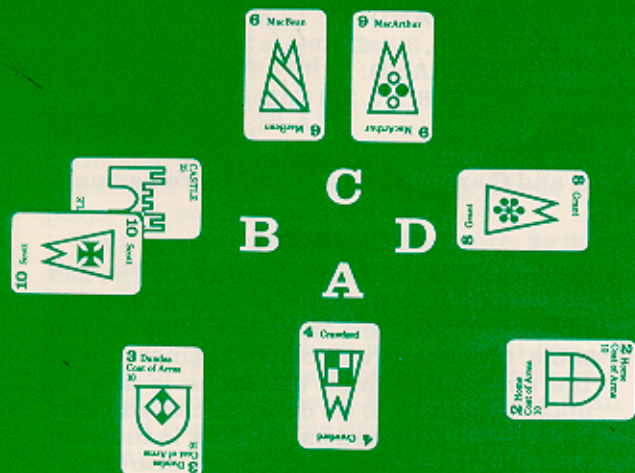


table with the 10 which is already there. (Only other 10's may be added.) He draws a 4 to his hand.

**C** draws a 9 and plays it to the table; and draws a 6 to his hand.

**D** draws and plays to the table an 8; draws to his hand a 2.

The table would now look like this:



### ROUND III

**A** draws and plays an 8; plays 3-4's from his hand to the 4's on the table (making them safe from capture), adds a 4 Coat of Arms towards a perfect book; draws a 7 to his hand.

**B** draws a 2 to the table and a 5 to his hand.

**C** draws a 3 to the table, adds a 4 from hand to partner's 4's, adds 3-6's to his 6 on the table. He then draws a 7 to his hand.

**D** draws a 4 to the table and an 8 to his hand.

### ROUND IV

**A** draws a 3 to the table, adds 2-6's to partner's plus a Castle. This makes a 200 point book which is immediately closed, removed from the table and set aside for scoring at the end of the hand. He then draws a Castle.

**B** draws a 7 to the table and a 1 to his hand.

**C** draws a 7 to the table and an 8 to his hand.

**D** draws a 10 to the table and a 10 to his hand.

### ROUND V

**A** draws a 1 to the table and a 7 Coat of Arms to his hand.

**B** draws a 5 to the table, plays an 8 Coat of Arms to partner's 8, draws an 8 to his hand.

**C** draws an 8 to the table, draws a 3 to his hand.

**D** draws a 10 to the table, plays 3-10's from his hand to his own 10's. He then draws a 9 to his hand.

### ROUND VI

**A** draws a 1 to the table, adds 7 Coat of Arms to partner's 7 on table, draws a 2 to his hand.

**B** does not draw, instead he uses two of the 3-1's in his hand to capture A's 2-1's. His turn ends.

**C** draws a 2 to the table; draws a 6 Coat of Arms to his hand.

**D** draws a 10, adds it to the 10's on the table thus completing a book without a bonus card which is called a "Thistle." He then draws a 7 to his hand.

### ROUND VII

**A** draws an 8 to the table; then draws a Castle to his hand.

**B** draws a 1 to the table, adds a 1 plus a Castle from his hand thus making a book. He then draws a Castle to his hand.

**C** draws a 10 to the table, adds 1-8 to partner's 8 and then draws a 9 to his hand.

**D** draws a 3 to the table, adds 2-8's to the table and draws a 7 to his hand.

### ROUND VIII

**A** draws a 4, adds it to the 5-4's on the table, which has its own Coat of Arms Card with it. This makes a perfect book. He then draws a 2 to his hand.

**B** draws a 10 to the table, adds 1-8 to partner's, then draws a 3 to his hand.

**C** draws a 9 to the table, adds 2-9's from his hand, adds a 6 Coat of Arms to the 9's, then draws a 3 to his hand.

**D** draws a 5 Coat of Arms which he plays with the 4 and draws a 1 to his hand.

## ROUND IX

- A** draws a 7 to the table, draws an 8 to his hand.
- B** draws a 2 to the table, adds a 4 from his hand to his partner's 4 (these are in a closed book), adds a Castle to 5 and then draws a 7 to his hand.
- C** draws a 9 to the table, adds 3-3's to 3's on the table, and then draws a 6 to his hand.
- D** does not draw, uses 2-2's from his hand to capture his partner's 2-2's on the table and puts them with the immobilized 2 Coat of Arms Card which was previously placed aside on the table. His turn ends.

## ROUND X

- A** draws a 4 to the table, adds 3-2's to partner's 2, adds a Castle to 2's, an 8 and a 7 to the table, a Castle to the 8's and goes out.

### SCORING

- A-C:** Deduct 20 points for cards left in C's hand and 10 points for the number 3 Coat of Arms on the table without Clan Cards.

Perfect book	300
Castle book	200
Cards on Table	<u>190</u>
	690
Minus 30	<u>-30</u>
	660
Score is doubled for going out	<u>X 2</u>
Points	1320

- B-D:** Cards in hand—deduct 70 points.

Castle book	200
Thistle book	100
Cards on Table	<u>155</u>
	455
Minus 70	<u>-70</u>
	385

Cards are then re-shuffled, and three more hands are played before the game ends.

*We will be glad to answer inquires concerning these rules. Parker Brothers, Inc., Salem Mass.*

