

THE Sporting Magazine

THE GAME OF TONTINE.

THE rules we here give for playing this game, are entirely new; nothing of this having yet been published for the game, it is almost unknown in London, except in the polite circles of fashion. But as it is highly entertaining, there is reason to expect that it will be well received.

Tontine may be played by twelve or fifteen persons; but the more the merrier.

It is played with an entire pack of fifty-two cards. Before they begin, every one is to take a stake, consisting of twelve, fifteen, or twenty counters more or less; each of them they value as they please: and at the beginning of the party, each player puts three counters in the box, which is on the middle of the table; then he is to deal, being cut to him by his left 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 turned up is a king, draws three counters from the box, for his own profit; 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 left hand neighbour; he that has a deuce gives two to his second left hand neighbour, and he that has a three, gives three to his third left hand neighbour, as
for

his second left-hand neighbour; and he that has a three gives three to his third left 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 played 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 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 two, which 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 single 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.

The deceased 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 again, 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 enjoys what the others have deposited.