

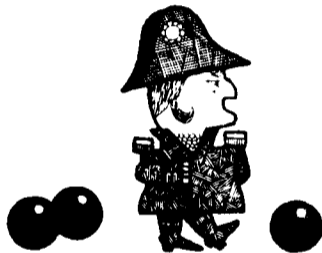


COUP d'ÉTAT

RULES

For Three or Four Players

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A COUP d'ÉTAT is an overthrow of existing authority

INTRODUCTION

In this game there are 6 "hands" each of which is different and each of which must be played to complete a "round." The number of "rounds" to complete a game is always equal to the number of players in the game. Each player plays for himself and partnerships are not permitted. The winner is the player with the most money at the end of the game.

EQUIPMENT

1. A pack of cards having four suits (Spades, Hearts, Diamonds, and Clubs) with eight cards in each suit plus one special **Coup** card. In each suit the Ace is highest in value followed in order by the 10, King, Queen, Jack, 9, 8, 7. **Note that the 10 ranks next to the Ace and ahead of**

the King. The suits are of equal value.

2. A Director's Board which is used to record the "hands" and "rounds" played.

3. Six daggers, which are the markers used on the Director's Board.

4. Four charts which describe the object of each of the six games and list the rewards and penalties. The **Director's** side is used when the Director is controlling the game and the **Coup** side is used when a player is attempting to overthrow the Director.

5. A supply of money. Because the basic idea for the game originated in France, the denominations are in francs.

PREPARATION

Each player takes a chart and 10,000 francs in the following denominations:

Two 2000 franc notes, three 1000 franc notes, five 500 franc notes and five 100 franc notes. Place six daggers in the six holes in the Director's Board under the letter S (Start).

After the cards have been shuffled, each player draws a card from the pack. The player drawing the card highest in value becomes the Director (dealer) for the start of the first round. The **Coup** card is the highest card in the deck. If two players tie for high, they draw again. If only three are playing, remove the **sevens** and **eights** from the deck before dealing.

PLAY

The Director places the Director's Board in front of him. He deals eight cards, **face down**, to each player and puts the last card in the center of the table, also

face down.

All players pick up their cards and sort them by suit and by value without exposing them to the other players. The player holding the **Coup** card must announce it to the other players. He then must decide whether or not he wishes to try for a **Coup** and thus overthrow the Director and become the Director himself for the ensuing hand. If the **Coup** card should be in the center of the table, rather than in a player's hand, the Director must shuffle and deal again.

USING THE DIRECTOR'S CHART

Let's assume that, in this first hand, the player holding the **Coup** card decides against trying for a **Coup**. He discards his **Coup** card, which is not used in this hand, and replaces it with the extra card from

the center of the table.

The Director, after studying his cards, decides which of the six "hands" listed on the Director's Board he wishes to play. He announces his choice to the other players and moves the dagger opposite that "hand" on the Director's Board to the right, one space, so that it is now under column 1. Each player turns his chart to the Director's side. The Director starts the game by playing a card, **face up**, to the center of the table. He may play any card that he wishes except as follows:

If he has selected **Barbu**, he may not lead a **Heart** to start the first trick. If he has selected **Siege**, he may not lead a **Spade** to start the first trick. If he has selected **Guillotine**, he may not lead a **Heart** or a **Spade** to start the first trick.

Siege, for example, each player counts the number of Spades he has taken, multiplies that number by 100 and pays the equivalent number of francs to the Director. The Director does not pay any penalties, except that he does not collect any francs that he might have won from others whenever he takes penalty cards. It is therefore very important to become the Director and try to prevent others from taking over the Directorship.

DOMINOS

The object of the game of **Dominos** is to force some other player to play the last card. In **Dominos**, unlike the other games, the 10 ranks between the Jack and the 9. If the Director elects to play **Dominos**, he plays any card from his hand, **face up**, in the center of the table. The player to his

left then must play a card that is either next higher or next lower in value of the suit led or a card of the same value of another suit. If he can play, he must, but if he can make none of these plays, he passes his turn. Other players follow in turn playing a card next higher or next lower in value on the suits already started or starting new suits with cards of the same value as the card **originally** played by the Director.

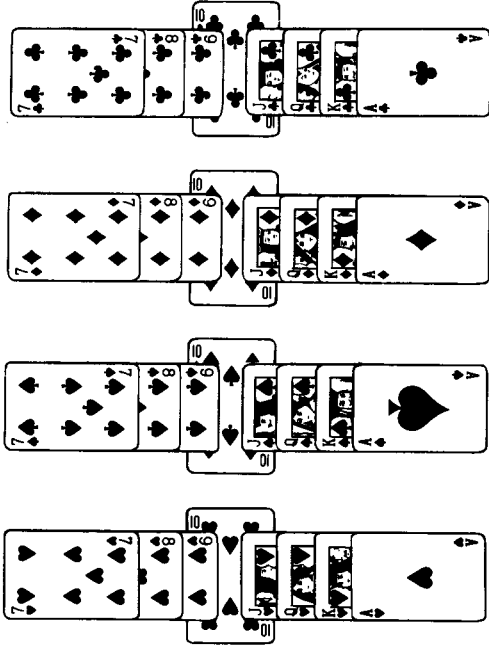
In the diagram following, assume that the Director started the game with the 10 of Hearts. The second player then played the 9 of Hearts and the third player the Jack of Hearts. The fourth player having neither the 8 nor the Queen of Hearts played the 10 of Spades. Play continued in this manner until all cards were played and the layout of cards on the table ap-

peared like the diagram.

A player plays only one card per turn except when he plays an **Ace on a King**. This entitles him to continue to play all or any of the cards in his hand that are playable. He is **not** required to play more than the Ace unless he thinks it to his advantage to do so.

USING THE COUP CHART

After the first "hand" has been completed the Director shuffles and deals the cards as before and, as before, the player who is dealt the **Coup** card must decide whether or not he wishes to try for a **Coup**. In making his decision he must remember that there are now only five different "hands" to choose from since one of the six "hands" of the "round" has already been played. Let us assume that this time



the player with the **Coup** card decides to try for a **Coup**. He announces the game he wishes to play and the Director moves the appropriate dagger from the "S" column to the "1" column. All players turn their charts to the **Coup** side.

In order to make a successful **Coup** a player must accomplish what is required by the **Coup** side of the chart for the "hand" he has selected. It is not easy to make a **Coup** because every other player will try to prevent it. These other players are not subject to the penalties that are listed on the Director's side of the chart.

The player trying to make a **Coup** does have several advantages. First, he selects from the "hands" not played during the current "round" the one he wishes to play. Second, he has the opportunity to lead the first card. Third, the **Coup** card which he

holds in his hand is wild; that is, it is the highest in value and thus captures any other card. The only exception is that it cannot capture an Ace of the suit led if the Ace is played before it on the same trick. It does capture the Ace if the Ace is played after it.

When a player is trying to make a **Coup**, the extra card in the center of the table is captured by the player taking the first trick and becomes a part of that trick. If a player tries to make a **Coup** in **Dominos** he is not permitted to use the **Coup** card but must replace it in his hand with the extra card from the center of the table.

If the player attempting to make a **Coup** is unsuccessful, he places under the Director's Board the amount of money indicated on the chart as a penalty. This is called the **Treasury**. This money goes to

the first player who makes a successful **Coup**, or if no one does during the "round," to the player who is the Director at the time all six hands of a "round" have been completed.

If the player attempting to make a **Coup** is successful, he is paid by each of the other players the amount indicated on the chart for the game played. He takes the Director's Board and collects any money that may be in the Treasury, and continues as the Director until some other player makes a **Coup** and takes the Directorship away from him, or until all "hands" for the "round" have been played.

If the Director is dealt the **Coup** card, he may try for a **Coup**. If successful he receives the amounts listed on the **Coup** side. If unsuccessful, he pays the penalties to the Treasury but does not lose the

Directorship.

The player to the left of the original Director becomes the Director for the second "round" regardless of who was the Director at the end of the first "round." Thus during a game each player will have the opportunity of starting a "round" as the Director.

HIDDEN COUP

A **Hidden Coup** can be tried in **Waterloo**, **Siege** and **Guillotine ONLY**. Suppose, for example, the player holding the **Coup** card decides against trying for a **Coup** and the Director therefore names the "hand" to be played. Let us assume further that the Director has selected to play **Siege** in which the object is to avoid taking Spades. If, however, any player other than the Director is able to take all of

the Spades, he is not penalized 100 francs for each one taken but instead receives 100 francs from each of the other players as indicated on the **Coup** side of the charts and becomes the new Director. If he fails to take all of the Spades, he pays only the regular penalties on the Director's Chart for those he has taken and does not even have to confess that he was trying to make a **Coup**. A **Hidden Coup** is not permitted if some other player is attempting to make a regular **Coup**, nor can the Director try for a **Hidden Coup**.

To succeed in completing a **Hidden Coup** a player usually has to be something of an actor. The first time he takes a penalty card or two, he must seem very upset in order to prevent the other players from learning too early in the "hand" what he is trying to do.

BORROWING

If, during play, a player runs out of money, he may borrow from any other player at an interest rate of 200 francs per 1000. In other words, he must pay back 1200 francs for every 1000 borrowed. He also must contribute at least $\frac{1}{2}$ of future winnings to the one from whom he borrowed until the loan and interest have been repaid.

WINNING THE GAME

When all "rounds" have been completed (three if three play and four if four play), each player counts his money. Players who have borrowed must subtract any debts including interest which they owe. Players who have lent money are entitled to add the amounts still due plus unpaid interest. The player with the most

money is the winner.

SOME TIPS ON PLAYING

BARBU—Director's "hand": If you hold the King of Hearts get rid of it as soon as you can without taking the trick. Play it on someone else's Ace or 10 or discard it when you cannot follow the suit led.

TO MAKE A COUP: You probably need the King and another high Heart in your own hand to have a chance of making a successful Coup. The more of the eight possible Hearts you hold in your hand, the better your chances.

WATERLOO—Director's "hand": Get rid of any Queens you hold in your hand as soon as you can without taking any tricks. Play them on other players' higher cards, or discard them when you cannot follow suit.

TO MAKE A COUP: You do not need to hold all of the Queens in your own hand, but you do need lots of high cards to be able to take the lead and keep it.

SIEGE—Director's "hand": Small Spades probably will not hurt you, but get rid of the high ones whenever you can without taking tricks.

TO MAKE A COUP: The best hand is a long suit in Spades, headed by the Ace. You should have at least one other Ace to lead for the first trick.

TOUCHE—Director's "hand": Play low on the first trick and try to save a low card for the last trick. It is better not to have to lead late in the game as other players may have gotten rid of the high cards in the suit you are holding.

TO MAKE A COUP: You need one or

two Aces to go with your Coup card. Take the first trick and try to regain the lead by the next to last trick so that you can lead for the last.

GUILLOTINE—Director's "hand": You are fortunate if you have a hand full of low cards. It is not safe to take any trick in this game.

TO MAKE A COUP: This is the most difficult "hand" in which to complete a successful Coup but the rewards are also great. You will need to take all of the tricks to be sure of success.

DOMINOS: In the Director's "hand" and when trying to make a Coup it is best to have no cards of the highest or lowest values because these cards cannot be played until late in the game. It is well to hold cards that run in sequence, thus as-

suming several successive plays. The Coup card is not used in Dominos even when a Coup is attempted.

SHORT GAME: If you wish to play a shorter game, eliminate entirely the "hands" of BARBU and TOUCHE. Each "round" consists of any three of the four remaining "hands." As soon as three "hands" have been completed (regardless of which three) the Directorship passes to the next player. All other rules remain the same.

If 6, 7 or 8 wish to play, use two sets and play at two tables.

Questions on this game will be answered gladly by Parker Brothers, Inc., Salem, Massachusetts

HISTORY

The origin of COUP d'ETAT is obscure, but it is believed that the game was first played by political prisoners in the dungeons of France over two centuries ago.

Even the old game was highly interesting, but the new one with its "COUP" and "HIDDEN COUP" overthrow is a fascinating new concept and has a spearpoint challenge for game-lovers looking for something different.



DIRECTOR'S CHART

HAND	AVOID TAKING OR DOING	PENALTY Pay to Director
BARBU	<i>Don't take King of Hearts</i>	<i>Pay 800 Francs if you do</i>
WATERLOO	<i>Don't take any Queen</i>	<i>Pay 200 Francs each</i>
SIEGE	<i>Don't take any Spades</i>	<i>Pay 100 Francs each</i>
TOUCHÉ	<i>Don't take 1st or last trick</i>	<i>Pay 400 Francs each</i>
GUILLOTINE	<i>Don't take any of above</i>	<i>Pay above for each taken</i>
DOMINOS	<i>Don't be last out of cards</i>	<i>Pay 800 Francs if you are</i>

COUP CHART

HAND	TO SUCCEED YOU MUST	IF SUCCESSFUL <i>Collect from each Player</i>	IF YOU FAIL <i>Pay Treasury</i>
BARBU	<i>Take King of Hearts</i>	<i>600 Francs</i>	<i>800 Francs</i>
WATERLOO	<i>Take all Queens</i>	<i>1000 Francs</i>	<i>800 Francs</i>
SIEGE	<i>Take all Spades</i>	<i>1000 Francs</i>	<i>800 Francs</i>
TOUCHÉ	<i>Take 1st and last tricks</i>	<i>600 Francs</i>	<i>800 Francs</i>
GUILLOTINE	<i>Take all of above</i>	<i>1500 Francs</i>	<i>800 Francs</i>
DOMINOS	<i>Be first out of cards</i>	<i>600 Francs</i>	<i>800 Francs</i>