

# **Bone-Ace**



## **Background**

**A 17<sup>th</sup> century English gambling game similar to modern black jack. It developed from the earlier game, One and Thirty and is referenced in [Francis Willughby's Volume of "Plaiies,"](#) c1665 and Cotton's "*Compleat Gamester*," published in London, 1674. It is first mentioned by Florio in 1611.**

**Use a standard 52 card deck (commonly called a French deck) and is played by up to 8 players.**

**The ranking of the cards during play is – K-Q-J-10-9-8-7-6-5-4-3-2-A and no suit is higher than any other. The Ace of Hearts (or sometimes the Ace of Diamonds depending upon the original source of the rules) is called the Bone Ace and is the highest card in determining the dealer.**

### **Stake**

**Before play, an amount of money is agreed upon to value one stake.**

### **Object**

**The player who comes closest to 31 wins.**

### **Dealing**

**Each player cuts for the deal, with the lowest card drawn receiving the deal.**

**The dealer deals three cards to each player beginning with the player to the dealer's left and continuing in a clockwise motion. The last card is dealt face up.**

### **Stake to the Highest Card Before Play**

**Before play, the player who holds the highest face-up card receives one stake from each of the other players. Order of counting is usual with no preference to suits, except that the Ace of Hearts, the "Bone-Ace", and wins over all other cards. Other references identify the "Bone-Ace" as the Ace of Diamonds. In case of a tie, the winner is the eldest. The eldest is the player closest to the dealer's left.**

## **Stick or Have It**

**Beginning with the player to the dealer's left and ending with the dealer, each player announces if they wish to "stick" or "have it." If the player wishes to stick, that player gets no more cards. If the player wishes to have it, the dealer continues to deal additional cards until the player sticks. However, if the point value of the cards in the player's hand goes over 31, the player is immediately out. Additionally, If the point value of the cards in the player's hand reaches exactly 31, that player immediately wins the hand and all the other cards are thrown in.**

## **Scoring**

**After all players stick, the cards are turned over and counted. Cards are valued at the number shown, with the Ace being counted as one. All honor cards (J, Q, and K) count as 10. The winner is determined as follows:**

**The player closest to 31 wins and receives a stake from each other player.**

**In the case of a tie, the eldest player wins.**

**Players who have gone over 31 are out immediately.**

**If all players have gone out before the dealer's turn, the dealer wins.**

**If a player reaches the exact score of 31, he/she immediately wins and receives a double stake from each other player.**