Carroll records in his diary (January 28, 1858): “Completed the rules of the game of cards I have been inventing during the past few days, Court Circular.” His anonymous three-page pamphlet on the game, reprinted below, was issued in 1860. It was reprinted anonymously two years later, with simplified rules. Here is the 1860 version:
RULES
FOR
COURT CIRCULAR.

(A New Game of Cards for Two or More Players.)

Section I. (For Two Players.)

I.

Cut for precedence. Highest is "first-hand," lowest "dealer." Dealer gives 6 cards to each, one by one, beginning with first-hand, and turns up the 13th, which is called the "Lead." It is convenient that the same player should be dealer for the whole of each game.

II.

First-hand then plays a card; then the other player, and so on, until 6 cards have been played, when the trick is complete, and he who can make, (out of the 3 cards he has played, with or without the Lead), the best "Line," wins it.

First-hand. | Lead
---|---
5 | 3
3 | 1
1 | 2
2 | 4
4 | 6

N.B. The cards in the figure are numbered in the order of playing.