



IMMENSELY POPULAR For 3, 4, 5, 6, 7 or 8 Players

Copyright 1911, by GEO. S. PARKER

Use entire pack when Four or more play.

When Three play, remove all cards below 5s.

1. Draw for deal, the player drawing the highest card dealing.

2. Deal out the pack, one card at a time [even if this gives some players one more card than others].

3. Assort the cards in your hands according to colors.

4. **BIDDING.** Players bid for the privilege of choosing the trump color, the dealer having the first chance to bid. The dealer must bid some number of points (divisible by 5) such as 15 or 20 points or more, which he feels reasonably sure he can earn, if he can choose the trump. The turn to BID passes to the left, each player in turn having a chance to raise the last bid. When a player does not wish to raise the bid he says "I pass." The player finally bidding highest chooses the trump color, and then announces whether it is to be red, yellow, black or green, selecting, as a rule, the color of which he holds most cards.

The advantage of obtaining your own choice of trump color is apparent, as any card of trump color will capture any cards of other colors.

EXAMPLE.—Four people, A, B, C, D are playing. Suppose B has six good green cards and a few each of other cards. A [the dealer] examines his hand, and bids 15. B bids 25, C [who has a poor hand] passes. D bids 30. A then has a chance to bid again and bids 35 and B [having a strong hand] bids 40, C has passed, D passes, A passes. B therefore announces "Green is trump color." [No one but highest bidder tells what color he bid on.]

B now has the advantage of a strong hand in trumps, but he must make 40 points, or over, [because he BID that amount.] If he does not, he is "set back" 40 points.

5. **PLAYING.** After the color of trumps is announced, the player at the left of the dealer starts the game by playing to the center of the table any card of any color. The play passes to the left, each person playing one card. The highest card of the color led takes the cards thus played, which are called a "TRICK," unless the trick is "trumped," [i. e., if someone plays a card of the trump color] in which case the highest trump takes it. Players are obliged to follow the color led, that is to say, if a player has a card of the color led, he must play a card of that color but if a player does not have a card of the color led, he may either "throw away," i. e., play a card of any other color, or, if he wishes to do so, he may play a trump.

6. Whoever takes a trick, places it face down near him and leads a card for the next trick. Any color may be led.

7. The **OBJECT** of each player is to capture tricks that count, the cards which count being the 5's, 10's and 14's. Remember in playing that it is valueless to capture tricks which do not contain one or more of these count cards.