

Clark & Sowdon
Nimble Spider

No. 207.

DIRECTIONS.

Deal the cards evenly among the players. When the play begins, place the odd cards in the centre of the table. If there are no odd cards, the one who plays first, places his card, face up, in the centre of the table.

Each player plays one card at a time, and if the card he plays matches a picture on a card on the table, he may remove the latter, which with his card counts him a trick.

The object is to take as many Spades and tricks as possible.

The one who takes the last trick is entitled to any cards which may be on the table at the end of the hand.

The most cards count three points, and the Spades one point each.